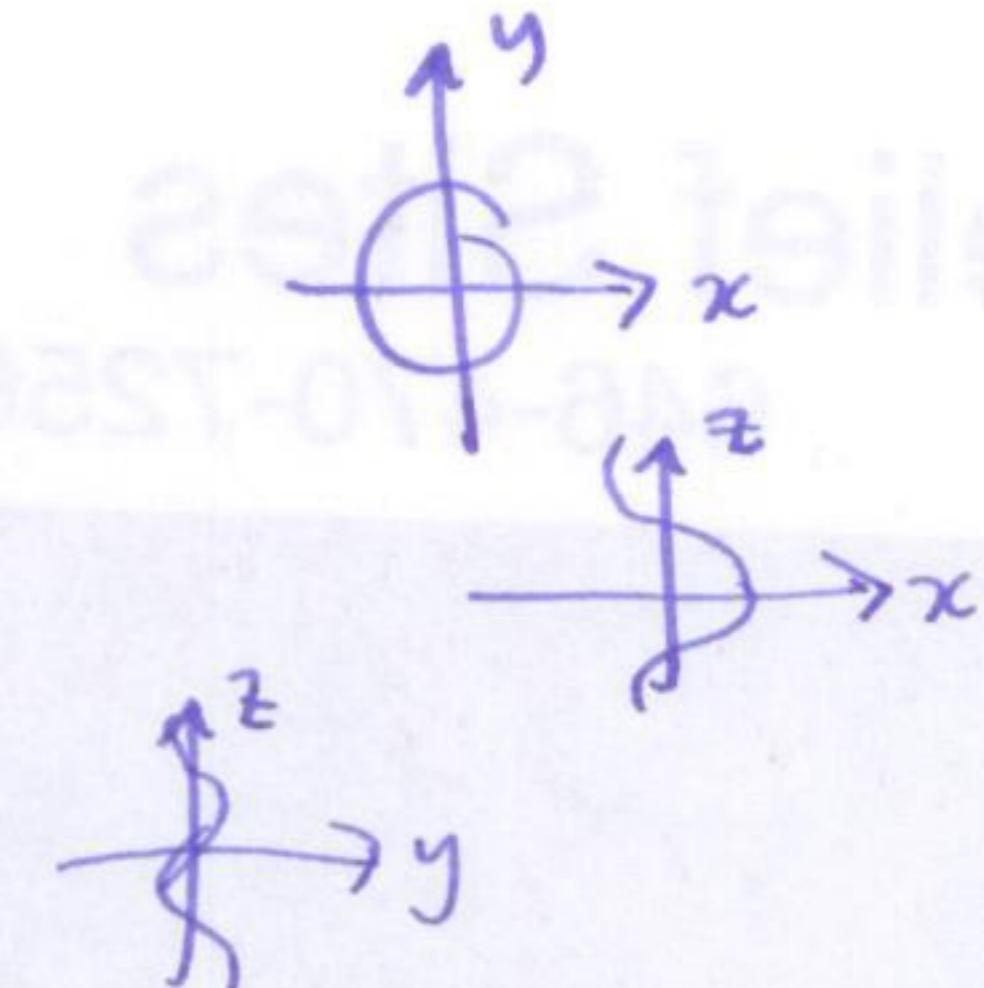


projections: set one coordinate zero

$\langle \cos(t), \sin(t), 0 \rangle$ projection onto xy -plane.

