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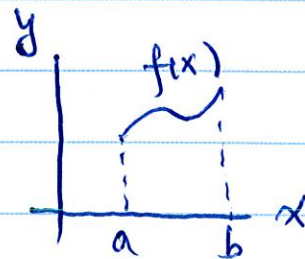
Chapter 13 Vector-Valued Functions and Motion in Space

§13.1 Curves in Space and Their Tangents

Representations of a curve in $\mathbb{R}^2$

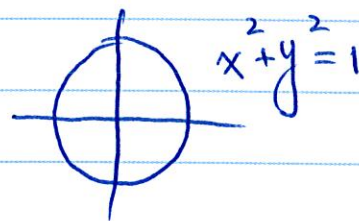
- graph $y = f(x) \quad x \in [a, b]$

$$C = \{ (x, f(x)) \mid x \in [a, b] \}$$



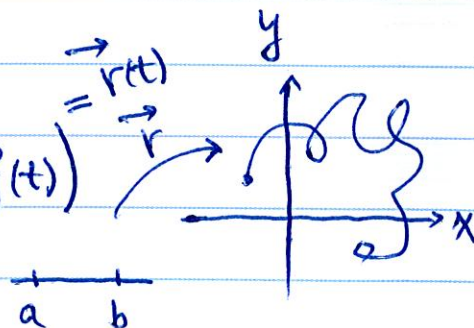
- level curve $f(x, y) = k - \text{const.}$

$$C = \{ (x, y) \mid f(x, y) = k \}$$



- parametric curve $(x, y) = (f(t), g(t))$

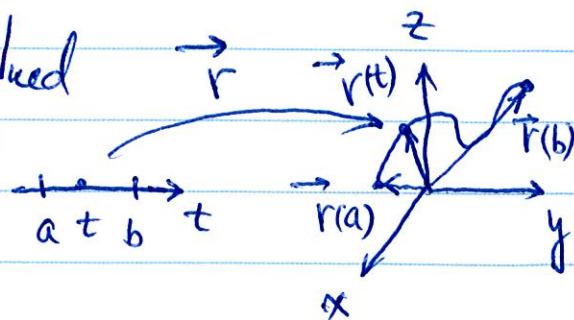
$$C = \{ (f(t), g(t)) \mid t \in [a, b] \}$$



Path in $\mathbb{R}^3$ $(x, y, z) = (f(t), g(t), h(t)) \quad t \in I = [a, b]$
 $= \vec{r}(t)$ — vector-valued function

parametric curve

$$C = \{ (f(t), g(t), h(t)) \mid t \in I \}$$



Ex. 1 Graph $\vec{r}(t) = (\cos t, \sin t, t)$

(2)

Limits and Continuity

• Limit

$\vec{r}(t) = (f(t), g(t), h(t))$ on D and $\vec{L} = (L_1, L_2, L_3)$

$$\lim_{t \rightarrow t_0} \vec{r}(t) = \vec{L} \iff \forall \varepsilon > 0, \exists \delta > 0, \text{ s.t. } \forall t \in D$$

$$0 < |t - t_0| < \delta \Rightarrow |\vec{r}(t) - \vec{L}| < \varepsilon$$

$$\iff \lim_{t \rightarrow t_0} \vec{r}(t) = \left(\lim_{t \rightarrow t_0} f(t), \lim_{t \rightarrow t_0} g(t), \lim_{t \rightarrow t_0} h(t) \right)$$

$$= (L_1, L_2, L_3)$$

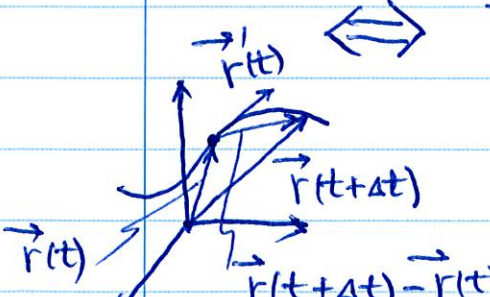
Ex. 2 $\lim_{t \rightarrow \frac{\pi}{2}} (\cos t, \sin t, t) = ?$

