

$$\vec{r}'(t) = s(t) \vec{T}(t) \quad \leftarrow s(t) = \|\vec{r}'(t)\| = \text{speed}$$

$$\begin{aligned} \vec{r}''(t) &= s'(t) \vec{T} + s \vec{T}'(t) \\ &= s'(t) \vec{T} + s \|\vec{T}'\| \frac{\vec{T}'}{\|\vec{T}'\|} \\ &= s'(t) \vec{T} + s \|\vec{T}'\| \vec{N} \end{aligned}$$

Acceleration has two components one tangential and the other Normal.

Tangential component: $s'(t)$ how is the speed changes

Normal is about turning instead.

$$\vec{r}''(t) \cdot \vec{T} = \underbrace{s'(t)}_{a_T}$$

$$\vec{r}''(t) \cdot \vec{N} = a_N \quad \text{normal component of acceleration}$$

(usually, $\|\vec{r}' - \vec{r}'' \cdot \vec{T}\|$) cuz \vec{N} is a pair!

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

$$\vec{r}'(t) = \langle -2t \sin(t^2), 2t \cos(t^2) \rangle$$

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

$$\vec{r}''(t) = \langle -2 \sin(t^2), 2 \cos(t^2) \rangle + \langle -4t^2 \cos(t^2), -4t^2 \sin(t^2) \rangle$$

$$\vec{T} \cdot \vec{r}'' = +2$$

tangential component $a_T = 2$

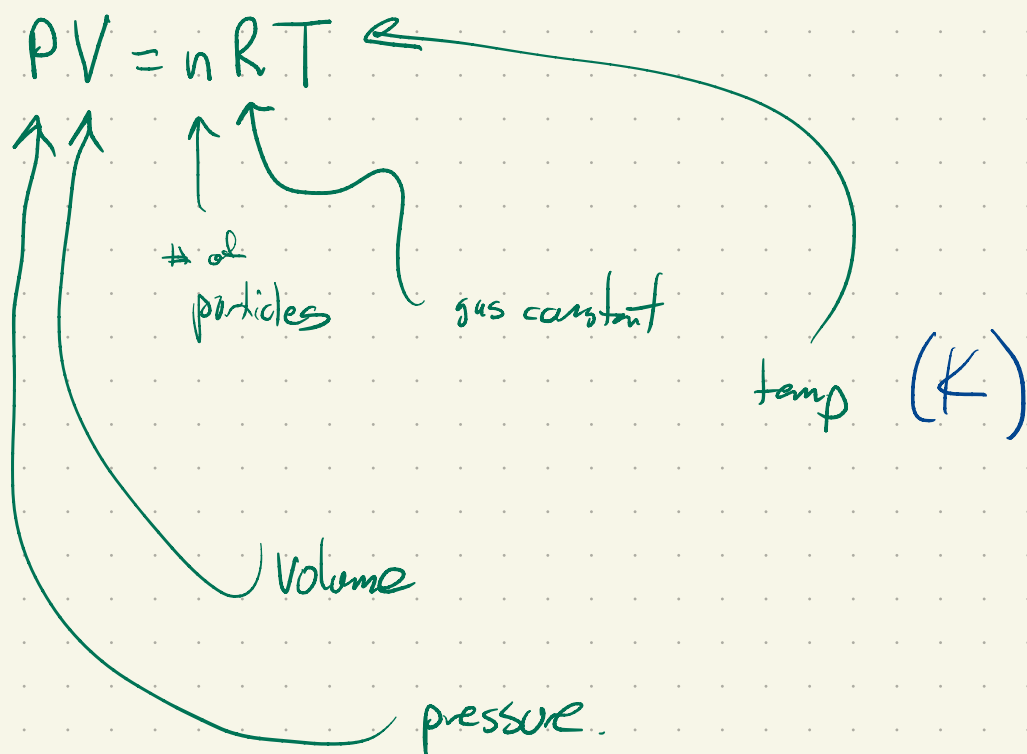
$$\vec{r}''(t) - \vec{T} \cdot \vec{r}'' \vec{T} = -4t^2 \langle \cos(t^2), \sin(t^2) \rangle$$

$$\|\vec{r}''(t) - \vec{T} \cdot \vec{r}'' \vec{T}\| = \underbrace{4t^2}_{a_N}$$

$$\vec{T}' = \langle -2t \cos(t^2), 2t \sin(t^2) \rangle$$

$$\vec{N} = \langle \cos(t^2), \sin(t^2) \rangle$$

Section 14.1 Multivariate functions



Let us suppose n is fixed but V, T are not.