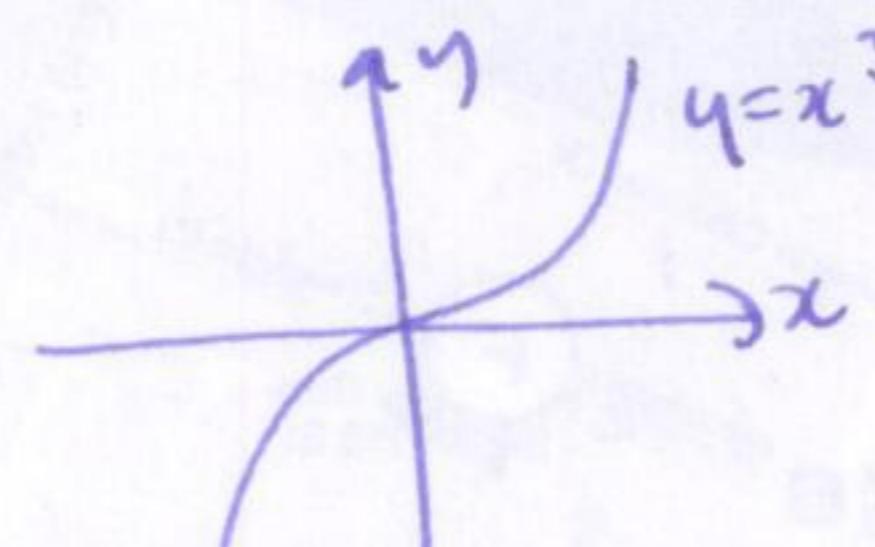
$\langle \cos(t), 0, t \rangle$ xz -plane

$\langle 0, \sin(t), t \rangle$ yz -plane



Finding parameterizations

Example ① $y = x^3$



$$\underline{r}(t) = \langle t, t^3 \rangle$$

② circle of radius 4 in xz -plane with center $(1, 2, 3)$.

unit circle in xy -plane: $\underline{r}(t) = \langle \cos(t), \sin(t), 0 \rangle$

xz -plane: $\underline{r}(t) = \langle \cos(t), 0, \sin(t) \rangle$

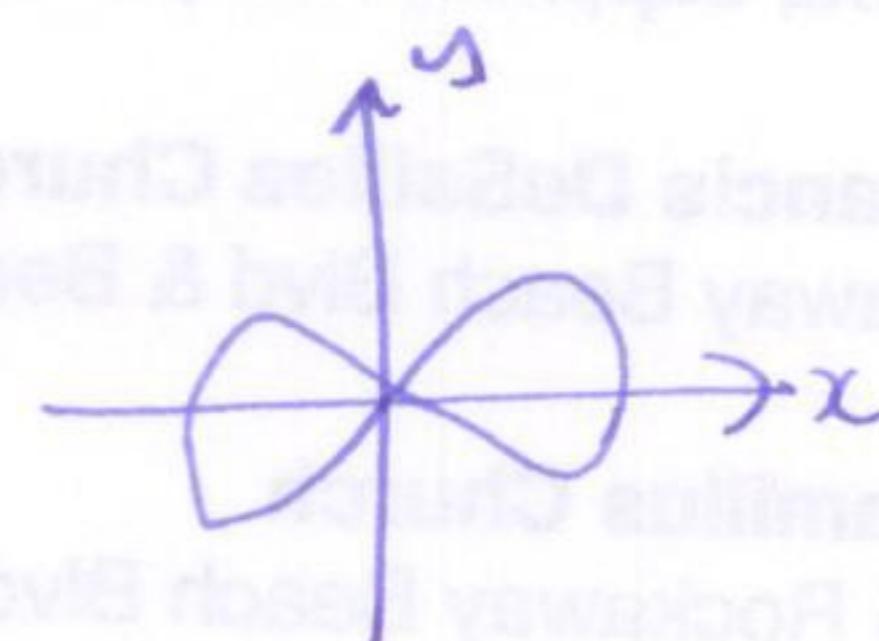
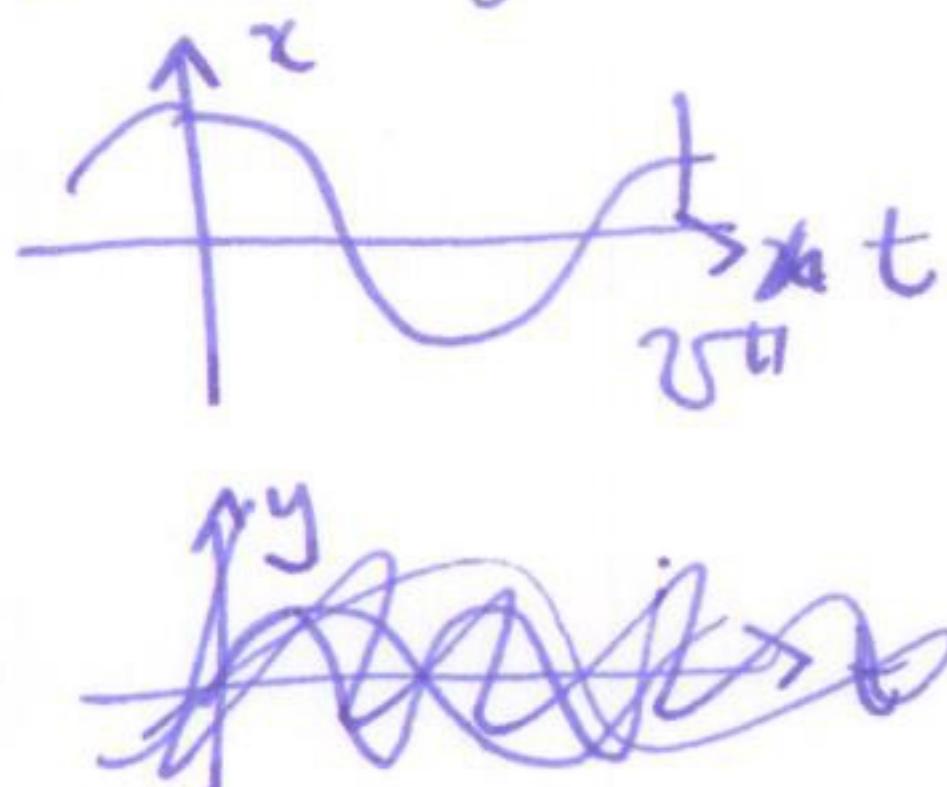
radius 4: $\underline{r}(t) = \langle 4\cos(t), 0, 4\sin(t) \rangle$

