

13.1: Vector Functions and Space Curves

A vector function is a function that takes one or more variables and returns a vector. Let $\mathbf{r}(t)$ be a vector function whose range is a set of 3-dimensional vectors:

$$\mathbf{r}(t) = \langle x(t), y(t), z(t) \rangle = x(t)\mathbf{i} + y(t)\mathbf{j} + z(t)\mathbf{k},$$

where $x(t), y(t), z(t)$ are functions of one variable and they are called the **component functions**.

A vector function $\mathbf{r}(t)$ is *continuous* if and only if its component functions $x(t), y(t), z(t)$ are continuous.

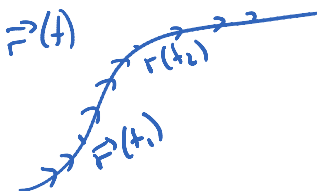
Space curve is given by parametric equations:

$$C = \{(x, y, z) | x = x(t), y = y(t), z = z(t), t \text{ in } I\},$$

where I is an interval and t is a **parameter**.

FACT: Any continuous vector-function $\mathbf{r}(t)$ defines a space curve C that is traced out by the tip of the moving vector $\mathbf{r}(t)$.

Any parametric curve has a **direction of motion** given by increasing of parameter.



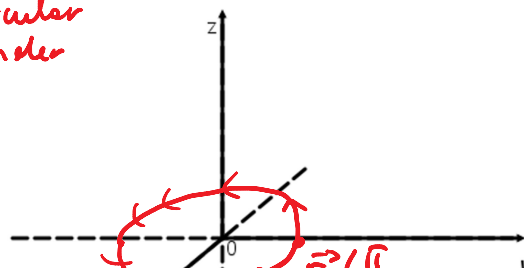
EXAMPLE 1. Describe the curve defined by the vector function (indicate direction of motion):

(a) $\mathbf{r}(t) = \langle \cos t, \sin t, 0 \rangle$

$$\begin{cases} x = \cos t \\ y = \sin t \\ z = 0 \end{cases} \Rightarrow x^2 + y^2 = 1 \rightarrow \text{a circular cylinder}$$

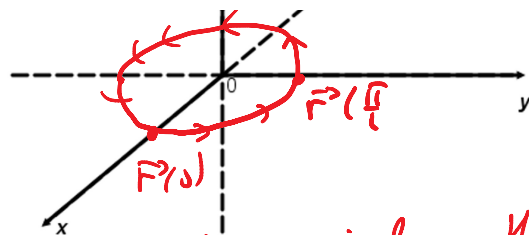
$z = 0 \rightarrow xy\text{-plane}$

Intersection of a cylinder



Intersection of a cylinder
with the xy -plane
is a circle:

Direction of motion: $\vec{r}(0) = \langle 1, 0, 0 \rangle$
 $\vec{r}(\frac{\pi}{2}) = \langle 0, 1, 0 \rangle$



→ we move along a circle with
unit angular velocity

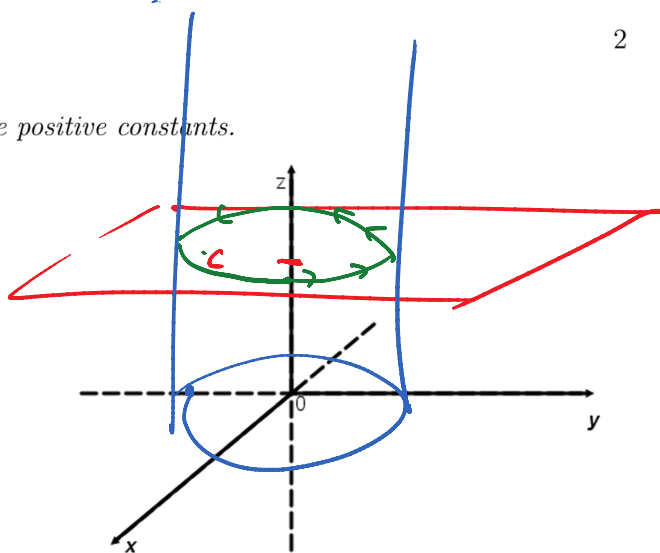
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(b) $\vec{r}(t) = \langle \cos at, \sin at, c \rangle$ where a and c are positive constants.