$P = (nR) T / V$ determines pressure
as a function of temp
and volume

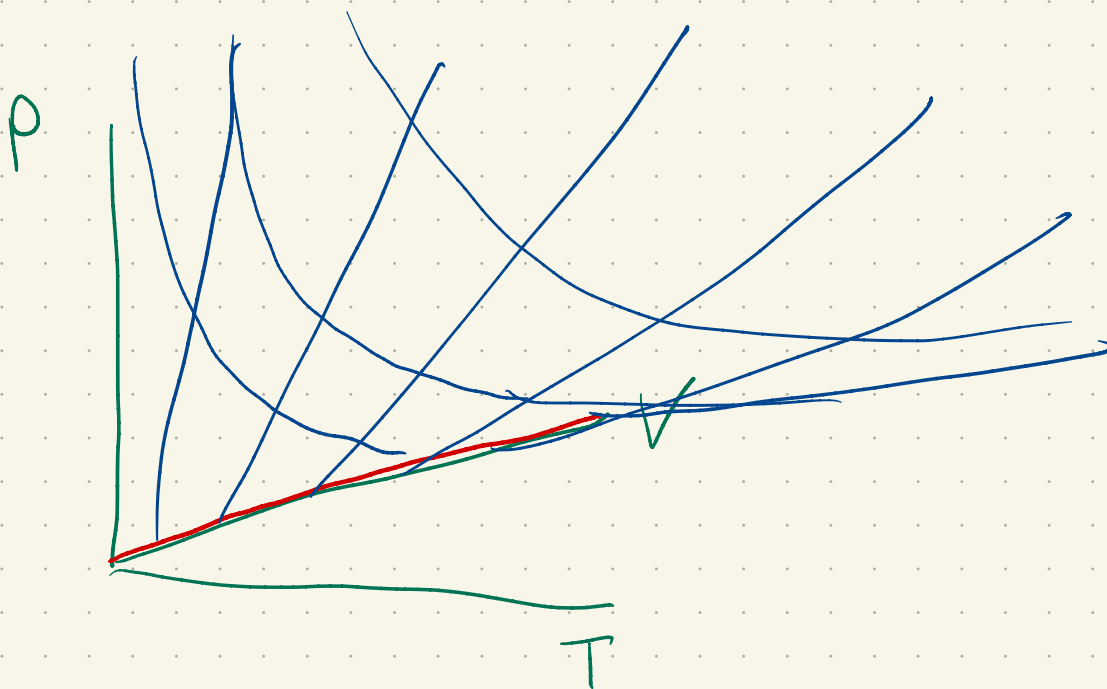


you control T and V .