translate: $\underline{r}(t) = \langle 4\cos(t)+1, 2, 4\sin(t)+3 \rangle$

Drawing parameterized curves

Example $\underline{r}(t) = \langle \cos(t), \sin(2t) \rangle$

by drawing (x, t) , (y, t) pictures.



§13.2 Calculus of vector valued functions

Limits Defn A vector valued function $\underline{r}(t)$ has a limit \underline{v} at t_0 if

$\lim_{t \rightarrow t_0} \|\underline{r}(t) - \underline{v}\| = 0$. If this happens we say $\lim_{t \rightarrow t_0} \underline{r}(t) = \underline{v}$

Thm 1 Limits are computed componentwise.

$\underline{r}(t) = \langle x(t), y(t), z(t) \rangle$ has a limit as $t \rightarrow t_0$

\Leftrightarrow each component function has a limit, and

$$\lim_{t \rightarrow t_0} \underline{r}(t) = \left\langle \lim_{t \rightarrow t_0} x(t), \lim_{t \rightarrow t_0} y(t), \lim_{t \rightarrow t_0} z(t) \right\rangle$$

Proof (sketch) $\| \underline{r}(t) - \underline{v} \|^2 = (x(t) - v_1)^2 + (y(t) - v_2)^2 + (z(t) - v_3)^2$
 $LHS \rightarrow 0 \Rightarrow$ each term in RHS $\rightarrow 0$. \square .

Example find $\lim_{t \rightarrow 0} \underline{r}(t)$ where $\underline{r}(t) = \langle t^2, t, \frac{\sin t}{t} \rangle$

$$\lim_{t \rightarrow 0} \underline{r}(t) = \left\langle \lim_{t \rightarrow 0} t^2, \lim_{t \rightarrow 0} t, \lim_{t \rightarrow 0} \frac{\sin t}{t} \right\rangle = \langle 0, 0, 1 \rangle$$