• Continuity

$$\vec{r}(t) \text{ is cont. at } t_0 \in D \iff \lim_{t \rightarrow t_0} \vec{r}(t) = \vec{r}(t_0)$$

Derivatives and Motion

• Derivative $\vec{r}(t)$ has a derivative (n differentiable) at t

$$\vec{r}'(t) \iff \vec{r}'(t) = \frac{d\vec{r}(t)}{dt} = (f'(t), g'(t), h'(t))$$


piecewise smooth



(3)

Velocity and Acceleration $\vec{r}(t)$ — position vector of a moving particle

$\vec{v}(t) = \vec{r}'(t)$ — velocity vector

$|\vec{v}(t)|$ — speed

$\vec{a}(t) = \vec{v}'(t) = \vec{r}''(t)$ — acceleration

$\frac{\vec{v}(t)}{|\vec{v}(t)|}$ — direction of motion

Ex. 4

Differential Rules

(1) $\vec{c} = \text{const}$, $\vec{c}' = \vec{0}$, (2) $(f(t)\vec{u}(t))' = f'\vec{u} + f\vec{u}'$

(3) $(\vec{u} \pm \vec{v})' = \vec{u}' \pm \vec{v}'$, (4) $(\vec{u} \cdot \vec{v})' = \vec{u}' \cdot \vec{v} + \vec{u} \cdot \vec{v}'$

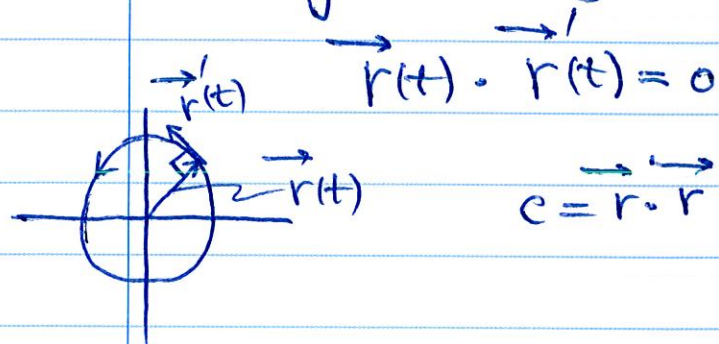
(5) $(\vec{u} \times \vec{v})' = \vec{u}' \times \vec{v} + \vec{u} \times \vec{v}'$, (6) $\frac{d}{dt} \vec{u}(f(t)) = \vec{u}'(f(t)) f'(t)$

Proof of (4)

Proof of (5) $(\vec{u} \times \vec{v})' = \lim_{h \rightarrow 0} \frac{1}{h} \left[\begin{array}{c} \vec{u}(t+h) \times \vec{v}(t+h) \\ - \vec{u}(t) \times \vec{v}(t) \end{array} \right]$

(4)

Vector Functions of Const Length $|\vec{r}(t)| = \text{const.}$



$$c = \vec{r} \cdot \vec{r} \Rightarrow 0 = (\vec{r} \cdot \vec{r})' = 2 \vec{r} \cdot \vec{r}'$$

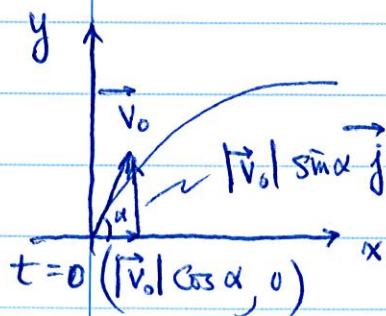
§13.2 Integrals of Vector Functions; Projectile Motion

$$\int \vec{r}(t) dt = \left(\int f(t) dt, \int g(t) dt, \int h(t) dt \right)$$

Ex. 1, 2, 3

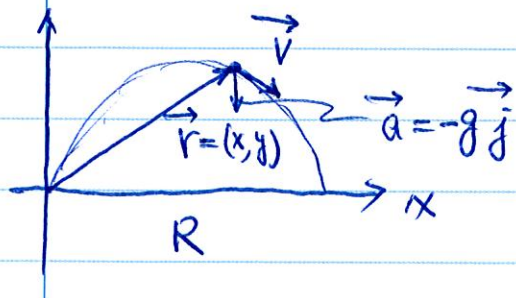
A classical example of is the derivation of the projectile motion.