P is told back to you

V goes up, P goes down

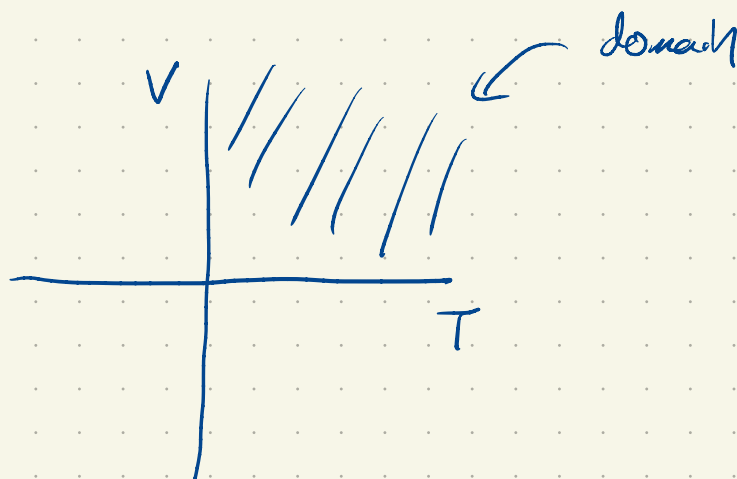
T goes up, P goes up



Vocab: $f(x, y)$ domain: allowable input

range: all outputs

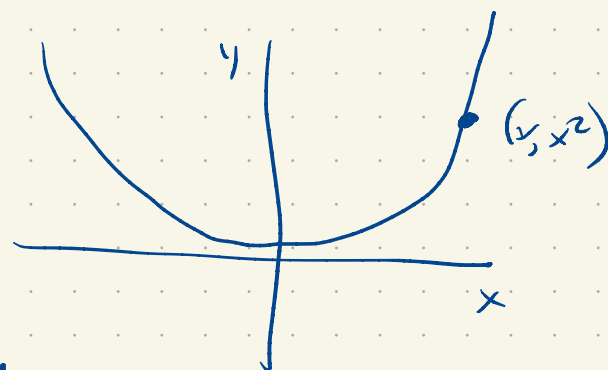
In above: $T > 0$
 $V > 0$.



Range: $P > 0$

Let's visualize some functions of x, y .

