

9/11/Calc3

Vector-valued functions

Last time

$$\vec{r}(t) = \langle \underset{x}{f(t)}, \underset{y}{g(t)}, \underset{z}{h(t)} \rangle$$

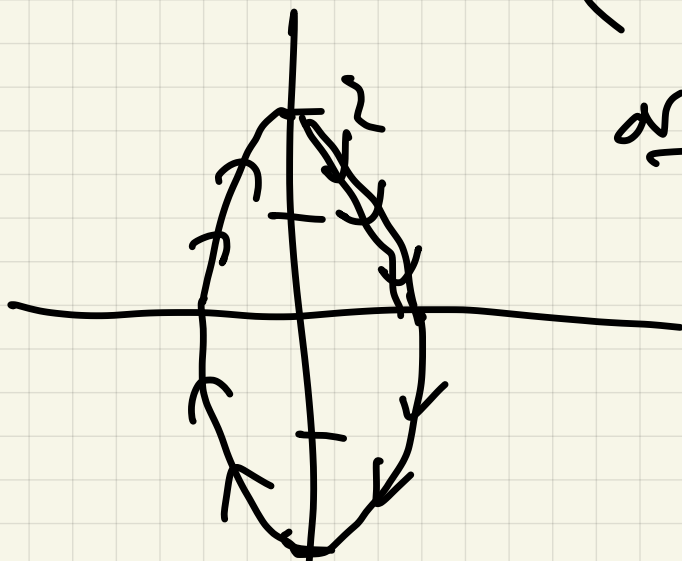
Visualize as position in $\mathbb{R}^3$
at time t .

Ex 10 Straight line
parametric equation

Ex 1 $\vec{r}(t) = \langle \underset{x}{\sin t}, \underset{y}{2\cos t} \rangle$ in $\mathbb{R}^2$