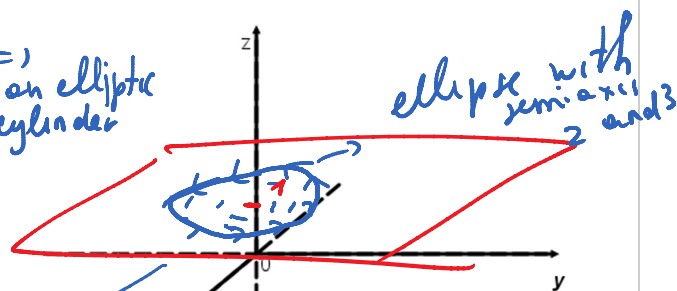
$x = \cos at$
 $y = \sin at$ } $\Rightarrow x^2 + y^2 = 1$
 $z = c \Rightarrow$ in a horizontal
plane

↓
A unit circle in the plane
 $z = c$. We move with
angular velocity a



(c) $\vec{r}(t) = \langle 2 \cos t, 3 \sin t, 1 \rangle, 0 \leq t \leq 2\pi$

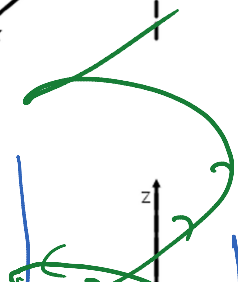
$\left\{ \begin{array}{l} x = 2 \cos t \\ y = 3 \sin t \end{array} \right\} \Rightarrow \left(\frac{x}{2} \right)^2 + \left(\frac{y}{3} \right)^2 = 1$ (\Rightarrow) an elliptic
cylinder
 $\frac{x^2}{4} + \frac{y^2}{9} = 1$
 $z = 1 \rightarrow$ a horizontal
plane $z = 1$



makes
one turn

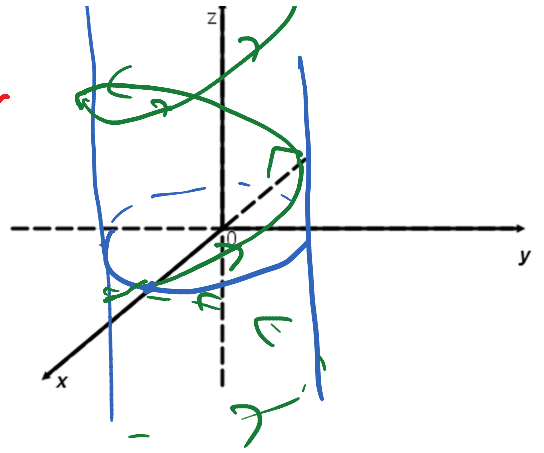
(d) $\vec{r}(t) = \langle \cos t, \sin t, t \rangle$

$\left\{ \begin{array}{l} x = \cos t \\ y = \sin t \end{array} \right\} \Rightarrow x^2 + y^2 = 1 \Rightarrow$ a curve
lies in
a cylinder



$$\begin{cases} x = \cos t \\ y = \sin t \\ z = t \end{cases} \quad x^2 + y^2 = 1 \Rightarrow \text{a curve lies in a cylinder}$$

the motion with constant velocity of z-component \rightarrow spiral

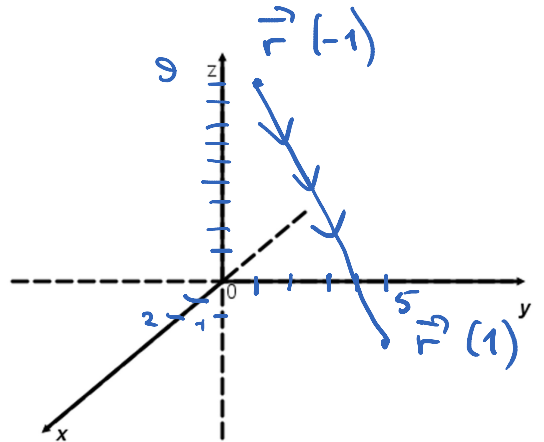


(e) $\mathbf{r}(t) = \langle 1+t, 3+2t, 4-5t \rangle, -1 \leq t \leq 1$.

$$\begin{cases} x = 1+t \\ y = 3+2t \\ z = 4-5t \end{cases}$$

the segment of the straight line connecting $\vec{r}(-1)$ & $\vec{r}(1)$

$$\begin{aligned} \vec{r}(-1) &= (0, 1, 9) \\ \vec{r}(1) &= (2, 5, -1) \end{aligned}$$