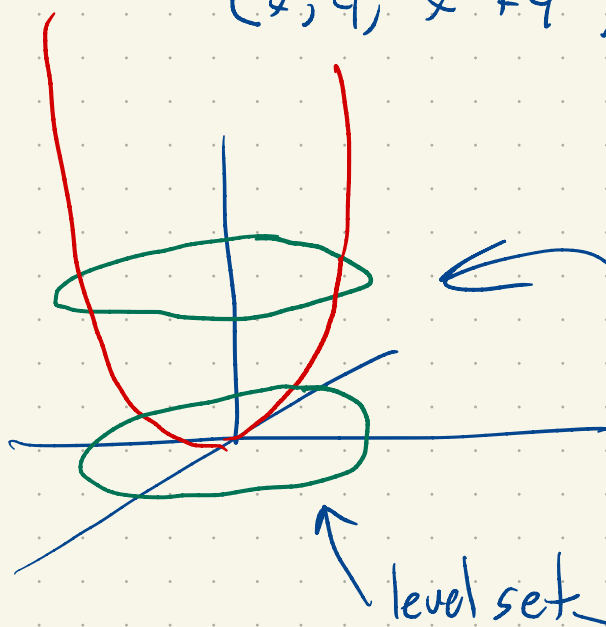
$$f(x, y) = x^2 + y^2$$



Graph: $(x, y, z = f(x, y))$

$(x, y = f(x))$ in old days

$$(x, y, x^2 + y^2)$$



$$z = x^2 \quad \text{if } y = 0$$

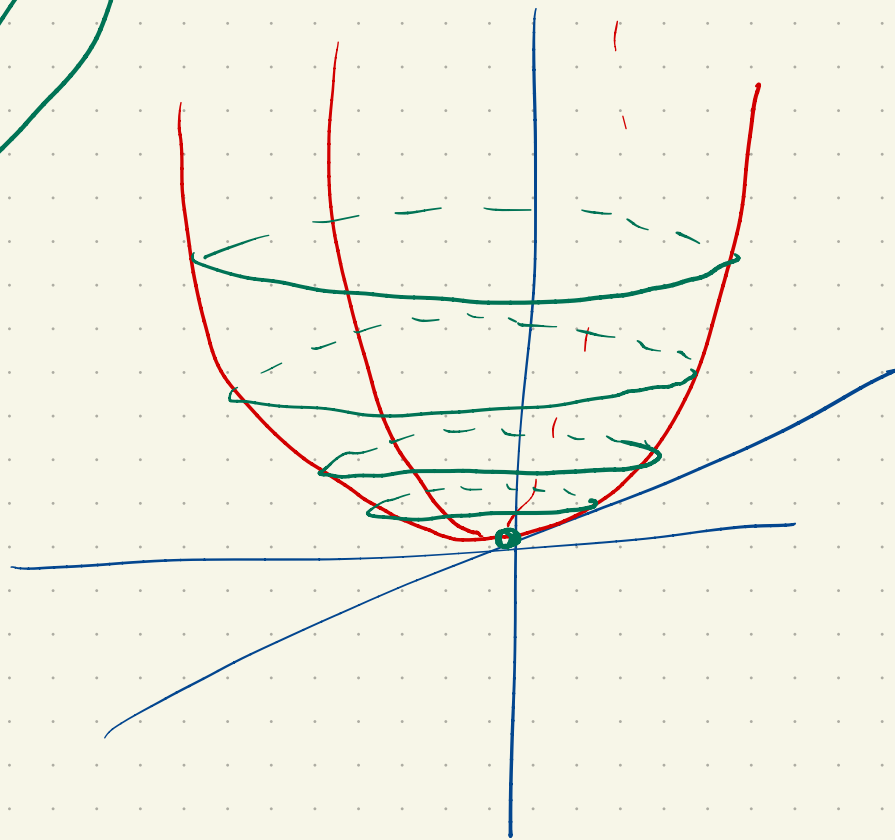
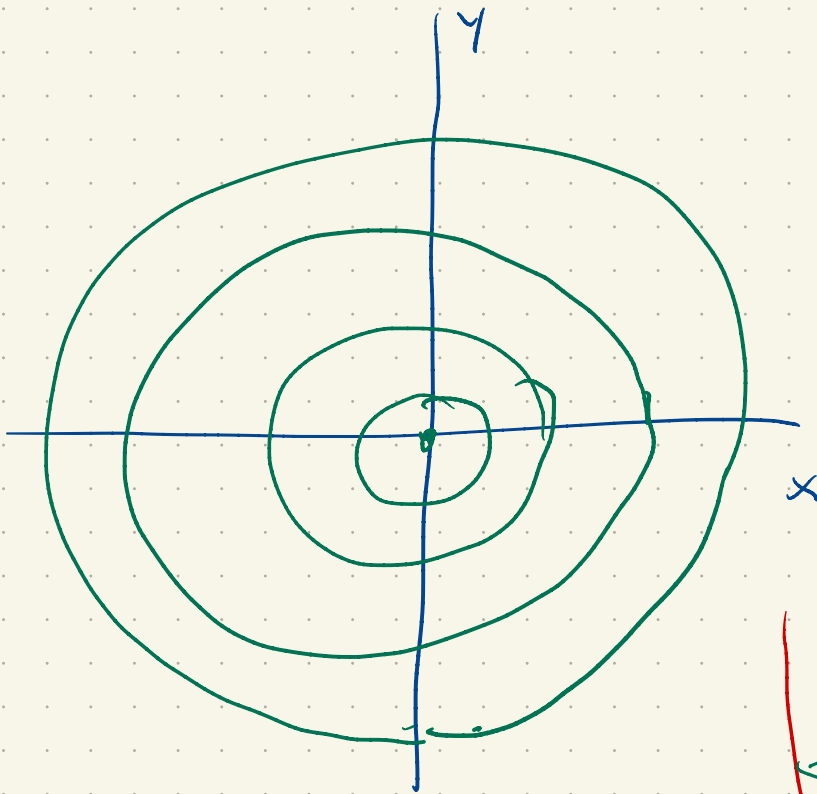
$$z = y^2 \quad \text{if } x = 0$$