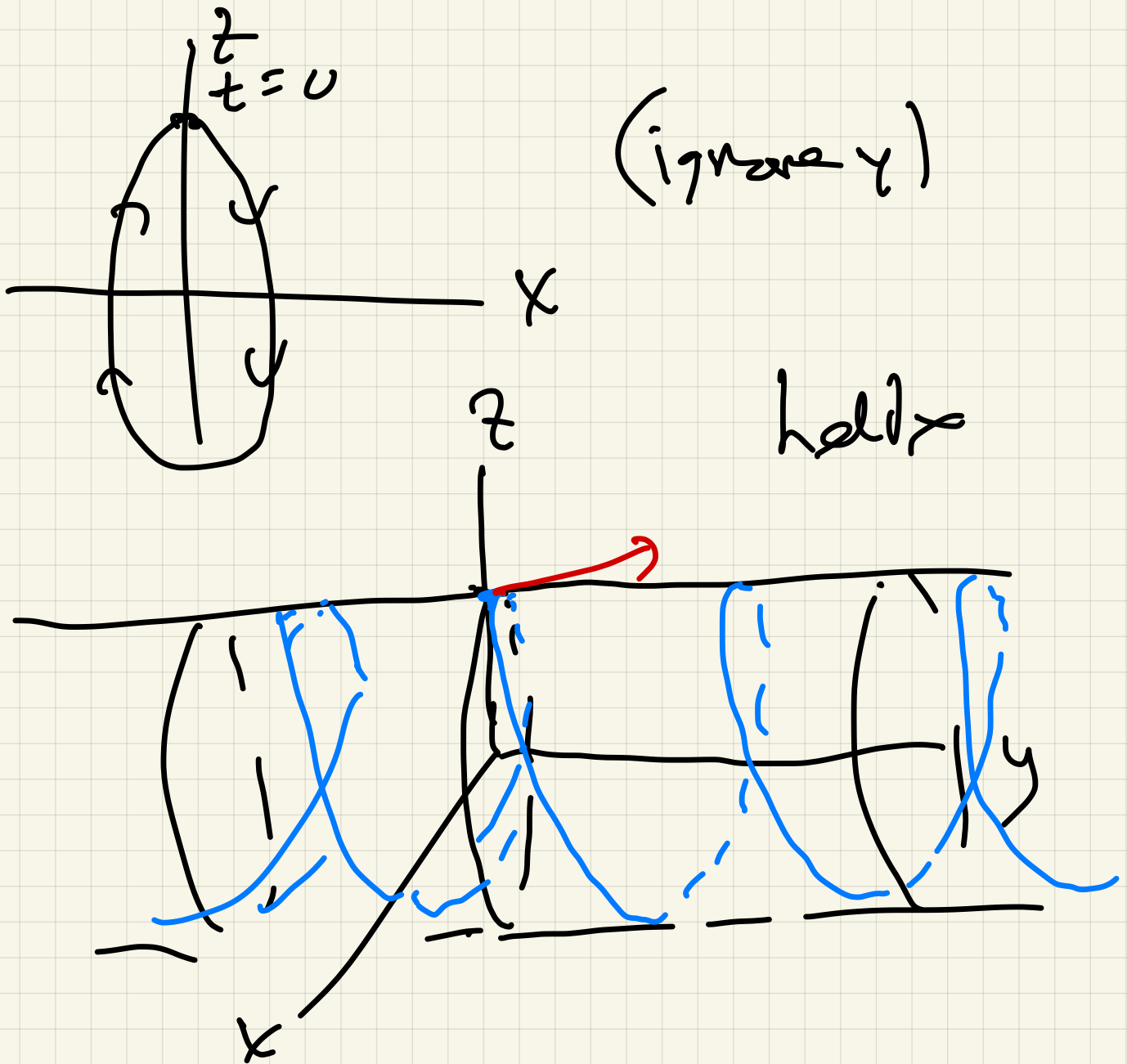
$$\sin^2 t + \cos^2 t = 1$$

$$x^2 + \left(\frac{y}{2}\right)^2 = 1$$



orientation:
clockwise

Ex 2 $\vec{r}(t) = \langle \sin t, t, 2 \cos t \rangle$

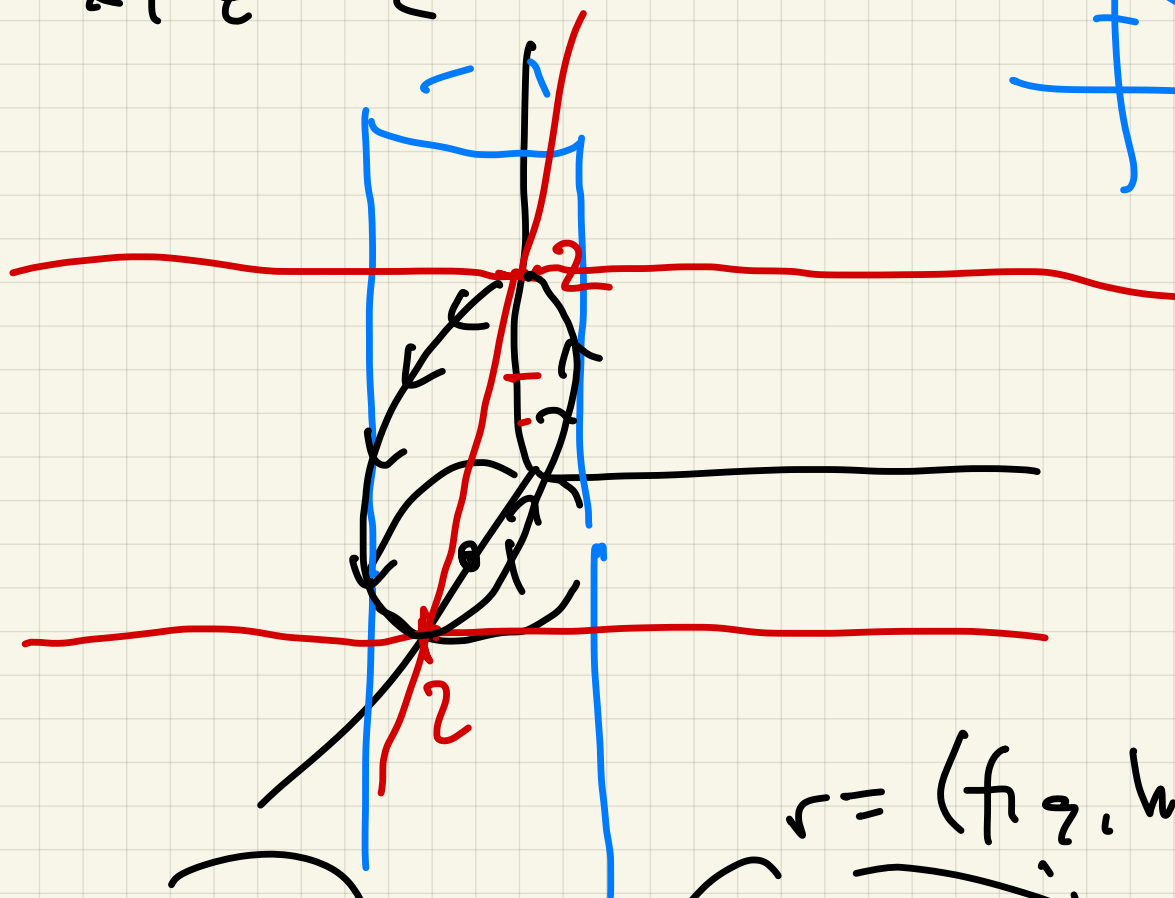


Ex 3 $\langle \underbrace{1 + \cos t}_x, \underbrace{\sin t}_y, \underbrace{1 - \cos t}_z \rangle$

$$\sin^2 t + \cos^2 t = 1$$

$\rightarrow y^2 + (x-1)^2 = 1$ circle

$$\begin{aligned} &\rightarrow x + z = 2 \\ &(1 + \cos t) + (1 - \cos t) = 2 \\ &x + z = 2 \end{aligned}$$



$r = (f, h)$
Limits and continuity

Defn: f cont at $x=a$ if
 $\lim_{x \rightarrow a} f(x) = f(a)$

① $\lim_{t \rightarrow a} \vec{r}(t) = \langle \lim_{t \rightarrow a} f(t), \lim_{t \rightarrow a} g(t), \lim_{t \rightarrow a} h(t) \rangle$

② $\vec{r}(t)$ is continuous at $t=a$ if $\lim_{t \rightarrow a} \vec{r}(t) = \vec{r}(a)$