Ideal Projectile Motion



$$\begin{aligned} \vec{v}_0 &= (|\vec{v}_0| \cos \alpha, |\vec{v}_0| \sin \alpha) \\ &= (v_0 \cos \alpha, v_0 \sin \alpha) \end{aligned}$$

$$\vec{r}_0 = (0, 0)$$



$$m \vec{r}''(t) = -mg \vec{j}$$

$$\Rightarrow \vec{r}'(t) = -(gt) \vec{j} + \vec{v}_0$$

$$\Rightarrow \vec{r}(t) = -\frac{1}{2}gt^2 \vec{j} + \vec{v}_0 t + \vec{r}_0$$

(5)

$$\vec{r}(t) = -\frac{1}{2}gt^2\vec{j} + v_0 t \cos\alpha \vec{i} + v_0 t \sin\alpha \vec{j}$$

$$\begin{cases} x(t) = v_0 t \cos\alpha \\ y(t) = v_0 t \sin\alpha - \frac{1}{2}gt^2 \end{cases}$$

$$t = \frac{x}{v_0 \cos\alpha} \Rightarrow y = -\left(\frac{g}{2v_0^2 \cos^2\alpha}\right)x^2 + (\tan\alpha)x$$

⚡
parabola

Maximum height $y_{\max} = \frac{(v_0 \sin\alpha)^2}{2g} \leftarrow 0 = \frac{dy}{dx}$

Flight time $t = \frac{2v_0 \sin\alpha}{g} \leftarrow y=0 = v_0 t \sin\alpha - \frac{1}{2}gt^2$

Range $R = \frac{v_0^2}{g} \sin 2\alpha \leftarrow x(\text{flight time}) = R$

Ex. 4 Given $\vec{r}_0 = (0,0)$, $v_0 = 500 \text{ m/sec}$, $\alpha = 60^\circ$

Find $\vec{r}(10) = ?$

Projectile Motion with Wind Gusts $a = 8.8 \text{ ft/sec}$

Ex. 5 Given $\vec{v}_0 = (v_0 \cos\alpha, v_0 \sin\alpha) - (a, 0)$
 $\vec{r}_0 = (0,3)$, $v_0 = 152 \text{ ft/sec}$, $\alpha = 20^\circ$

Find (a) $\vec{r}(t) = ?$

(b) $y_{\max} = ?$

(c) $R = ?$ Flight time = ?

(6)

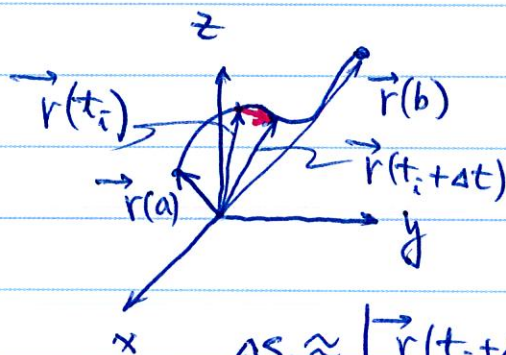
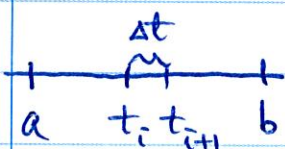
§13.3 Arc Length in Space

$$\vec{r}(t) = (x(t), y(t), z(t)) \quad t \in [a, b] \quad \text{traced exactly once}$$

length

$$L = \int_a^b |\vec{v}| dt$$

$$= \int_a^b \sqrt{x'^2 + y'^2 + z'^2} dt = \int_C ds$$



$$\Delta s_i \approx |\vec{r}(t_i + \Delta t) - \vec{r}(t_i)|$$

$$L = \lim \sum_i |\vec{r}(t_i + \Delta t) - \vec{r}(t_i)|$$

Ex. 1

Arc Length Parameter with Base Point $P(t_0)$

$$s(t) = \int_{t_0}^t |\vec{v}(\tau)| d\tau$$

Ex. 2

(7)

