

Vector-Valued Functions

- Consider a particle floating around in space.

Vector-Valued Functions

- Consider a particle floating around in space. Each of the coordinates of the particle can be given by a function of time t , i.e., we can write $x = x(t)$, $y = y(t)$, and $z = z(t)$.

Vector-Valued Functions

- Consider a particle floating around in space. Each of the coordinates of the particle can be given by a function of time t , i.e., we can write $x = x(t)$, $y = y(t)$, and $z = z(t)$. Collecting each of these functions in a vector gives a **vector-valued function**

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

Vector-Valued Functions

- Consider a particle floating around in space. Each of the coordinates of the particle can be given by a function of time t , i.e., we can write $x = x(t)$, $y = y(t)$, and $z = z(t)$. Collecting each of these functions in a vector gives a **vector-valued function**

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

We say that $\mathbf{r}(t)$ is **parametrized** by t with **coordinate functions** (or components) $x(t)$, $y(t)$, and $z(t)$.

Vector-Valued Functions

- Consider a particle floating around in space. Each of the coordinates of the particle can be given by a function of time t , i.e., we can write $x = x(t)$, $y = y(t)$, and $z = z(t)$. Collecting each of these functions in a vector gives a **vector-valued function**

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

We say that $\mathbf{r}(t)$ is **parametrized** by t with **coordinate functions** (or components) $x(t)$, $y(t)$, and $z(t)$.

- Observe that a vector-valued function is a function $\mathbb{R} \rightarrow \mathbb{R}^3$, hence its domain is a subset of the real numbers.

Vector-Valued Functions

- Consider a particle floating around in space. Each of the coordinates of the particle can be given by a function of time t , i.e., we can write $x = x(t)$, $y = y(t)$, and $z = z(t)$. Collecting each of these functions in a vector gives a **vector-valued function**

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

We say that $\mathbf{r}(t)$ is **parametrized** by t with **coordinate functions** (or components) $x(t)$, $y(t)$, and $z(t)$.

- Observe that a vector-valued function is a function $\mathbb{R} \rightarrow \mathbb{R}^3$, hence its domain is a subset of the real numbers. Particularly, the domain of $\mathbf{r}(t)$ is the intersection of the domains of $x(t)$, $y(t)$, and $z(t)$.

True (a.) or False (b.)

The domain of $\mathbf{r}(t) = \langle \frac{1}{1-t}, \frac{1}{1+t}, e^{-t} \rangle$ is $D_r = \{t \in \mathbb{R} \mid t \neq \pm 1\}$.

Visualizing Vector-Valued Functions in \mathbb{R}^3

- We can describe the image of a vector-valued function in \mathbb{R}^3 by projecting into the coordinate planes.

Visualizing Vector-Valued Functions in \mathbb{R}^3

- We can describe the image of a vector-valued function in \mathbb{R}^3 by projecting into the coordinate planes.
- Consider the vector-valued function $\mathbf{r}(t) = \langle -\sin t, \cos t, t \rangle$ for $t \geq 0$.

Visualizing Vector-Valued Functions in \mathbb{R}^3

- We can describe the image of a vector-valued function in \mathbb{R}^3 by projecting into the coordinate planes.
- Consider the vector-valued function $\mathbf{r}(t) = \langle -\sin t, \cos t, t \rangle$ for $t \geq 0$.
 - ① We project into the xy -plane by setting $z(t) = t = 0$.

Visualizing Vector-Valued Functions in \mathbb{R}^3

- We can describe the image of a vector-valued function in \mathbb{R}^3 by projecting into the coordinate planes.
- Consider the vector-valued function $\mathbf{r}(t) = \langle -\sin t, \cos t, t \rangle$ for $t \geq 0$.
 - ① We project into the xy -plane by setting $z(t) = t = 0$. Observe that as t increases, the curve $\mathbf{r}(t)$ moves clockwise (since $\mathbf{r}(\frac{\pi}{2}) = \langle -1, 0, 0 \rangle$) from the point $(0, 1, 0)$ and traces out the unit circle in the xy -plane.

Visualizing Vector-Valued Functions in \mathbb{R}^3

- We can describe the image of a vector-valued function in \mathbb{R}^3 by projecting into the coordinate planes.
- Consider the vector-valued function $\mathbf{r}(t) = \langle -\sin t, \cos t, t \rangle$ for $t \geq 0$.
 - 1 We project into the xy -plane by setting $z(t) = t = 0$. Observe that as t increases, the curve $\mathbf{r}(t)$ moves clockwise (since $\mathbf{r}(\frac{\pi}{2}) = \langle -1, 0, 0 \rangle$) from the point $(0, 1, 0)$ and traces out the unit circle in the xy -plane.
 - 2 We project into the xz -plane by setting $y(t) = \cos t = 0$.