Ex 4 (a) Is $\vec{r}(t) = (1 + \cos t, \sin t, 1 - \cos t)$

~~is~~ continuous at $t=0$?

$$\lim_{t \rightarrow 0} \vec{r}(t) = \left(\lim_{t \rightarrow 0} (1 + \cos t), \lim_{t \rightarrow 0} \sin t, \lim_{t \rightarrow 0} (1 - \cos t) \right)$$

$$(2, 0, 0)$$

$$= \vec{r}(0) \checkmark$$

yes

(b) How about

$$\vec{r}(t) = \left(3 \sin t, \frac{t^3 + t}{7t}, e^t \right)$$

NO: $\vec{r}(0) = (0, \text{undef.}, 1)$

but $\lim_{t \rightarrow 0} \left(3 \sin t, \frac{t^3 + t}{7t}, e^t \right)$
 $\left(0, \frac{1}{7}, 1 \right)$

fails, but can fix this

$$(a) \quad \vec{r}(t) = \begin{cases} (3\sinh \frac{t^3+t}{7}, et) & t \neq 0 \\ (0, \frac{1}{7}, 1) & t=0 \end{cases}$$

is continuous

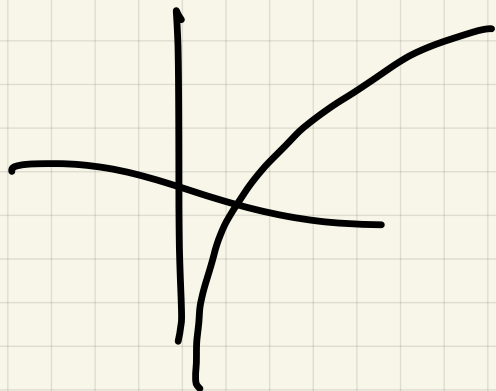
(b) For which t is

$$\vec{r}(t) = \langle t^3+7, \ln t, \sqrt{20-t^2} \rangle$$

continuous?

