

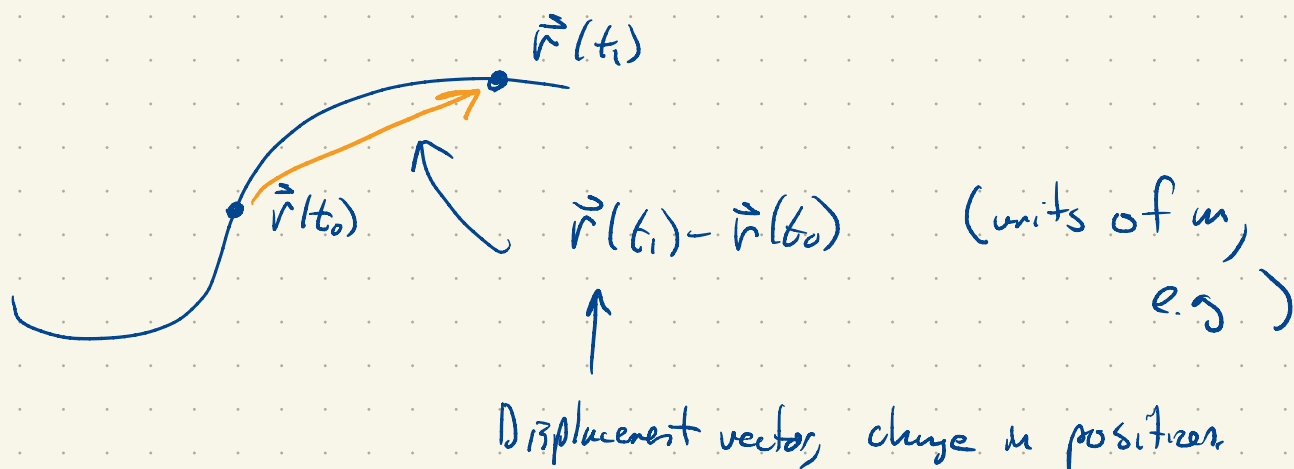
## Section 13.2

### Derivatives, Integrals of "vector valued functions"

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

"space curve"

If you want, think of it as position  $\vec{r}(t)$  in 3-d space as a function of time.



Change in time:  $t_1 - t_0$

Average velocity: 
$$\frac{\vec{r}(t_1) - \vec{r}(t_0)}{t_1 - t_0}$$

We define 
$$\vec{r}'(t_0) = \lim_{t_1 \rightarrow t_0} \frac{\vec{r}(t_1) - \vec{r}(t_0)}{t_1 - t_0}$$

What do I mean by this limit? Just apply component wise

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

$$\vec{r}'(t_0) = \lim_{t_1 \rightarrow t_0} \left\langle \frac{x(t_1) - x(t_0)}{t_1 - t_0}, \frac{y(t_1) - y(t_0)}{t_1 - t_0}, \frac{z(t_1) - z(t_0)}{t_1 - t_0} \right\rangle$$

$$= \left\langle \lim_{t_1 \rightarrow t_0} \frac{x(t_1) - x(t_0)}{t_1 - t_0}, \text{---}, \text{---} \right\rangle$$

$$= \langle x'(t_0), y'(t_0), z'(t_0) \rangle$$

You already know how to compute 1-d derivatives!

e.g.  $\vec{r}(t) = \cos(\omega t) \hat{u} + \sin(\omega t) \hat{j}$

$$|\vec{r}(t)| = 1$$

$$\vec{r}(0) = \hat{u}$$

$$\vec{r}\left(\frac{2\pi}{\omega}\right) = \hat{u} \quad \text{also.} \quad \left(\text{period } \frac{2\pi}{\omega}\right)$$

Before computing derivatives, if

we complete one  $\bigcirc$  of length  $2\pi$  in

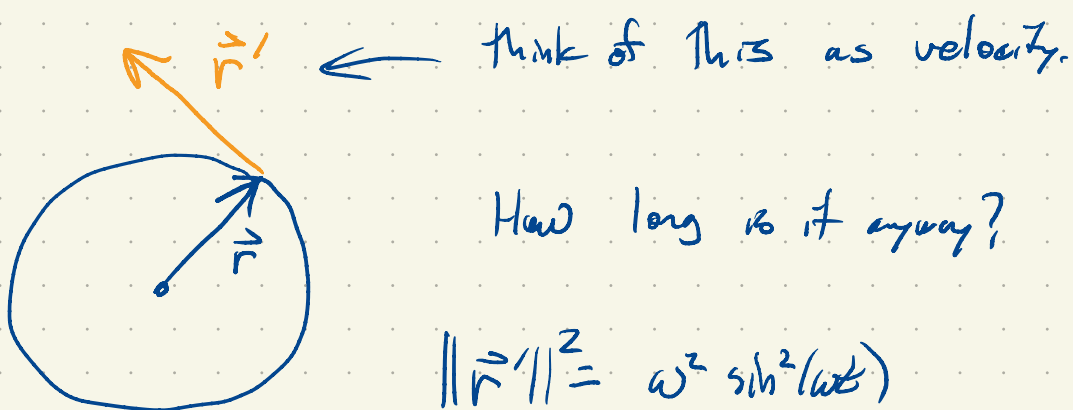
time  $\frac{2\pi}{\omega}$ , what speed do we expect?  $\omega$