Speed on a Smooth Curve

$$\text{speed} \prec \frac{ds}{dt} = \frac{d}{dt} \int_{t_0}^t |\vec{v}(\tau)| d\tau = |\vec{v}(t)| > 0$$

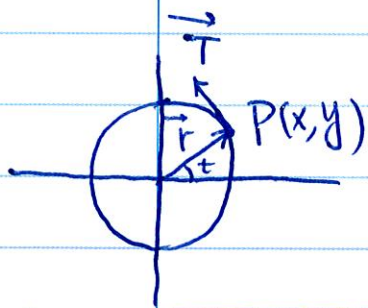
$\Rightarrow$ arclength s is an increasing function of t

Unit Tangent Vector

$$\vec{T} = \frac{\vec{v}}{|\vec{v}|} = \frac{\vec{r}'(t)}{|\vec{r}'(t)|} \quad \text{tangent to the curve}$$

Ex. 3

~~Ex. 3~~



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

$$\vec{v} = (-\sin t, \cos t) \Rightarrow \vec{T} = \vec{v}$$

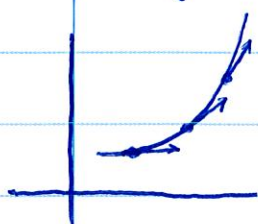
$$\parallel \frac{d\vec{r}}{dt}$$

in general $? = \frac{d\vec{r}}{ds} = \frac{d\vec{r}}{dt} \cdot \left(\frac{dt}{ds}\right) = \vec{v} \left(\frac{1}{\frac{ds}{dt}}\right) = \frac{\vec{v}}{|\vec{v}|} = \vec{T}(t)$

§13.4 Curvature and Normal Vector of a Curve

How a curve turns or bends

Curvature of a Plane Curve



As a particle moves along a smooth curve in the plane

$\vec{T} = \frac{d\vec{r}}{ds}$ turns as the curve bends.

unit tangent vector

the rate at which $\vec{T}$ turns per unit length along the curve

curvature

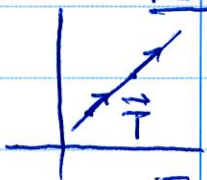
$$K = \left| \frac{d\vec{T}}{ds} \right|$$

$$K = \frac{1}{|\vec{v}|} \left| \frac{d\vec{T}}{dt} \right| = \left| \frac{d\vec{T}}{dt} \cdot \frac{dt}{ds} \right| = \left| \frac{d\vec{T}}{dt} \right| \frac{1}{\left| \frac{ds}{dt} \right|} = \frac{1}{|\vec{v}|} \left| \frac{d\vec{T}}{dt} \right|$$

Ex. 1

$\vec{r}(t) = \vec{C} + t\vec{v}$ $\Rightarrow \vec{r}'(t) = \vec{v}$ and $\vec{T} = \frac{\vec{v}}{|\vec{v}|}$ const.

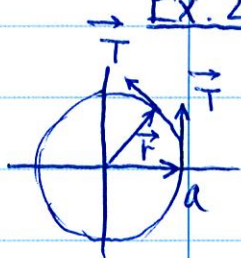
$$K = \frac{1}{|\vec{v}|} \left| \frac{d\vec{T}}{dt} \right| = 0$$



Ex. 2

$\vec{r}(t) = (a \cos t, a \sin t) \quad t \in [0, 2\pi]$

$$K = \frac{1}{a}$$



$$s(t) = \int_0^t |\vec{r}'(\tau)| d\tau = at \Rightarrow \frac{ds}{dt} = a$$

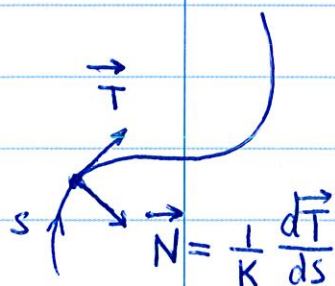
$$\vec{T} = \frac{\vec{r}'(t)}{|\vec{r}'(t)|} = \frac{1}{a} (-a \sin t, a \cos t) = (-\sin t, \cos t) \quad \vec{N} = \frac{1}{K} \frac{d\vec{T}}{ds} = -\frac{\vec{r}(t)}{a} \perp \vec{T}$$

$$\frac{d\vec{T}}{ds} = \frac{d\vec{T}}{dt} \cdot \frac{dt}{ds} = \frac{1}{a} \frac{d\vec{T}}{dt} = \frac{1}{a} (\cos t, \sin t) = -\frac{1}{a^2} \vec{r}(t)$$