$$\{ (x, y) : x^2 + y^2 = c \}$$

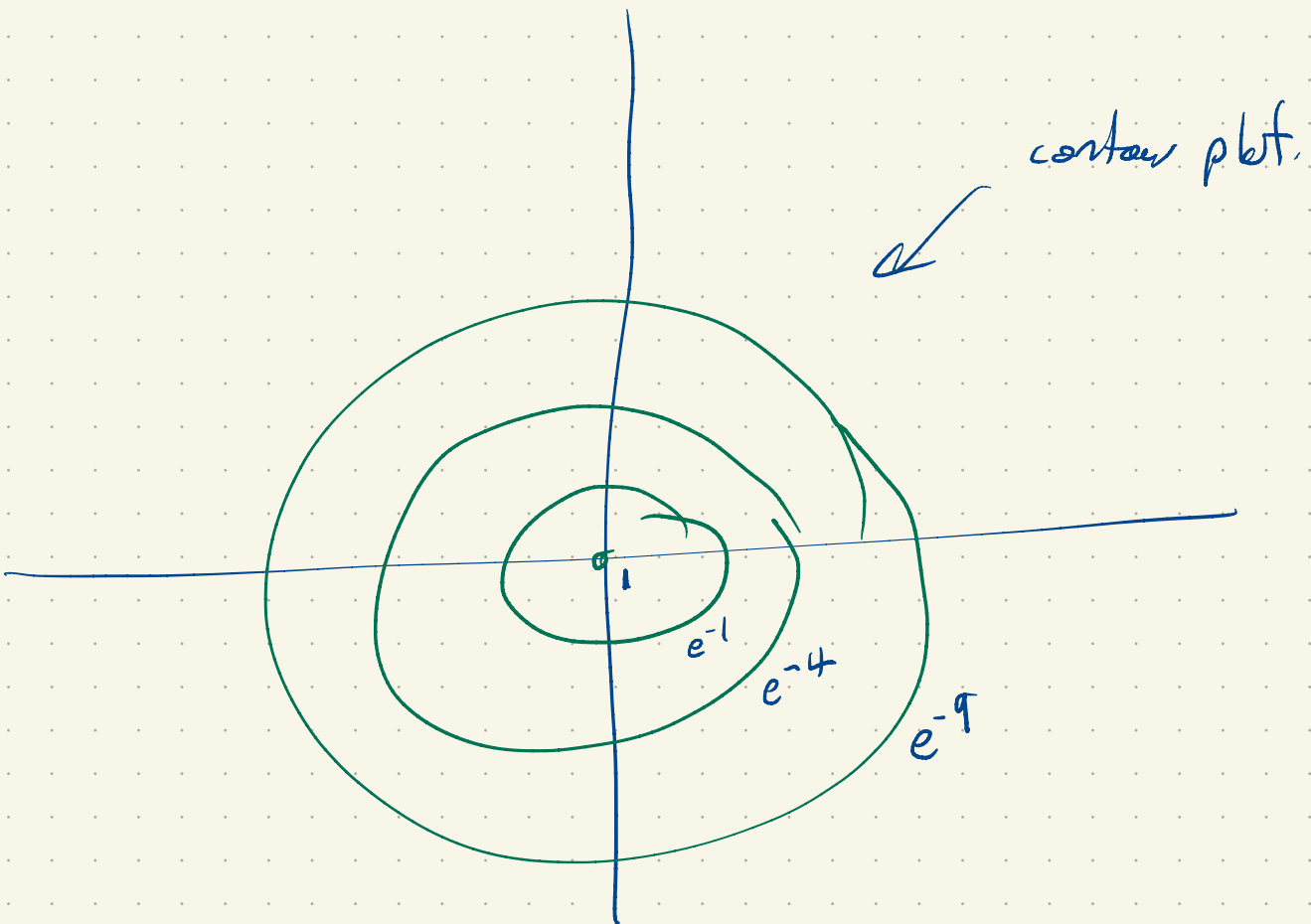
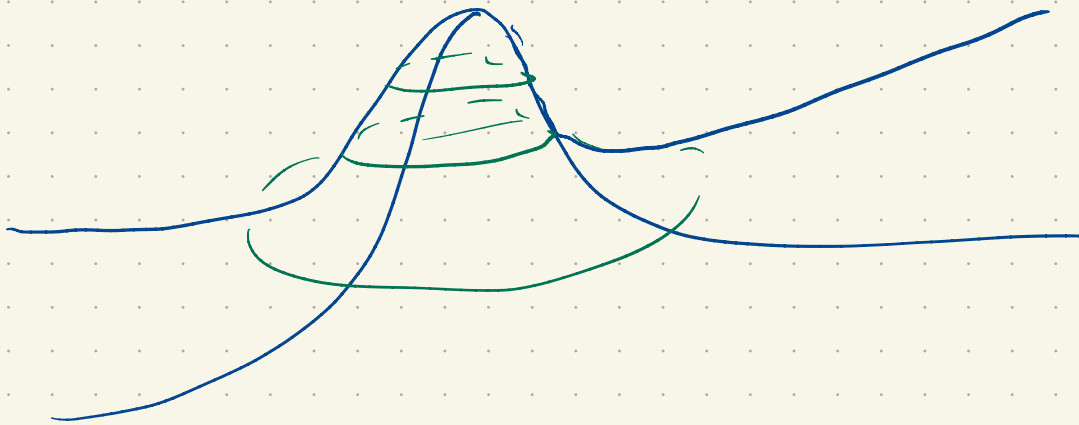
↪ circle ↻