Visualizing Vector-Valued Functions in \mathbb{R}^3

- We can describe the image of a vector-valued function in \mathbb{R}^3 by projecting into the coordinate planes.
- Consider the vector-valued function $\mathbf{r}(t) = \langle -\sin t, \cos t, t \rangle$ for $t \geq 0$.
 - 1 We project into the xy -plane by setting $z(t) = t = 0$. Observe that as t increases, the curve $\mathbf{r}(t)$ moves clockwise (since $\mathbf{r}(\frac{\pi}{2}) = \langle -1, 0, 0 \rangle$) from the point $(0, 1, 0)$ and traces out the unit circle in the xy -plane.
 - 2 We project into the xz -plane by setting $y(t) = \cos t = 0$. Observe that as t increases, $\mathbf{r}(t)$ traces the curve $-\sin t$ vertically in the xz -plane.

Visualizing Vector-Valued Functions in \mathbb{R}^3

- We can describe the image of a vector-valued function in \mathbb{R}^3 by projecting into the coordinate planes.
- Consider the vector-valued function $\mathbf{r}(t) = \langle -\sin t, \cos t, t \rangle$ for $t \geq 0$.
 - 1 We project into the xy -plane by setting $z(t) = t = 0$. Observe that as t increases, the curve $\mathbf{r}(t)$ moves clockwise (since $\mathbf{r}(\frac{\pi}{2}) = \langle -1, 0, 0 \rangle$) from the point $(0, 1, 0)$ and traces out the unit circle in the xy -plane.
 - 2 We project into the xz -plane by setting $y(t) = \cos t = 0$. Observe that as t increases, $\mathbf{r}(t)$ traces the curve $-\sin t$ vertically in the xz -plane.
 - 3 We project into the yz -plane by setting $x(t) = -\sin t = 0$.

Visualizing Vector-Valued Functions in \mathbb{R}^3

- We can describe the image of a vector-valued function in \mathbb{R}^3 by projecting into the coordinate planes.
- Consider the vector-valued function $\mathbf{r}(t) = \langle -\sin t, \cos t, t \rangle$ for $t \geq 0$.
 - ① We project into the xy -plane by setting $z(t) = t = 0$. Observe that as t increases, the curve $\mathbf{r}(t)$ moves clockwise (since $\mathbf{r}(\frac{\pi}{2}) = \langle -1, 0, 0 \rangle$) from the point $(0, 1, 0)$ and traces out the unit circle in the xy -plane.
 - ② We project into the xz -plane by setting $y(t) = \cos t = 0$. Observe that as t increases, $\mathbf{r}(t)$ traces the curve $-\sin t$ vertically in the xz -plane.
 - ③ We project into the yz -plane by setting $x(t) = -\sin t = 0$. Observe that as t increases, $\mathbf{r}(t)$ traces the curve $\cos t$ vertically in the yz -plane.

Parametrization of Curves in \mathbb{R}^3

- Given a parametrization of a curve in \mathbb{R}^3 , we can reproduce the image of the curve by projecting into the coordinate axes.

Parametrization of Curves in \mathbb{R}^3

- Given a parametrization of a curve in \mathbb{R}^3 , we can reproduce the image of the curve by projecting into the coordinate axes. Likewise, given a curve \mathcal{C} in \mathbb{R}^3 , we can produce a parametrization of \mathcal{C} .

Parametrization of Curves in \mathbb{R}^3

- Given a parametrization of a curve in \mathbb{R}^3 , we can reproduce the image of the curve by projecting into the coordinate axes. Likewise, given a curve \mathcal{C} in \mathbb{R}^3 , we can produce a parametrization of \mathcal{C} .
- Consider the curve \mathcal{C} obtained by intersecting the surfaces $x^2 - y^2 = z - 1$ and $x^2 + y^2 = 4$.

Parametrization of Curves in \mathbb{R}^3

- Given a parametrization of a curve in \mathbb{R}^3 , we can reproduce the image of the curve by projecting into the coordinate axes. Likewise, given a curve \mathcal{C} in \mathbb{R}^3 , we can produce a parametrization of \mathcal{C} .
- Consider the curve \mathcal{C} obtained by intersecting the surfaces $x^2 - y^2 = z - 1$ and $x^2 + y^2 = 4$. Using the usual parametrization in polar coordinates, we have that $x(t) = 2 \cos t$ and $y(t) = 2 \sin t$.