( $\omega > 0$  anyway)

---

$$\vec{r}'(t) = -\omega \sin(\omega t) \hat{u} + \omega \cos(\omega t) \hat{j}$$

Note:  $\vec{r} \cdot \vec{r}' = -\omega \cos(\omega t) \sin(\omega t) + \omega \sin(\omega t) \cos(\omega t) = 0$



How long is it anyway?

$$\begin{aligned} \|\vec{r}'\|^2 &= \omega^2 \sin^2(\omega t) \\ &\quad + \omega^2 \cos^2(\omega t) = \omega^2 \end{aligned}$$

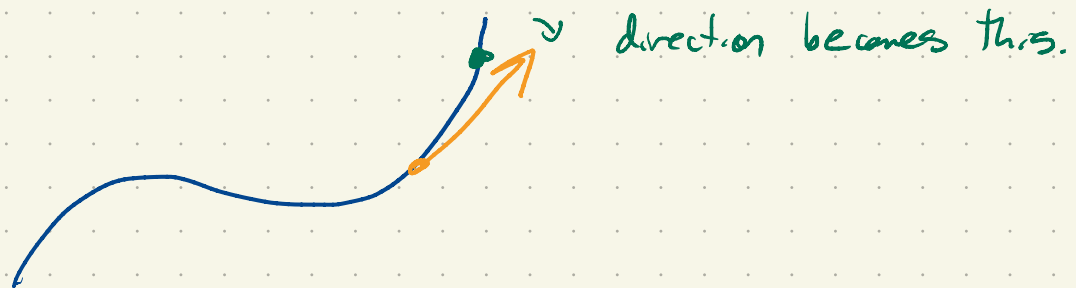
$$\|\vec{r}'\| = |\omega|$$

$$\vec{r}(t) = \vec{r}_0 + t\vec{v}$$

$$\vec{r}'(t) = 0 + \vec{v} = \vec{v}$$

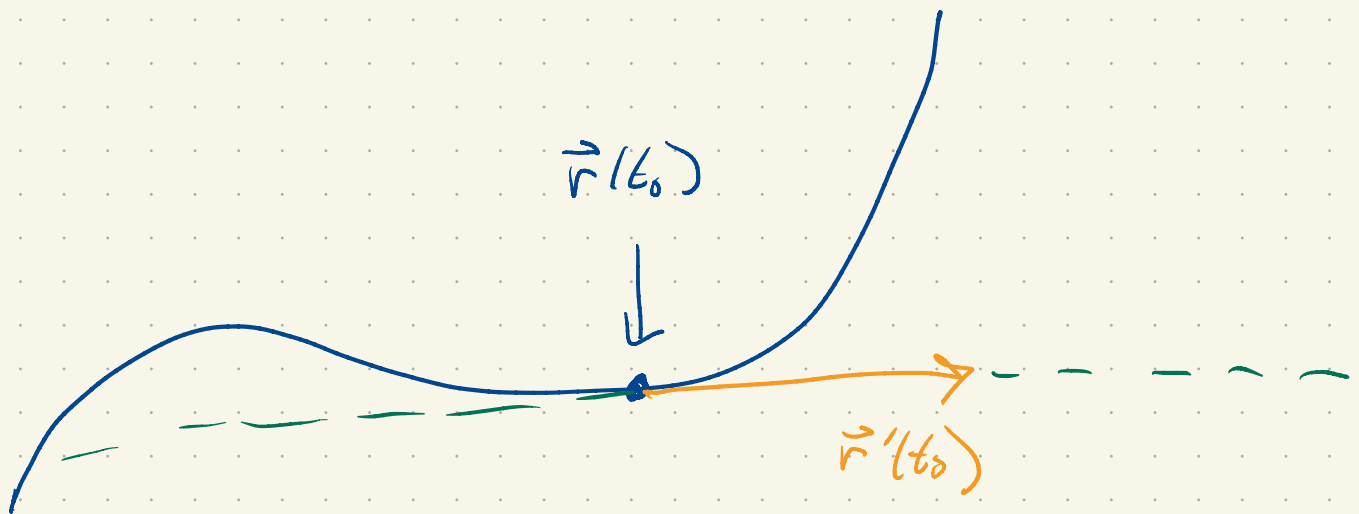
↑  
same velocity at all  $t$ .