(9)

Principal Unit Normal Vector at $\kappa \neq 0$

$$\vec{N} = \frac{1}{\kappa} \frac{d\vec{T}}{ds}$$



$$|\vec{T}| = 1 \Rightarrow \vec{T}(s) \cdot \vec{T}'(s) = 0 \iff \vec{T}(s) \perp \frac{d\vec{T}}{ds}$$

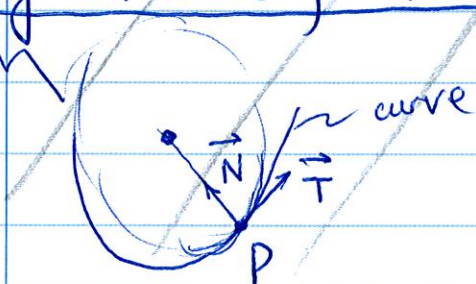
$$\vec{N} = \frac{1}{\kappa} \frac{d\vec{T}}{ds} = \frac{\frac{d\vec{T}}{dt}}{\left| \frac{d\vec{T}}{dt} \right|}$$

definition

Ex. 3 $\vec{r}(t) = (\cos 2t, \sin 2t)$

$\vec{T} = ? \quad \vec{N} = ?$

Circle of Curvature for Plane Curves (see p749)



Curvature and Normal Vectors in Space Curves

$$\kappa = \left| \frac{d\vec{T}}{ds} \right| = \frac{1}{|\vec{v}|} \left| \frac{d\vec{T}}{dt} \right|, \quad \vec{N} = \frac{1}{\kappa} \frac{d\vec{T}}{ds} = \frac{\frac{d\vec{T}}{dt}}{\left| \frac{d\vec{T}}{dt} \right|}$$

Ex. 5

$\vec{r}(t) = (a \cos t, a \sin t, bt), \quad a, b \geq 0, \quad a^2 + b^2 \neq 0$

$\kappa = ? \quad \vec{N} = ?$

§13.5 Tangential and Normal Components of Acceleration

traveling along a space curve

- Cartesian $\vec{i}, \vec{j}, \vec{k}$ — not truly relevant

- ~~TNB~~ TNB frame or Frenet frame

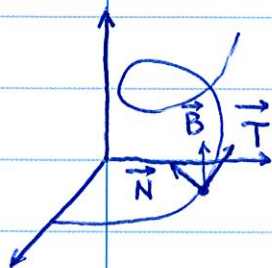
$$\vec{T} = \frac{\vec{v}}{|\vec{v}|} \quad \text{forward moving direction}$$

$$\vec{N} = \frac{1}{\kappa} \frac{d\vec{T}}{ds} \quad \text{turning direction}$$

binormal
vector

$$\vec{B} = \vec{T} \times \vec{N} \quad \text{tendency to "twist" out of the plane}$$

$\text{span}\{\vec{T}, \vec{N}\}$



- tangential and normal components of acceleration

$$\vec{a} = a_T \vec{T} + a_N \vec{N}$$

$$a_T = \frac{ds}{dt} = \frac{d|\vec{v}|}{dt} \quad \text{tangential components of acceleration}$$

$$a_N = \kappa \left(\frac{ds}{dt} \right)^2 = \kappa |\vec{v}|^2 \quad \text{normal component}$$