x all t

$$y: \underline{t > 0}$$



$$z: \begin{aligned} 20 - t^2 &\geq 0 \\ 20 &\geq t^2 \end{aligned}$$

$$\underline{\underline{\sqrt{20} \geq t \geq -\sqrt{20}}}$$

$$0 < t \leq \sqrt{20}$$

Derivatives

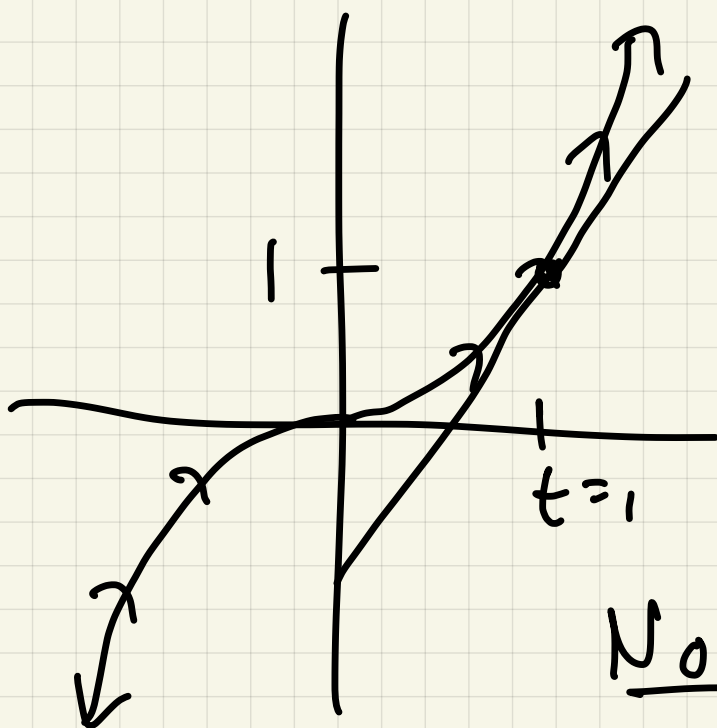
Recall Calc 1: $f'(x) = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$
 In Calc 3:

$$\vec{r}'(t) = \lim_{h \rightarrow 0} \frac{\vec{r}(t+h) - \vec{r}(t)}{h} =$$

$$\langle f'(t), g'(t), h'(t) \rangle$$

Ex 5: $\vec{r}(t) = \langle t, t^3 \rangle$

$$\begin{matrix} x & y \\ & y = x^3 \end{matrix}$$



$$\vec{r}'(1) = \langle 1, 3 \rangle$$

$$\vec{r}'(t) = \langle 1, 3t^2 \rangle$$

Note: $\frac{d}{dx}(x^3) = 3x^2$
 $\frac{d}{dx}(x^3) \Big|_{x=1} = 3$

$\vec{r}'(t) = \underline{\text{tangent vector}}$ or
 $\underline{\text{velocity vector}}$

$$|\vec{r}'(t)| = \text{speed}$$

$\vec{r}(t)$ is smooth at t , if

$$|\vec{r}'(t)| \neq 0 \iff |\vec{r}'(t)| \neq 0$$

Ex 6 (a) $\vec{r}(t) = \langle \underline{6}, \underline{\cos(t^3)}, e^{\underline{\tan t}} \rangle$

$$\vec{r}'(t) = \langle 0, -\underline{\sin(t^3)} \cdot 3t^2, e^{\underline{\tan t}} \cdot \sec^2 t \rangle$$

smooth for $-\frac{\pi}{2} < t < \frac{\pi}{2}$

(b) $\vec{r}(t) = \langle t^3, t^2 \rangle$

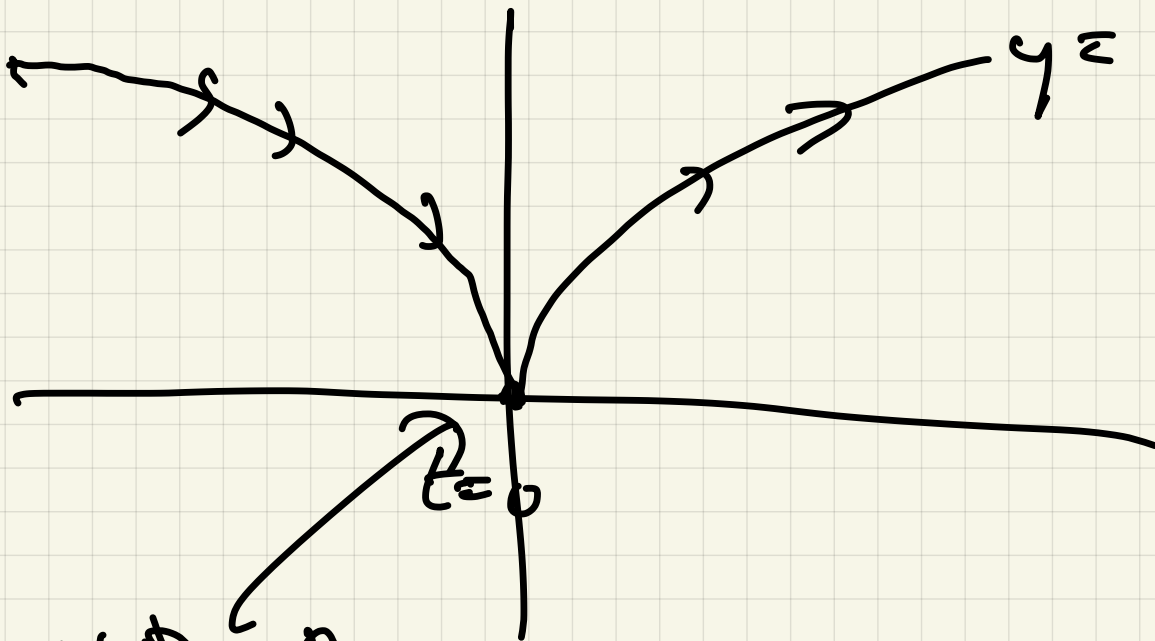
$$\vec{r}'(t) = \langle 3t^2, 2t \rangle = (0, 0)$$