On a general curve, we visualize  $\vec{r}'$  pointing in a direction tangent to the curve



The length of  $\vec{r}'$  is the speed of traversal.

Related to this direction is a notion of linear approx.

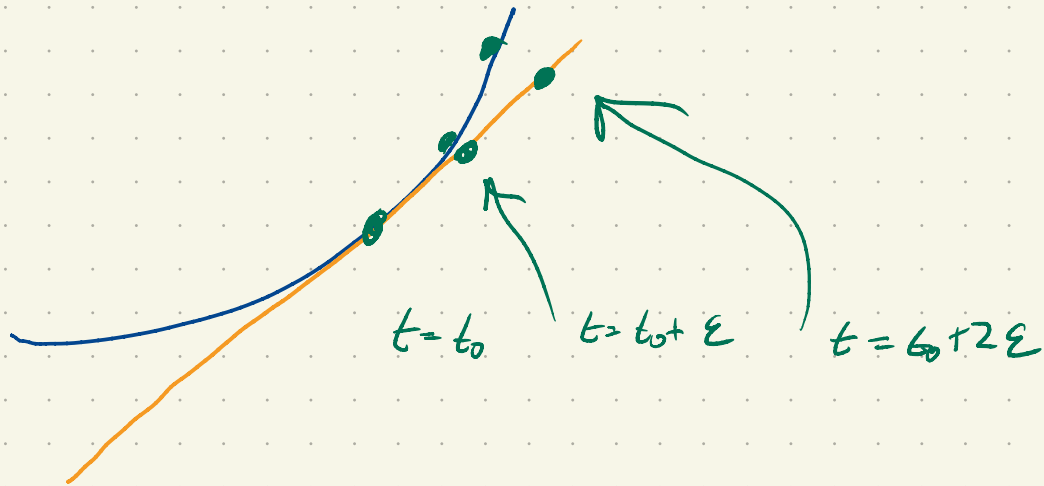


$$\vec{l}(t) = \vec{r}(t_0) + \vec{r}'(t_0)t$$

This is a constant velocity curve,

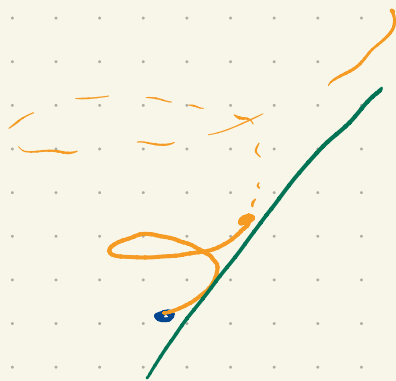
$$\begin{aligned}\vec{l}(t_0) &= \vec{r}(t_0) \\ \vec{l}'(t_0) &= \vec{r}'(t_0)\end{aligned}$$

I'll call  $\vec{l}(t)$  the tangent line to the curve, but it's really a parameterized line



E.g. find the parametric ~~time~~<sup>eq</sup> of the tangent line of

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



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

lives on a cone

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

$$\vec{r}'(2\pi) = \langle 1, 2\pi, 1 \rangle$$

$$\vec{r}(2\pi) = \langle 2\pi, 0, 2\pi \rangle$$

$$\vec{r}(t) = \langle 2\pi, 0, 2\pi \rangle + (t-2\pi)\langle 1, 2\pi, 1 \rangle$$

$$= \langle t, 2\pi(t-2\pi), t \rangle$$

Caution tale:

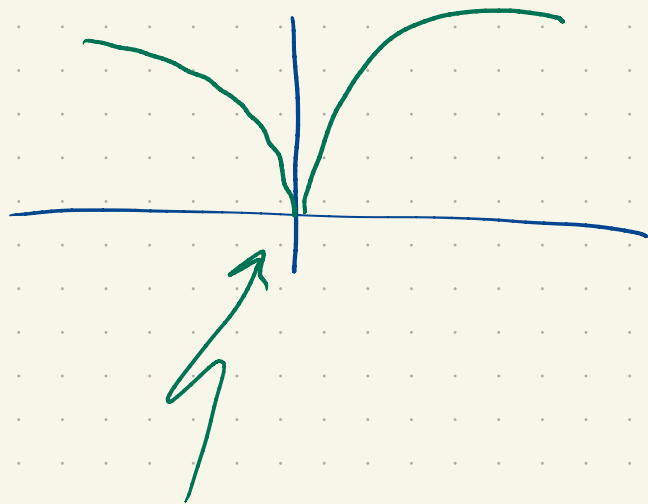
$$\vec{r}(t) = \langle t^3, t^2 \rangle$$

$\uparrow$                        $\rightarrow y \geq 0$

x increases as t increases

$$y^3 = x^2$$

$$y = x^{2/3}$$



what's the deal?