Continuity

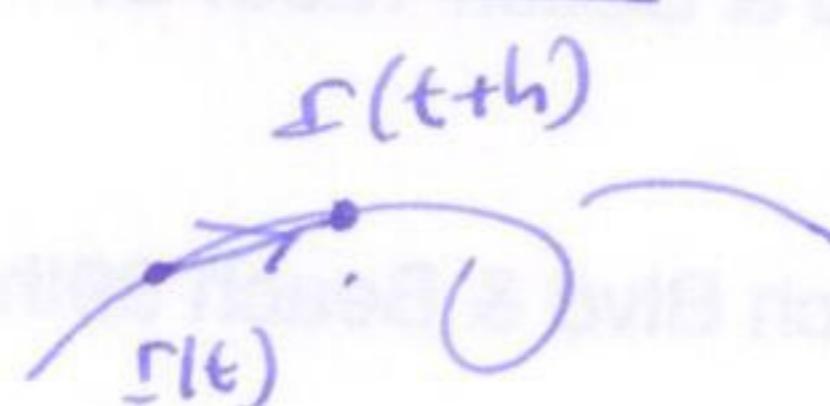
Defn $\underline{r}(t)$ is continuous \Leftrightarrow all of its components are continuous.

Differentiation

Defn The derivative of $\underline{r}(t)$ is $\underline{r}'(t) = \frac{d\underline{r}}{dt} = \lim_{h \rightarrow 0} \frac{\underline{r}(t+h) - \underline{r}(t)}{h}$

if this limit exists we say $\underline{r}(t)$ is differentiable.

Remark $\frac{\underline{r}(t+h) - \underline{r}(t)}{h}$ makes sense!



Thm 2 Derivatives are computed componentwise.

If $\underline{r}(t) = \langle x(t), y(t), z(t) \rangle$ then $\underline{r}'(t) = \langle x'(t), y'(t), z'(t) \rangle$

$$\frac{d\underline{r}}{dt}$$

Proof (sketch) derivative defined as a limit, limits computed componentwise \square .

Example

$$\underline{r}(t) = \langle \cos t, \sin t, t \rangle$$

$$\underline{r}'(t) = \langle -\sin t, \cos t, 1 \rangle$$

$$\underline{r}(t) = \langle e^{2t}, t \cos t, \frac{\cos t}{t} \rangle \quad (21)$$

$$\underline{r}'(t) = \langle 2e^{2t}, \cos t + t \sin t, -\frac{\cos t}{t^2} \rangle$$

Higher derivatives

$$\underline{r}''(t) = \frac{d^2 \underline{r}}{dt^2} = \lim_{h \rightarrow 0} \frac{\underline{r}(t+h) - \underline{r}'(t)}{h}$$

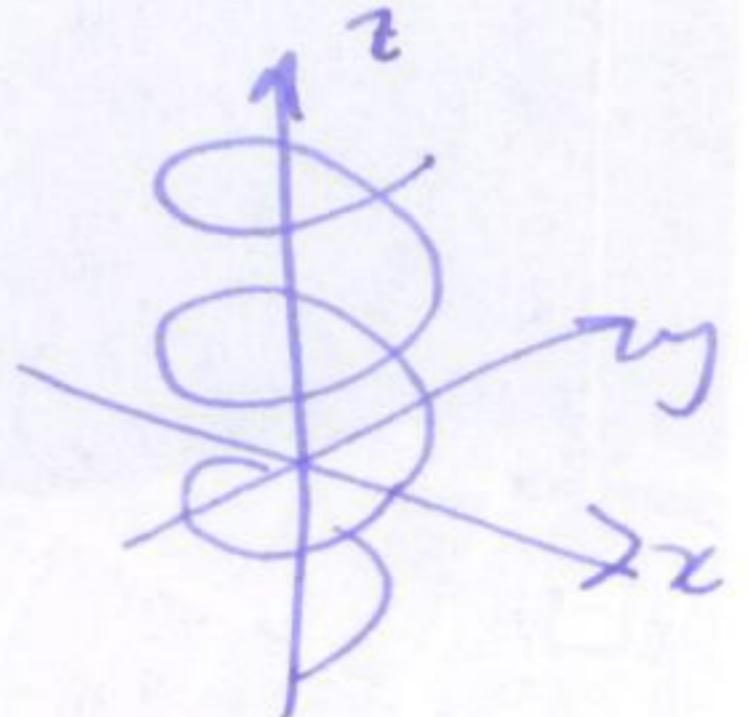
Example

$$\underline{r}''(t) = \langle -\cos t, -\sin t, 0 \rangle$$

if $\underline{r}(t)$ is position

then $\underline{r}'(t)$ is velocity

$\underline{r}''(t)$ is acceleration.



