

## §14.1 Vector Functions

After completing this section, students should be able to:

- Define a vector valued function.
- Find the domain of a vector valued function.
- Find the limit of a vector valued function.
- Match equations of vector valued functions with their graphs by considering the projections of the graphs onto the  $xy$ ,  $yz$ , and  $xz$  planes.
- Give a vector valued equation for the intersection of two surfaces.

**Definition.** A vector function or vector-valued function is:

If we think of the vectors as position vectors with their initial points at the origin, then the endpoints of  $\vec{v}(t)$  trace out a \_\_\_\_\_ in  $\mathbb{R}^3$  (or in  $\mathbb{R}^2$ ).

**Example.** Sketch the curve defined by the vector function  $\vec{r}(t) = \langle t, \sin(5t), \cos(5t) \rangle$ .

**Example.** Consider the vector function  $\vec{r}(t) = \frac{t^2 - t}{t - 1}\vec{i} + \sqrt{t + 8}\vec{j} + \frac{\sin(\pi t)}{\ln t}\vec{k}$

1. What is the domain of  $\vec{r}(t)$ ?

2. Find  $\lim_{t \rightarrow 1} \vec{r}(t)$

3. Is  $\vec{r}(t)$  continuous on  $(0, \infty)$ ? Why or why not?

END OF VIDEO

**Review.** Which of these are vector functions?

A.  $f(t) = t^2$

B.  $f(s, t) = 3x - 4t$

C.  $f(t) = t^2\vec{i} - 2t\vec{j} + \sqrt{t}\vec{k}$

**Review.** Match the vector functions with the curves.

1.  $\vec{r}_1(t) = \langle t^2, t^4, t^6 \rangle$

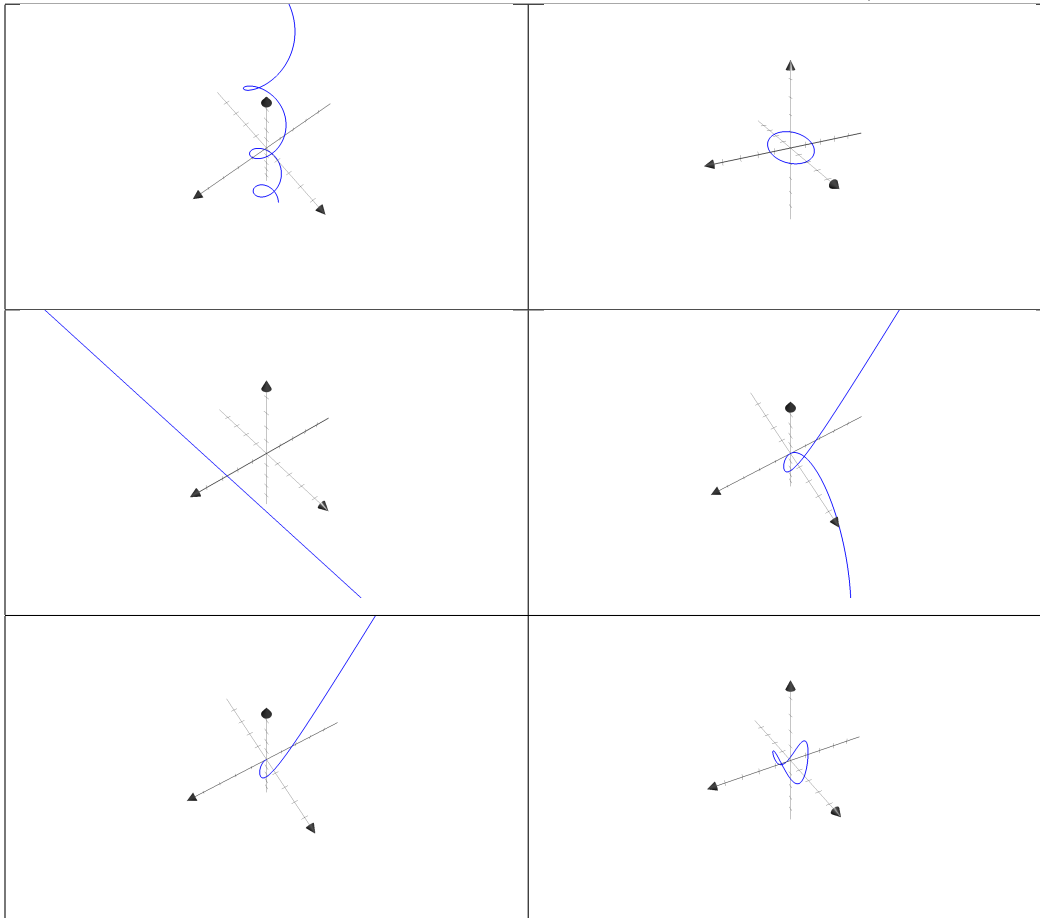
2.  $\vec{r}_2(t) = \langle t + 2, 3 - t, 2t - 1 \rangle$