(11)

$$\vec{a} = \frac{d}{dt} \vec{v}$$

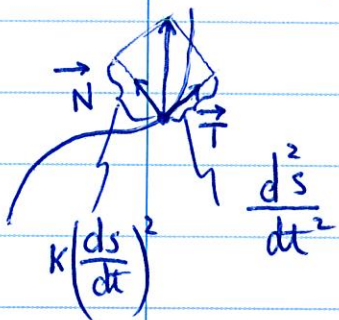
$$\vec{v} = \frac{d\vec{r}}{dt} = \frac{d\vec{r}}{ds} \frac{ds}{dt} = \vec{T} \frac{ds}{dt}$$

$$= \frac{d}{dt} \left(\vec{T} \frac{ds}{dt} \right)$$

$$= \frac{d^2 s}{dt^2} \vec{T} + \frac{ds}{dt} \frac{d\vec{T}}{dt}$$

$$\frac{d\vec{T}}{ds} = \kappa \vec{N}$$

$$\vec{a} = \frac{d^2 s}{dt^2} \vec{T} + \left(\frac{ds}{dt} \right)^2 \frac{d\vec{T}}{ds} = \frac{d^2 s}{dt^2} \vec{T} + \kappa \left(\frac{ds}{dt} \right)^2 \vec{N}$$



$$a_N = \kappa \left(\frac{ds}{dt} \right)^2 = \sqrt{|\vec{a}|^2 - a_T^2}$$

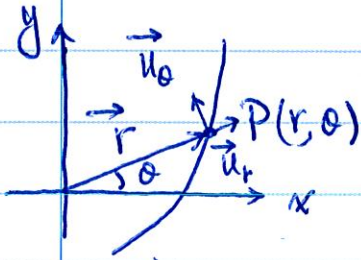
Ex. 1 $\vec{r}(t) = (\cos t + t \sin t, \sin t - t \cos t)$ $t > 0$

$\vec{a} = a_T \vec{T} + a_N \vec{N} = ?$ without computing $\vec{T}$ & $\vec{N}$

$$a_T = \frac{d}{dt} |\vec{v}|, \quad a_N = \sqrt{|\vec{a}|^2 - a_T^2}$$

§13.6 Velocity and Acceleration in Polar Coordinates

Motion in Polar and Cylindrical Coordinates



$$\vec{u}_r = (\cos\theta, \sin\theta) = \cos\theta \vec{i} + \sin\theta \vec{j}$$

$$\vec{u}_\theta = (-\sin\theta, \cos\theta)$$

$$\vec{u}_r \perp \vec{u}_\theta$$

$$\|\vec{u}_r\| = \|\vec{u}_\theta\| = 1$$

$$\vec{r} = r \vec{u}_r$$

$$\begin{cases} \frac{d\vec{u}_r}{d\theta} = \vec{u}_\theta \\ \frac{d\vec{u}_\theta}{d\theta} = -\vec{u}_r \end{cases}$$

 $\Rightarrow$

$$\begin{cases} \frac{d\vec{u}_r}{dt} = \frac{d\vec{u}_r}{d\theta} \cdot \frac{d\theta}{dt} = \dot{\theta} \vec{u}_\theta \\ \frac{d\vec{u}_\theta}{dt} = -\dot{\theta} \vec{u}_r \end{cases}$$

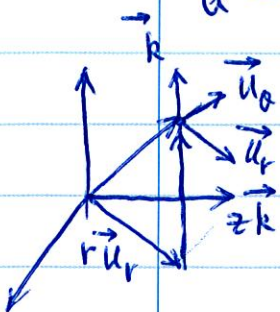
$$\vec{v} = \dot{\vec{r}} = \dot{r} \vec{u}_r + r \dot{\theta} \vec{u}_\theta$$

$$\vec{a} = \dot{\vec{v}} = (\ddot{r} - r\dot{\theta}^2) \vec{u}_r + \boxed{\cancel{\dot{r}\dot{\theta}\vec{u}_\theta} + \cancel{r\ddot{\theta}\vec{u}_\theta} + \cancel{r\dot{\theta}\dot{\theta}\vec{u}_\theta}} (\ddot{\theta} + 2\dot{r}\dot{\theta}) \vec{u}_\theta$$

$$\vec{r} = r \vec{u}_r + z \vec{k}$$

$$\vec{v} = \dot{r} \vec{u}_r + r \dot{\theta} \vec{u}_\theta + \dot{z} \vec{k}$$

$$\vec{a} = (\ddot{r} - r\dot{\theta}^2) \vec{u}_r + (r\ddot{\theta} + 2\dot{r}\dot{\theta}) \vec{u}_\theta + \ddot{z} \vec{k}$$