Differentiation rules (assume all functions differentiable)

- sums: $(\underline{r}_1(t) + \underline{r}_2(t))' = \underline{r}_1'(t) + \underline{r}_2'(t)$

- scalar mult: $(c \underline{r}(t))' = c \underline{r}'(t)$ c constant (does not depend on t)

- product rule: if $f(t)$ ^{differentiable} scalar function then

$$(f(t) \underline{r}(t))' = f(t) \underline{r}'(t) + f'(t) \underline{r}(t)$$

- chain rule: $\frac{d}{dt} (\underline{r}(g(t))) = g'(t) \underline{r}'(g(t))$

Warning: $g(\underline{r}(t))$ doesn't make sense!

$$\underline{r}_1(\underline{r}_2(t))$$

"... don't think about what's inside the parentheses, just do it!"

Proof (sketch) everything is defined componentwise.

product rule: $f(t) \underline{r}(t) = f(t) \langle x(t), y(t), z(t) \rangle = \langle f(t)x(t), f(t)y(t), f(t)z(t) \rangle$

$$(f(t) \underline{r}(t))' = \langle f'x + fx', f'y + fy', f'z + fz' \rangle = f' \langle x, y, z \rangle + f \langle x', y', z' \rangle \\ = f'(t) \underline{r}(t) + f(t) \underline{r}'(t) \quad \square.$$

Theorem 3 Product rule for dot and cross products.

dot product: $(\underline{r}_1(t) \cdot \underline{r}_2(t))' = \underline{r}_1(t) \cdot \underline{r}_2'(t) + \underline{r}_1'(t) \cdot \underline{r}_2(t)$

cross product: $(\underline{r}_1(t) \times \underline{r}_2(t))' = \underline{r}_1(t) \times \underline{r}_2'(t) + \underline{r}_1'(t) \times \underline{r}_2(t)$

warning: order matters in the cross product!

Proof (sketch): dot, cross products defined componentwise.

simple example in \mathbb{R}^2 : $\underline{r}_1(t) \cdot \underline{r}_2(t) = \langle x_1(t), y_1(t) \rangle \cdot \langle x_2(t), y_2(t) \rangle$

$$\begin{aligned} (\underline{r}_1(t) \cdot \underline{r}_2(t))' &= (x_1 x_2 + y_1 y_2)' = x_1' x_2 + x_1 x_2' + y_1' y_2 + y_1 y_2' \\ &= x_1' x_2 + y_1' y_2 + x_1 x_2' + y_1 y_2' = \underline{r}_1'(t) \cdot \underline{r}_2(t) + \underline{r}_1(t) \cdot \underline{r}_2'(t). \square \end{aligned}$$

The derivative is the tangent vector
(or velocity vector)

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

tangent line: is given by $L(t) = \underline{r}(t_0) + t \underline{r}'(t_0)$

Example: find tangent line to helix $\underline{r}(t) = \langle \cos t, \sin t, t \rangle$ at $t=1$

Example: show $\underline{r}(t)$ and $\underline{r}'(t)$ are orthogonal if $\underline{r}(t)$ has unit length

unit length: $\|\underline{r}(t)\|^2 = 1$

$$\underline{r}(t) \cdot \underline{r}(t)$$

$$\therefore (\underline{r}(t) \cdot \underline{r}(t))' = \underline{r}'(t) \cdot \underline{r}(t) + \underline{r}(t) \cdot \underline{r}'(t) = 2\underline{r}'(t) \cdot \underline{r}(t) = 0.$$

$$\Rightarrow \underline{r}(t) \perp \underline{r}'(t)$$

geometric explanation:

