

M 344

8/28

Unit Exam I (§12.5, 12.6 only) open from 8/28 @ 12:15 pm  
closes at 8/31 @ 11:59 pm

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### Ch 13 - Vector Functions

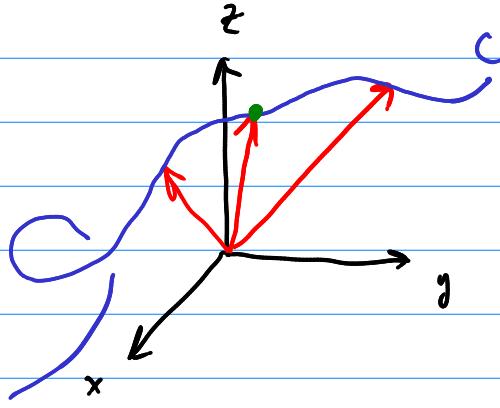
Defn. A vector function is a function that takes in a real number as its argument and outputs a vector.

$$f: \mathbb{R} \rightarrow \mathbb{R}^n$$

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

The output vectors can be thought of as position vectors for their terminal pts.

If  $\vec{r}$  is nice, then these vectors trace out a space curve.



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Ex.  $\vec{r}(t) = \langle t^3, \ln(3-t), \sqrt{t} \rangle$

$$\text{dom}(\vec{r}) = \text{dom}(x) \cap \text{dom}(y) \cap \text{dom}(z) \quad \text{"overlaps"}$$

x:  $\text{dom}(x) = \mathbb{R}$

y:  $3-t > 0 \Rightarrow t < 3$

z:  $t \geq 0$



$$\text{dom}(\vec{r}) = [0, 3)$$

$$\text{Limits: } \vec{r}(t) = \langle x(t), y(t), z(t) \rangle = x(t)\hat{i} + y(t)\hat{j} + z(t)\hat{k}$$

$$\begin{aligned}\lim_{t \rightarrow a} \vec{r}(t) &= \lim_{t \rightarrow a} (x(t)\hat{i} + y(t)\hat{j} + z(t)\hat{k}) \\ &= \lim_{t \rightarrow a} (x(t)\hat{i}) + \lim_{t \rightarrow a} (y(t)\hat{j}) + \lim_{t \rightarrow a} (z(t)\hat{k}) \\ &= (\lim_{t \rightarrow a} x(t))\hat{i} + (\lim_{t \rightarrow a} y(t))\hat{j} + (\lim_{t \rightarrow a} z(t))\hat{k}\end{aligned}$$

so,

$$\boxed{\lim_{t \rightarrow a} \vec{r}(t) = \left\langle \lim_{t \rightarrow a} x(t), \lim_{t \rightarrow a} y(t), \lim_{t \rightarrow a} z(t) \right\rangle}$$

\* In order for  $\lim_{t \rightarrow a} \vec{r}(t)$  to exist, each component limit must exist.

$$\text{Ex. } \vec{r}(t) = \left\langle 1+t^3, t\bar{e}^{-t}, \frac{\sin t}{t} \right\rangle$$

$$\lim_{t \rightarrow 0} \vec{r}(t) = \left\langle \lim_{t \rightarrow 0} (1+t^3), \lim_{t \rightarrow 0} t\bar{e}^{-t}, \lim_{t \rightarrow 0} \frac{\sin t}{t} \right\rangle$$

$$\cancel{x} \quad \lim_{t \rightarrow 0} 1+t^3 = 1+0^3 = 1 \quad | \quad \cancel{t} \quad \lim_{t \rightarrow 0} \frac{\sin t}{t} = \frac{\sin 0}{0} = \frac{0}{0} = \stackrel{L'H}{=} 1$$

$$y \quad \lim_{t \rightarrow 0} t\bar{e}^{-t} = 0 \cdot \bar{e}^0 = 0 \cdot 1 = 0 \quad | \quad \lim_{t \rightarrow 0} \frac{\cos t}{1} = \lim_{t \rightarrow 0} \cos t = \cos 0 = 1$$

$$\lim_{t \rightarrow 0} \vec{r}(t) = \langle 1, 0, 1 \rangle$$

Defn. (Calc I) A function  $f$  is continuous at  $x=a$  if and only if

$$\lim_{x \rightarrow a} f(x) = f(a)$$

Defn. (Calc III)

A vector function  $\vec{r}$  is continuous at  $t=a$  iff

$$\lim_{t \rightarrow a} \vec{r}(t) = \vec{r}(a).$$

Ex. Describe the space curve traced out by the vector function

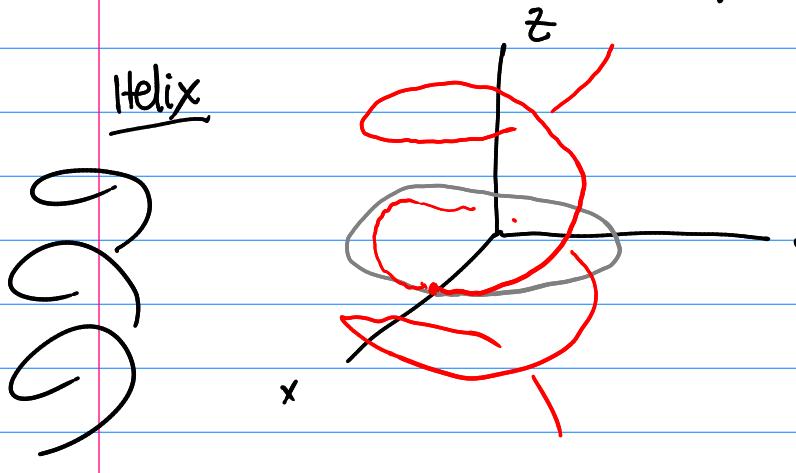
$$\vec{r}(t) = \langle 1+t, 2+5t, -1+6t \rangle$$

$$\begin{cases} x = 1+t \\ y = 2+5t \\ z = -1+6t \end{cases} \quad \underline{\text{Line!}}$$

$$P(1, 2, -1)$$

$$\vec{r} = \langle 1, 5, 6 \rangle$$

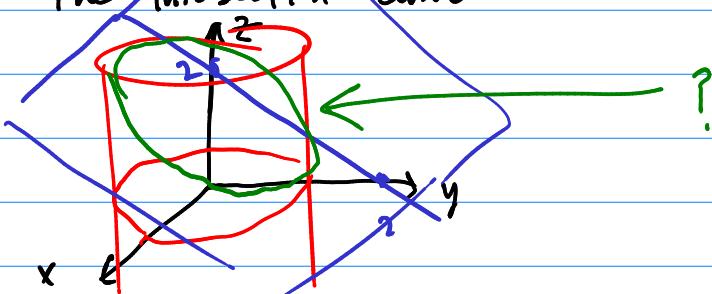
Ex.  $\vec{r}(t) = \cos t \hat{i} + \sin t \hat{j} + t \hat{k} = \langle \cos t, \sin t, t \rangle$



$$\begin{aligned} x &= \cos t \\ y &= \sin t \end{aligned} \Rightarrow \langle \cos t, \sin t \rangle$$

"Imagine"

Ex. consider the cylinder  $x^2 + y^2 = 1$  and the plane  $y+z=2$ .  
Find an equation of the intersection curve  $z = -y + 2$



The cylinder can be parametrized by

$$\begin{cases} x = \cos t \\ y = \sin t \\ z = 2 - \sin t \end{cases}$$

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

$$z = -y + 2 = -\sin t + 2$$

Now restrict  $z$  to ensure we're on the ellipse.

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

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More Examples:

1. Toroidal Spiral :  $\begin{cases} x = (4 + 5 \sin(20t)) \cos t \\ y = (4 + \sin(20t)) \sin t \\ z = \cos(20t) \end{cases}$

2. Trefoil knot :  $\begin{cases} x = (2 + \cos(\frac{3}{2}t)) \cos t \\ y = (2 + \cos(\frac{3}{2}t)) \sin t \\ z = \sin(\frac{3}{2}t) \end{cases}$

3. Twisted Cubic :  $\begin{cases} x = t \\ y = t^2 \\ z = t^3 \end{cases}$

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### §13.2 - Derivatives and Integrals.

Def'n. (Calc I)  $f'(x) = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$

Def'n (Calc III) Let  $\vec{r}$  be a vector function. The derivative  
 $\dot{\vec{r}}(t) = \vec{r}'(t) = \lim_{h \rightarrow 0} \frac{\vec{r}(t+h) - \vec{r}(t)}{h}$

$$\dot{\vec{r}}(t) = \left\langle \lim_{h \rightarrow 0} \frac{x(t+h) - x(t)}{h}, \lim_{h \rightarrow 0} \frac{y(t+h) - y(t)}{h}, \lim_{h \rightarrow 0} \frac{z(t+h) - z(t)}{h} \right\rangle$$

$$\dot{\vec{r}}(t) = \langle \dot{x}(t), \dot{y}(t), \dot{z}(t) \rangle$$

recall:  $\dot{\vec{r}} = \frac{d\vec{r}}{dt}$

$$\dot{x} = \frac{dx}{dt}$$

Ex.  $\vec{r}(t) = \langle 1+t^3, te^{-t}, \sin 2t \rangle$

$$\dot{\vec{r}}(t) = \langle 3t^2, e^{-t} - te^{-t}, 2\cos(2t) \rangle$$

a. In calc I, the derivative is the slope of the tangent line to the curve at the pt.  
What about in 3D?

$x^2 + 4x$  +