3.  $\vec{r}_3(t) = \langle \cos(t), -\cos(t), \sin(t) \rangle$

4.  $\vec{r}_4(t) = \langle t, t^2, t^3 \rangle$

5.  $\vec{r}_5(t) = \langle \cos(t), \sin(t), t \rangle$

6.  $\vec{r}_6(t) = \langle \cos(t), \sin(t), \cos(2t) \rangle$



**Example.** Consider the vector function  $\vec{r}(t) = te^{-t}\vec{i} + \frac{t^3 + t}{2t^3 - 1}\vec{j} + \frac{1}{\sqrt{t}}\vec{k}$

1. What is the domain of  $\vec{r}(t)$ ?

2. Find  $\lim_{t \rightarrow \infty} \vec{r}(t)$

**Example.** Find the point on the curve  $\vec{r}(t) = 5 \cos(t)\vec{i} + 3 \sin(t)\vec{j} + 4 \sin(t)\vec{k}$  that lies closest to the point  $P(1, 1, 2)$ .



**Example.** At what points does the helix  $\vec{r}(t) = \langle \sin(t), \cos(t), t \rangle$  intersect the sphere  $x^2 + y^2 + z^2 = 5$ ?

**Example.** Show that the curve  $\vec{r}(t) = 3 \cos(t)\vec{i} + 9 \cos(2t)\vec{j} + 3 \sin(t)\vec{k}$  lies on the intersection of the hyperboloid  $y = x^2 - z^2$  and the cylinder  $x^2 + z^2 = 9$ .

**Extra Example.** Find a function  $\vec{r}(t)$  that describes the curve where the following surfaces intersect.

$$z = 3x^2 + y^2 + 1, z = 5 - x^2 - 3y^2$$

**Extra Example.** Find the curve where the following surfaces intersect.

$$x^2 + y^2 = 25, z = 2x + 2y$$

**Extra Example.** Find the curve where the following surfaces intersect.

$$z = y + 1, z = x^2 + 1$$

### Extra Example. §14.2 Derivatives and Integrals of Vector Functions

By the end of this section, students should be able to:

- Compute the derivative of a vector function.
- Compute the integral of a vector function.
- When  $\vec{r}(t)$  represents the position of a particle at time  $t$ , explain the meaning of  $\vec{r}(t)$ , its direction, and its magnitude.

Suppose a particle is moving according to the vector equation  $\vec{r}(t)$ . How can we find a *tangent vector* that gives the direction and speed that the particle is traveling?

**Definition.** The *derivative* of the vector function  $\vec{r}(t)$  is the same thing as the tangent vector, defined as

$$\frac{d\vec{r}}{dt} = \vec{r}'(t) =$$

If  $\vec{r}(t) = \langle r_1(t), r_2(t), r_3(t) \rangle$ , then

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

The derivative of a vector function is a (circle one) vector / scalar.

The **unit tangent vector** is:

$$\vec{T}(t) =$$

The **tangent line** at  $t = a$  is:



**Example.** For the vector function  $\vec{r}(t) = \langle t^2, t^3 \rangle$

1. Find  $\vec{r}'(1)$ .
2. Sketch  $\vec{r}(t)$  and  $\vec{r}'(1)$ .
3. Find  $\vec{T}(1)$ .
4. Find the equation for the tangent line at  $t = 1$ .

**Definition.** If  $\vec{r}(t) = \langle f(t), g(t), h(t) \rangle$ , then

$$\int \vec{r}(t) dt =$$

and

$$\int_a^b \vec{r}(t) dt =$$

**Example.** Compute  $\int_1^2 \frac{1}{t} \vec{i} + e^t \vec{j} + te^t \vec{k}$ .

END OF VIDEO

**Review.** If  $\vec{r}(t) = 5t^2\vec{i} + \sin(t)\vec{j} - 3\vec{k}$ , how do we compute  $\vec{r}'(t)$ ?

**Question.** For a vector function  $\vec{r}(t) = \langle r_1(t), r_2(t), r_3(t) \rangle$ , what is the limit definition of  $\vec{r}'(t)$ ?

**Question.** (Geometric interpretation) If we think of  $\vec{r}(t)$  as a space curve, what does  $\vec{r}'(t)$  represent geometrically?

**Question.** (Physics interpretation) If  $\vec{r}(t)$  represents the position of a particle at time  $t$ ,  
(a) what does the direction of  $\vec{r}'(t)$  signify?

(b) what does the magnitude of  $\vec{r}'(t)$  signify?

**Note.** The *unit tangent vector* is computed as \_\_\_\_\_ and sometimes denoted by \_\_\_\_\_ .

**Example.** Find the tangent vector, the unit tangent vector, and the tangent line for the following curves at the point given

1.  $\vec{r}(t) = \langle t, t^2, t^3 \rangle$  at  $t = 1$

2.  $\vec{r}(t) = \langle t^2, t^4, t^6 \rangle$  at  $t = 1$

3.  $\vec{p}(t) = \langle t + 2, 3 - t, 2t - 1 \rangle$  at  $t = 0$

**Example.** At what point do the curves  $\vec{r}_1(t) = \langle t, 1-t, 3+t^2 \rangle$  and  $\vec{r}_2(t) = \langle 3-t, t-2, t^2 \rangle$  intersect? Find their angle of intersection correct to the nearest degree.

Derivative rules - see textbook

- Is there a product rule for derivatives of vector functions?
- Is there a quotient rule for derivatives of vector functions?
- Is there a chain rule for derivatives of vector functions?



**Example.** Show that if  $\|\vec{r}(t)\| = c$  (a constant), then  $\vec{r}'(t)$  is orthogonal to  $\vec{r}(t)$  for all  $t$ .

**Review.** If  $\vec{r}(t) = \langle f(t), g(t), h(t) \rangle$ , then

$$\int \vec{r}(t) dt =$$

and

$$\int_a^b \vec{r}(t) dt =$$

**Example.** Find  $\vec{p}(t)$  if  $\vec{p}'(t) = \cos(\pi t)\vec{i} + \sin(\pi t)\vec{j} + t\vec{k}$  and  $\vec{p}(1) = 6\vec{i} + 6\vec{j} + 6\vec{k}$ .

**Extra Example.** Show that if  $\vec{r}$  is a vector function such that  $\vec{r}''$  exists, then

$$\frac{d}{dt}[\vec{r}(t) \times \vec{r}'(t)] = \vec{r}(t) \times \vec{r}''(t)$$

**Extra Example.** If  $\vec{u}(t) = \vec{r}(t) \circ [\vec{r}'(t) \times \vec{r}''(t)]$ , show that

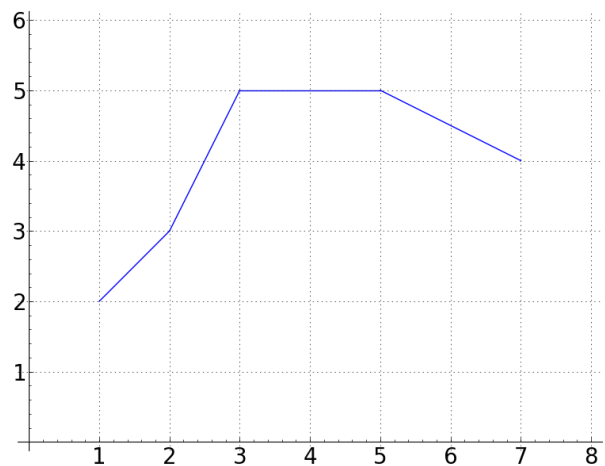
$$\vec{u}'(t) = \vec{r}(t) \cdot [\vec{r}'(t) \times \vec{r}'''(t)]$$

## §14.4 Arclength

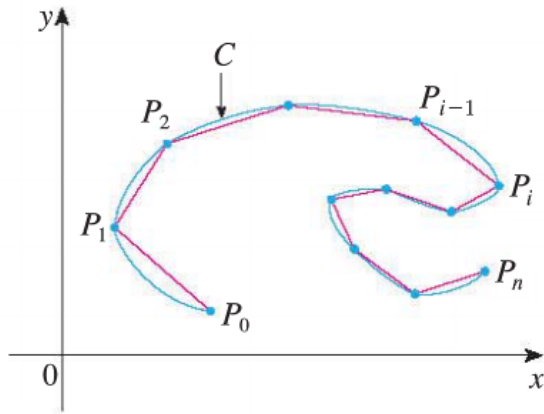
After completing this section, students should be able to:

- Set up an intergral to represent the arclength of a curve, and compute the integral when it simplifies nicely.
- Explain what it means for a curve to be parametrized by arclength.
- Reparametrize curves so that they are parametrized by arclength.