level set

Contour plot



e.g. $f(x,y) = \exp(-x^2 - y^2)$



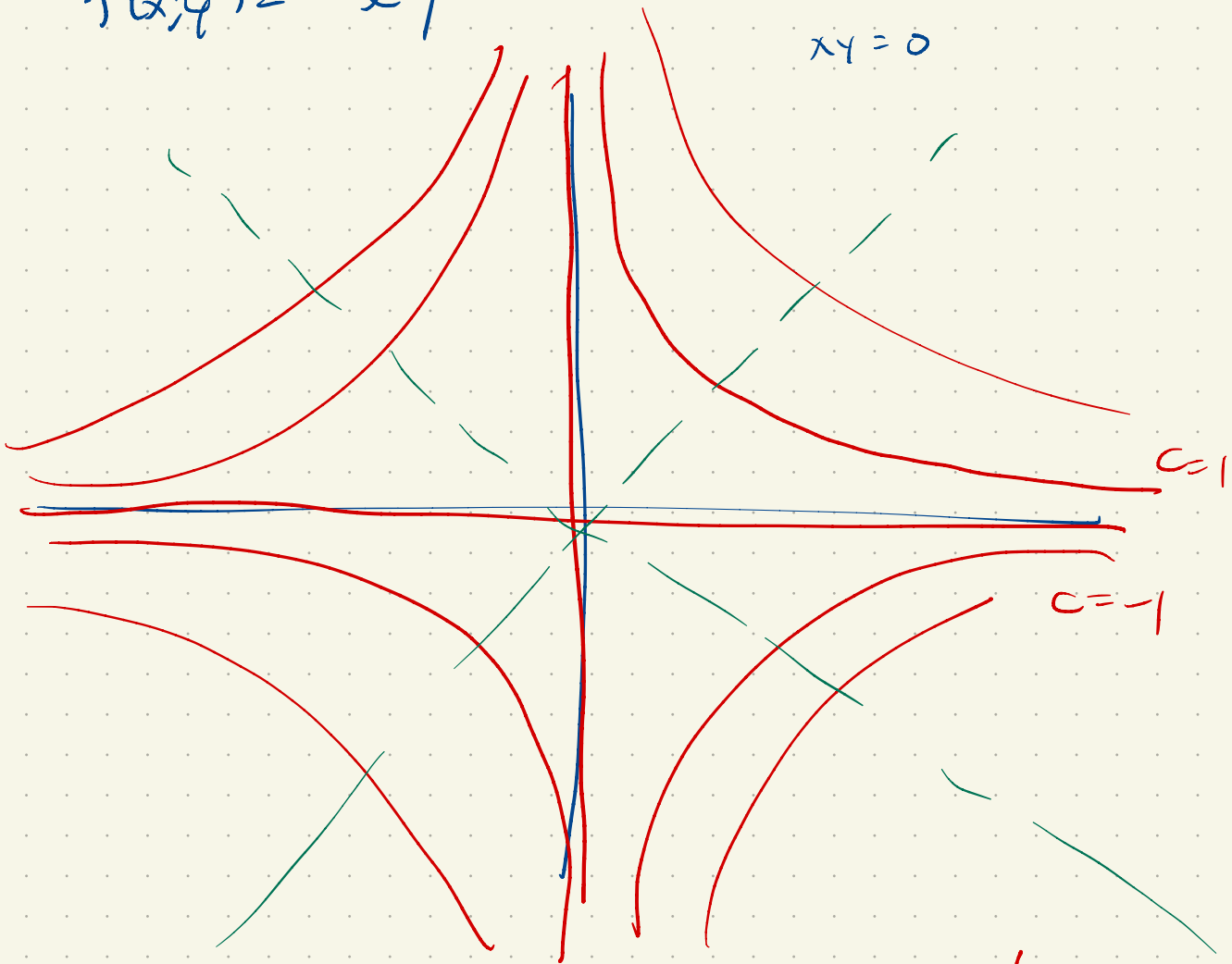
$$f(x,y) = xy$$

$$xy = 1$$

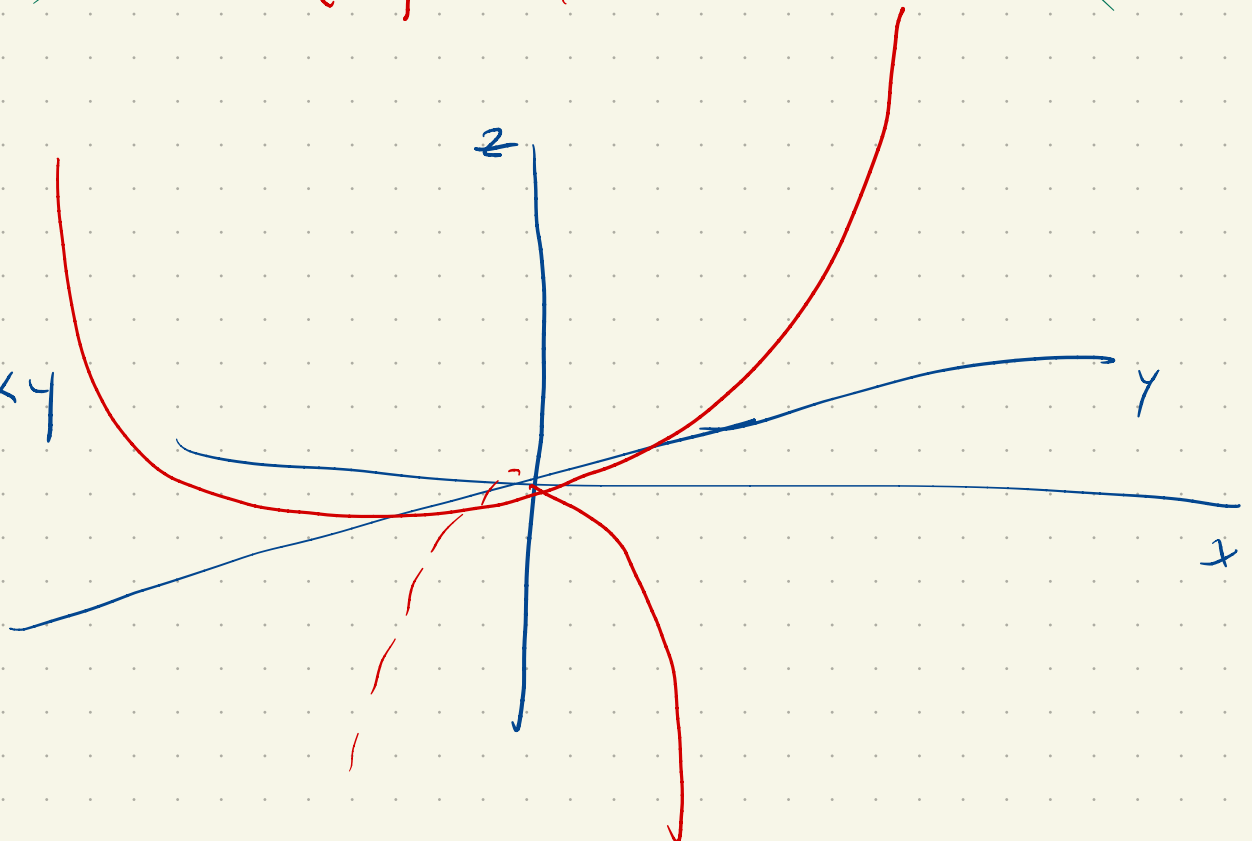
$$xy = -1$$

etc.

$$xy = 0$$



$$z = xy$$



We can also have functions of

3 variables. It's harder to graph them.

(don't have the dms)

But we can still talk about level sets

$$F(x, y, z) = x^2 + y^2 + z^2$$

level set v : sphere of radius \sqrt{v} .