$$\Rightarrow t = 0$$

Not smooth $t=0$ / smooth $t \neq 0$

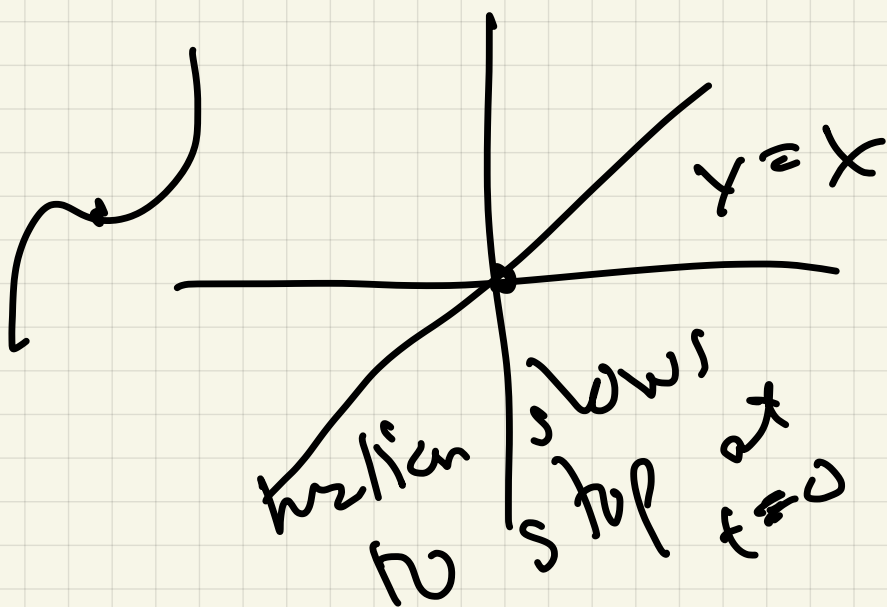
Sketch: $\begin{pmatrix} t^3 \\ t^2 \end{pmatrix}$
 $x \quad y$

$$x^2 = t^6 = y^3$$



Not smooth

(c) $\vec{r}(t) = \begin{pmatrix} t^3 \\ t^3 \end{pmatrix}$
 $x \quad y$



$$\vec{r}'(t) = \begin{pmatrix} 3t^2 \\ 3t^2 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad t=0$$

Ex 7 Find the tangent line to

$$\vec{r}(t) = \langle \sin t, t, 2 \cos t \rangle \text{ at } t=0$$

Need point / direction;

point $\sim t=0 : \vec{r}(0) = \underline{\underline{\langle 0, 0, 2 \rangle}}$

direction : $\vec{r}'(0)$

$$\begin{aligned} \vec{r}'(t) &= \langle \cos t, 1, -2 \sin t \rangle \big|_{t=0} \\ &= \underline{\underline{\langle 1, 1, 0 \rangle}} \end{aligned}$$

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 0+t \\ 0+t \\ 2+0t \end{pmatrix}$$

Note : $\vec{r}'(0) = \langle 1, 1, 0 \rangle$ tells
us orientation of motion.

More physics language

velocity $\vec{r}'(t) = \vec{v}(t)$

speed $|\vec{r}'(t)| = |\vec{v}(t)|$

direction $\frac{\vec{v}(t)}{|\vec{v}(t)|}$ unit

acceleration $\vec{a}(t) = \vec{v}'(t) = \vec{v}''(t)$