**Example.** Find the length of this curve.



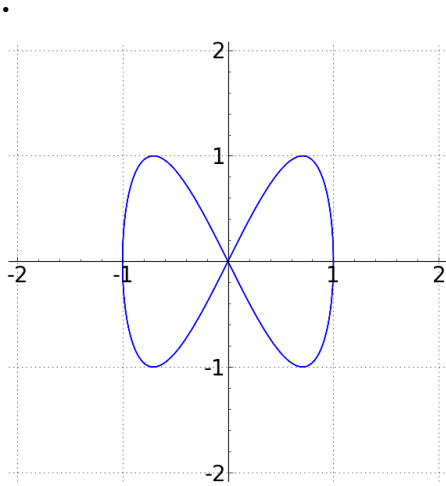
**Note.** In general, it is possible to approximate the length of a curve  $x = f(t)$ ,  $y = g(t)$  between  $t = a$  and  $t = b$  by dividing it up into  $n$  small pieces and approximating each curved piece with a line segment.



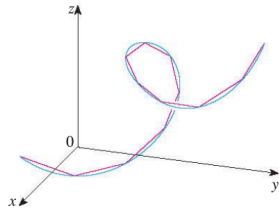
Arc length is given by the formula:

Set up an integral to express the arclength of the Lissajous figure

$$x = \cos(t), y = \sin(2t)$$



**Review.** To find the arc length of a space curve  $\vec{r}(t) = \langle f(t), g(t), h(t) \rangle$ , we can approximate it with straight line segments.



**Note.** The **arc length** of a curve  $\vec{r}(t) = \langle x(t), y(t), z(t) \rangle$  between  $t = a$  and  $t = b$  is given by



**Definition.** The **arc length function** (starting at  $t = a$ ) is

$$s(t) =$$

**Note.** If  $s(t)$  is the arc length function, then  $s'(t) =$

In words, this says that the rate of change of the arclength with respect to time is ...

**Example.** Consider the two curves:

1.  $\vec{r}(u) = \langle 2u, u^2, \frac{1}{3}u^3 \rangle$  for  $0 \leq u \leq 1$

2.  $\vec{q}(t) = \langle 2 \ln(t), (\ln(t))^2, \frac{1}{3}(\ln(t))^3 \rangle$  for  $1 \leq t \leq e$

How are the curves related?

We say that  $\vec{q}(t)$  is a **reparametrization** of  $\vec{r}(u)$  because:

Also  $\vec{r}(u)$  is a reparametrization of  $\vec{q}(t)$  because:

You can think of a reparametrization of a curve as the same curve, traveled at a different speed. In our case,  $\vec{q}$  moves along the curve (circle one) slower / faster than  $\vec{r}$ .

In mathematical notation,  $\vec{q}(t)$  is a reparametrization of  $\vec{r}(u)$  if  $\vec{q}(t) = \vec{r}(\phi(t))$  for some strictly increasing (and therefore invertible) function  $u = \phi(t)$ .

Find the arc length of each curve.

$$\vec{r}(u) = \left\langle 2u, u^2, \frac{1}{3}u^3 \right\rangle$$

for  $0 \leq u \leq 1$

$$\vec{q}(t) = \left\langle 2 \ln(t), (\ln(t))^2, \frac{1}{3}(\ln(t))^3 \right\rangle$$

for  $1 \leq t \leq e$

**Fact.** Arc length does not depend on parametrization.

Proof:

Is there a natural, best way to parametrize a curve?

**Definition.** We say that a curve  $\vec{r}(t)$  is parametrized by arclength if ...

**Note.** If the curve  $\vec{r}(t)$  is parametrized by arclength then ...

**Note.** If  $\|\vec{r}'(t)\| = 1$  for all  $t$ , then ...

**Example.** Reparametrize by arc length:

$$\vec{p}(t) = 3 \sin(t)\vec{i} + 4t\vec{j} + 3 \cos(t)\vec{k}$$

for  $t \geq 0$

**Example.** Reparametrize by arc length:

$$\vec{r}(t) = e^{3t}\vec{i} + e^{3t}\vec{j} + 3\vec{k}$$

for  $t \geq 0$