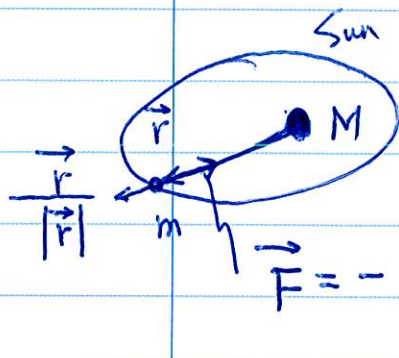


$$\vec{u}_r \times \vec{u}_\theta = \vec{k}, \quad \vec{u}_\theta \times \vec{k} = \vec{u}_r, \quad \vec{k} \times \vec{u}_r = \vec{u}_\theta$$

Planets Move in Planes

$$G \approx 6.6726 \times 10^{-11} \text{ N m}^2 \text{ kg}^{-2}$$

universal gravitational constant



$$\vec{F} = - \frac{GmM}{|\vec{r}|^2} \cdot \frac{\vec{r}}{|\vec{r}|}$$

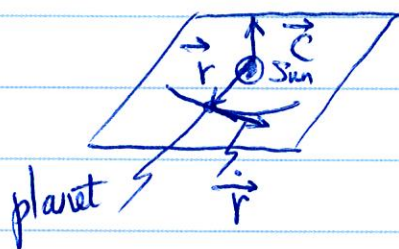
$$\vec{F} = m\vec{a} \Rightarrow \ddot{\vec{r}} = - \frac{GmM}{|\vec{r}|^3} \vec{r} \Rightarrow \ddot{\vec{r}} \times \vec{r} = \vec{0}$$

$$\frac{d}{dt} (\vec{r} \times \dot{\vec{r}}) = \dot{\vec{r}} \times \dot{\vec{r}} + \vec{r} \times \ddot{\vec{r}} = \vec{0}$$

$$\Downarrow$$

$$\vec{r} \times \dot{\vec{r}} = \vec{c} \text{ — const.} \Rightarrow \vec{r} \text{ \& } \dot{\vec{r}} \text{ lie in a plane } \perp \vec{c}$$

$$\Rightarrow \text{the planet moves in a fixed plane}$$



Kepler's First Law (Ellipse Law)

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

$$r = \frac{(1+e)r_0}{1+e \cos \theta}$$

— ellipse equation in polar coordinates

where

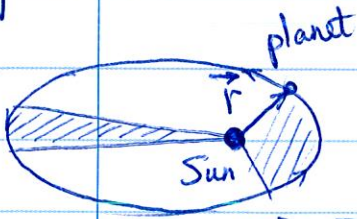
$$e = \frac{r_0 v_0^2}{GM} - 1 \text{ eccentricity}$$

r_0 — min distance

v_0 — speed at min distance

Kepler's 2nd Law

the radius vector from the sun to a planet $\vec{r}$ sweeps out equal area in equal times.



$$\vec{c} = \vec{r} \times \dot{\vec{r}} = r (\dot{r} \vec{\theta}) \vec{k}$$

$$= \left[r (\dot{r}) \right]_{t=0} \vec{k} = r_0 v_0 \vec{k}$$

$$\Rightarrow r_0 v_0 \vec{k} = r^2 \dot{\theta} \vec{k} \Rightarrow r^2 \dot{\theta} = r_0 v_0$$

$$dA = \frac{1}{2} r^2 d\theta \Rightarrow \frac{dA}{dt} = \frac{1}{2} r_0 v_0 = \text{const}$$

(Section 11.5)

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Kepler's 3rd Law

T — the planet's orbital period
 a — semi major axis

$$\frac{T^2}{a^3} = \frac{4\pi^2}{GM}$$