EXAMPLE 2. Show that the curve given by

$$\mathbf{r}(t) = \langle \sin t, 2 \cos t, \sqrt{3} \sin t \rangle$$

lies on both a plane and a sphere. Then conclude that its graph is a circle and find its radius.

$$\begin{aligned} x &= \sin t \\ y &= 2 \cos t \\ z &= \sqrt{3} \sin t \end{aligned}$$

$z = \sqrt{3}x \Leftrightarrow \sqrt{3}x - z = 0$ - a plane passing through the origin
our curve lies on

$$\begin{aligned} x^2 + y^2 + z^2 &= \sin^2 t + 4 \cos^2 t + 3 \sin^2 t = \\ &= 4 \cos^2 t + 4 \sin^2 t = 4 (\cos^2 t + \sin^2 t) = 4 \Rightarrow \end{aligned}$$

$$x + y + z = \sin t + 1 \cos t + \dots$$

$$= 4 \cos^2 t + 4 \sin^2 t = 4 (\cos^2 t + \sin^2 t) = 4 \Rightarrow$$

$x^2 + y^2 + z^2 = 4 \Rightarrow$ our ¹ curve lies on a sphere of radius 2 around the origin

\Rightarrow our curve is a circle of radius 2 with the center at the origin.

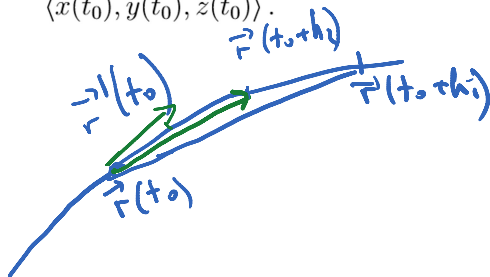
13.2 Derivatives of Vector Functions

The derivative \mathbf{r}' of a vector function \mathbf{r} is defined just as for a real-valued function:

$$\frac{d\mathbf{r}(t_0)}{dt} = \mathbf{r}'(t_0) = \lim_{h \rightarrow 0} \frac{\mathbf{r}(t_0 + h) - \mathbf{r}(t_0)}{h}$$

→ displacement
→ average velocity on a segment

if the limit exists. The derivative $\mathbf{r}'(t_0)$ is the tangent vector to the curve $\mathbf{r}(t)$ at the point $\mathbf{r}(t_0) = \langle x(t_0), y(t_0), z(t_0) \rangle$.



THEOREM 3. If the functions $x(t), y(t), z(t)$ are differentiable, then

$$\mathbf{r}'(t) = \langle x'(t), y'(t), z'(t) \rangle = x'(t)\mathbf{i} + y'(t)\mathbf{j} + z'(t)\mathbf{k}.$$

$$\mathbf{r}'(t) = \langle x'(t), y'(t), z'(t) \rangle = x'(t)\mathbf{i} + y'(t)\mathbf{j} + z'(t)\mathbf{k}.$$

EXAMPLE 4. Given $\mathbf{r}(t) = (1+t)^2\mathbf{i} + e^t\mathbf{j} + \sin 3t\mathbf{k}$.

(a) Find $\mathbf{r}'(t) = \langle ((1+t)^2)', (e^t)', (\sin 3t)' \rangle = \langle 2(1+t), e^t, 3\cos 3t \rangle$

(b) Find a tangent vector to the curve at $t = 0$.

$$\mathbf{r}'(0) = \langle 2(1+0), e^0, 3\cos(3 \cdot 0) \rangle = \langle 2, 1, 3 \rangle$$

(c) Find a tangent line to the curve at $t = 0$.

The tangent line is the line through $\vec{r}(0)$ in the direction $\vec{r}'(0)$. $\vec{r}(0) = \langle 1+0, e^0, \sin(3 \cdot 0) \rangle = \langle 1, 1, 0 \rangle$

The parametric equation of the tangent line is:
$$\begin{cases} x = 1+2t \\ y = 1+t \\ z = 3t \end{cases}$$

(c) Find a tangent line to the curve at the point $(1, 1, 0)$.

Find the parameter t such that

$$\vec{r}(t) = (1, 1, 0) \Leftrightarrow \begin{cases} (1+t)^2 = 1 \\ e^t = 1 \\ \sin 3t = 0 \end{cases} \Rightarrow t = 0 \Rightarrow$$

We have a tangent line to the curve at $t = 0$ that was done in (c)