

Lecture 5 - Vector Valued Functions

Note Title

Start doing calculus with vectors.

Let \vec{r} be a function of $t \in \mathbb{R}$ such that for all t , $\vec{r}(t)$ is a vector. This is a "vector valued function".

In coordinates: $\vec{r}(t) = \langle f(t), g(t), h(t) \rangle = f(t) \cdot \vec{i} + g(t) \cdot \vec{j} + h(t) \cdot \vec{k}$.

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

$$\vec{s}(t) = \langle 1-t, 3+t, 8t-1 \rangle$$

Can do all our usual calculus things.

Def Let $\vec{r}(t) = \langle f(t), g(t), h(t) \rangle$. Then

$$\lim_{t \rightarrow a} \vec{r}(t) = \langle \lim_{t \rightarrow a} f(t), \lim_{t \rightarrow a} g(t), \lim_{t \rightarrow a} h(t) \rangle, \text{ assuming all exist.}$$

In other words: limits are coordinate-wise.

Ex: $\vec{r}(t) = \langle t^2+1, t-1, 8t \rangle$

$$\lim_{t \rightarrow 0} \vec{r}(t) = \langle \lim_{t \rightarrow 0} (t^2+1), \lim_{t \rightarrow 0} t-1, \lim_{t \rightarrow 0} 8t \rangle = \langle 1, -1, 0 \rangle$$

From limits, we get continuity.

Def $\vec{r}(t)$ is continuous at a if $\lim_{t \rightarrow a} \vec{r}(t) = \vec{r}(a)$.

Since limits and evaluation are coordinate-wise, this is the same thing as "all coordinate functions are continuous at a ".

Most functions we encounter will be continuous.

Now on aside about sketching. As t varies, $\vec{r}(t)$ traces out an oriented curve. We can understand the curve abstractly by looking at surfaces it sits on.

Basic idea is to eliminate t from the parametric form of $\vec{r}(t)$:
 $x = f(t), y = g(t), z = h(t)$.

Ex: $\vec{r}(t) = \langle t, t^2, t^3 \rangle \iff \begin{matrix} x = t \\ y = t^2 \\ z = t^3 \end{matrix}$

can get 3 equations from

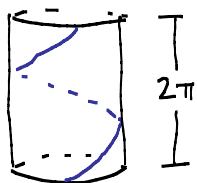
these:

$$\begin{matrix} y = x^2 \\ z = x^3 \\ y^3 = z^2 \end{matrix} \implies \text{all give cylinders in space.}$$

The curve sits on the intersection of all 3 cylinders.

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

3 surfaces: $\begin{matrix} x = \cos z \\ y = \sin z \\ x^2 + y^2 = 1 \end{matrix} \implies \begin{matrix} x \text{ \& } y \text{ oscillate as } z \text{ changes} \\ x \text{ \& } y \text{ constrained} \end{matrix}$



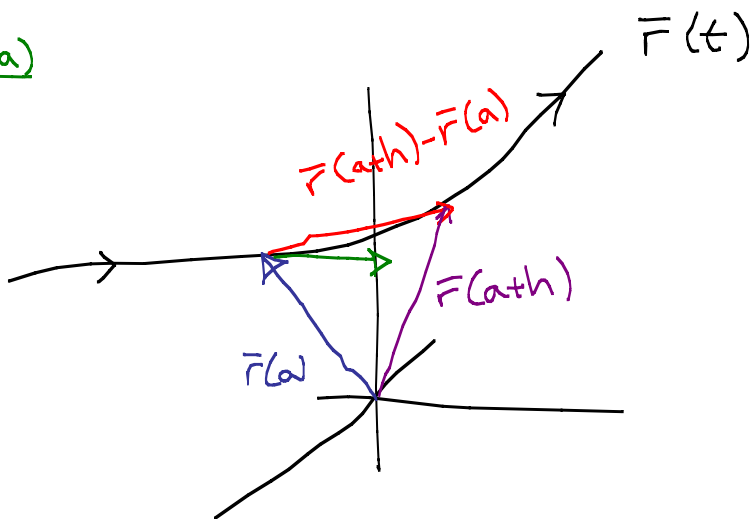
This is a helix.

The fact that t is present gives us an orientation = choice of direction.

From the tangent vector:

$$\vec{r}'(a) = \lim_{h \rightarrow 0} \frac{\vec{r}(a+h) - \vec{r}(a)}{h}$$

The picture suggests that the direction of $\vec{r}'(a)$ is the tangent direction at $\vec{r}(a)$, just as in ordinary calculus



Limits, scalar mult, & addition all coord-wise, so

$$\vec{r}'(t) = \langle f'(t), g'(t), h'(t) \rangle$$

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

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

So $\vec{r}'(0) = \langle 0, 1, 1 \rangle$

Often want just the direction.

Def If $\vec{r}'(t) \neq 0$, then the unit tangent vector at t is

$$T(t) = \frac{\vec{r}'(t)}{|\vec{r}'(t)|}.$$

\vec{r} is smooth at t if $\vec{r}'(t)$ exists and is non-zero.

Ex: \vec{r} as above,

$$\vec{r}'(t) = \langle -\sin t, \cos t, 1 \rangle \Rightarrow |\vec{r}'(t)| = \sqrt{\sin^2 t + \cos^2 t + 1} \\ = \sqrt{2}$$

$$\Rightarrow T(t) = \left\langle -\frac{1}{\sqrt{2}} \sin t, \frac{1}{\sqrt{2}} \cos t, \frac{1}{\sqrt{2}} \right\rangle$$

Ex: $\vec{r}(t) = \langle t^2, t^3, t^4 \rangle$ Then \vec{r} is not smooth at zero:

$$\vec{r}'(t) = \langle 2t, 3t^2, 4t^3 \rangle \Rightarrow \vec{r}'(0) = \vec{0}.$$

Integration is also done coordinatewise:

$$\int_a^b \vec{r}(t) dt = \left\langle \int_a^b f(t) dt, \int_a^b g(t) dt, \int_a^b h(t) dt \right\rangle$$

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

$$\int \vec{r}(t) dt = \langle \sin t, -\cos t, t^2/2 \rangle + \vec{C}.$$