$t^3, t^2$  look smooth!

If  $r'$  exists and  $\neq 0$  we'll say the curve is smooth

Some rules

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

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

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

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

Suppose  $|\vec{r}(t)| = 1$  for all  $t$ .

Then  $\vec{r}(t) \cdot \vec{r}'(t) = 0$ .

$$\frac{d}{dt} \vec{r}(t) \cdot \vec{r}(t) = \frac{d}{dt} 1 = 0$$

$$\vec{r}'(t) \cdot \vec{r}(t) + \vec{r}(t) \cdot \vec{r}'(t) = 0$$

$$2 \vec{r}(t) \cdot \vec{r}'(t) = 0 \quad \checkmark$$

Can replace 1 with any radius



## Integration

$$\int_a^b \vec{r}(t) dt := \left\langle \int_a^b x(t) dt, \int_a^b y(t) dt, \int_a^b z(t) dt \right\rangle$$

Why would you do this?

$$\int_0^2 x^3 = \left. \frac{x^4}{4} \right|_0^2 = \frac{2^4}{4} - \frac{0^4}{4} = \frac{16}{4} = 4$$

What happened here

$$f(x) = x^3$$

$$F(x) = \frac{x^4}{4}, \quad F'(x) = f(x)$$

$$\int_0^2 F'(x) dx = F(2) - F(0)$$

$$\int_a^b F'(x) dx = F(b) - F(a) \quad \text{FTC!}$$

↑

integrate a rate of change and you  
get a net change.

$$\int_a^b \vec{r}'(t) dt = \left\langle \int_a^b x'(t) dt, \int_a^b y'(t) dt, \int_a^b z'(t) dt \right\rangle$$

$$= \langle x(b) - x(a), y(b) - y(a), z(b) - z(a) \rangle$$

$$= \vec{r}(b) - \vec{r}(a) \quad (\text{FTC})$$

Same principle: integrate a velocity and you get a net change in position.  
(displacement)

We'll sometimes write  $\vec{r}'(t) = \vec{v}(t)$

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

E.g. Suppose  $\vec{r}'(t) = \vec{v}(t) = 5\hat{i} + (2 - 9.8t)\hat{j}$ .

and  $\vec{r}(0) = \langle 1, 3, 2 \rangle$

Job: Find  $\vec{r}(t)$

Method 1:

$$\int_0^t \vec{v}(t) = \int_0^t \vec{v}'(s) ds = \vec{r}(t) - \vec{r}(0)$$

$$\int_0^2 \langle 5, 2 - 9.8t, 0 \rangle dt = \vec{r}(t) - \langle 1, 3, 2 \rangle$$

$$\langle 5s \Big|_0^t, 2s - \frac{9.8s^2}{2} \Big|_0^t, 0 \rangle = \vec{r}(t) - \langle 1, 3, 2 \rangle$$

$$\langle 5t, 2t - \frac{9.8t^2}{2}, 0 \rangle = \vec{r}(t) - \langle 1, 3, 2 \rangle$$

$$\vec{r}(t) = \langle 1 + 5t, 3 + 2t - \frac{9.8t^2}{2}, 2 \rangle$$

Method 2:

We have a notion of indefinite integrals

as well

$$\int \vec{r}'(t) dt = \vec{r}(t) + \vec{c} \quad \swarrow \text{constant vector,}$$

$$\vec{r}(t) = \int \langle 5, 2 - 9.8t, 0 \rangle dt + \vec{c}$$

$$= \langle 5t, 2t - \frac{9.8t^2}{2}, 0 \rangle$$

$$\vec{r}(t) = \langle 5t, 2t - \frac{9.8t^2}{2}, 0 \rangle + \vec{c}$$

$$t=0$$

$$\langle 1, 3, 2 \rangle = \langle 0, 0, 0 \rangle + \vec{c}$$

$$\vec{c} = \langle +1, +3, +2 \rangle$$

$$\vec{r}(t) = \langle 5t+1, 2t - \frac{9.8t^2}{2} + 3, +2 \rangle$$