Parametrization of Curves in \mathbb{R}^3

- Given a parametrization of a curve in \mathbb{R}^3 , we can reproduce the image of the curve by projecting into the coordinate axes. Likewise, given a curve \mathcal{C} in \mathbb{R}^3 , we can produce a parametrization of \mathcal{C} .
- Consider the curve \mathcal{C} obtained by intersecting the surfaces $x^2 - y^2 = z - 1$ and $x^2 + y^2 = 4$. Using the usual parametrization in polar coordinates, we have that $x(t) = 2 \cos t$ and $y(t) = 2 \sin t$. Consequently, we may solve for $z(t)$ by observing that

$$z(t) = z = x^2 - y^2 + 1 = 4 \cos^2 t - 4 \sin^2 t + 1 = 4 \cos(2t) + 1.$$

Parametrization of Curves in \mathbb{R}^3

- Given a parametrization of a curve in \mathbb{R}^3 , we can reproduce the image of the curve by projecting into the coordinate axes. Likewise, given a curve \mathcal{C} in \mathbb{R}^3 , we can produce a parametrization of \mathcal{C} .
- Consider the curve \mathcal{C} obtained by intersecting the surfaces $x^2 - y^2 = z - 1$ and $x^2 + y^2 = 4$. Using the usual parametrization in polar coordinates, we have that $x(t) = 2 \cos t$ and $y(t) = 2 \sin t$. Consequently, we may solve for $z(t)$ by observing that

$$z(t) = z = x^2 - y^2 + 1 = 4 \cos^2 t - 4 \sin^2 t + 1 = 4 \cos(2t) + 1.$$

Ultimately, we have that \mathcal{C} is given by the vector-valued function

$$\mathbf{r}(t) = \langle 2 \cos t, 2 \sin t, 4 \cos(2t) + 1 \rangle.$$

Embedding a Circle in \mathbb{R}^3 , Pt. I

Choose the vector-valued function that parametrizes the circle of radius 3 centered at $(2, 6, 8)$ and parallel to the xy -plane.

(a.) $\mathbf{r}(t) = \langle \sqrt{t-2}, \sqrt{t-6}, t-8 \rangle$

(c.) $\mathbf{u}(t) = \langle 2 \cos t, \sin t + 6, 8 \rangle$

(b.) $\mathbf{s}(t) = \langle 3 \cos t + 2, 3 \sin t + 6, 8 \rangle$

(d.) $\mathbf{v}(t) = 3\mathbf{r}(t)$

Embedding a Circle in \mathbb{R}^3 , Pt. II

Choose the vector-valued function that parametrizes the circle of radius 3 centered at $(2, 6, 8)$ and parallel to the xz -plane.

(a.) $\mathbf{r}(t) = \langle \sqrt{t-2}, t-6, \sqrt{t-8} \rangle$

(c.) $\mathbf{u}(t) = \langle 2 \cos t, 6, \sin t + 8 \rangle$

(b.) $\mathbf{s}(t) = \langle 3 \cos t + 2, 6, 3 \sin t + 8 \rangle$

(d.) $\mathbf{v}(t) = 3\mathbf{r}(t)$

Embedding an Ellipse in \mathbb{R}^3

Choose the vector-valued function that parametrizes the ellipse $\frac{x^2}{4} + \frac{y^2}{9} = 1$ centered at $(9, -4, 0)$ and parallel to the xy -plane.

- (a.) $\mathbf{r}(t) = \left\langle \frac{\sqrt{t-9}}{2}, \frac{\sqrt{t+4}}{3}, 0 \right\rangle$ (c.) $\mathbf{u}(t) = \langle 2 \cos t + 9, 3 \sin t - 4, 0 \rangle$
- (b.) $\mathbf{s}(t) = \left\langle \frac{\sqrt{t-9}}{2}, \frac{\sqrt{t+4}}{3}, 1 \right\rangle$ (d.) $\mathbf{v}(t) = \langle 2 \cos(t - 9), 3 \sin(t + 4), 1 \rangle$

Calculus of Vector-Valued Functions

- Considering that vector-valued functions consist of components that are functions of a single variable, we can extend many of the notions of Calculus I to vector-valued functions.

Calculus of Vector-Valued Functions

- Considering that vector-valued functions consist of components that are functions of a single variable, we can extend many of the notions of Calculus I to vector-valued functions.
- Given a vector-valued function $\mathbf{r}(t) = \langle x(t), y(t), z(t) \rangle$, we have that

$$\lim_{t \rightarrow t_0} \mathbf{r}(t) = \left\langle \lim_{t \rightarrow t_0} x(t), \lim_{t \rightarrow t_0} y(t), \lim_{t \rightarrow t_0} z(t) \right\rangle.$$

Calculus of Vector-Valued Functions

- Considering that vector-valued functions consist of components that are functions of a single variable, we can extend many of the notions of Calculus I to vector-valued functions.
- Given a vector-valued function $\mathbf{r}(t) = \langle x(t), y(t), z(t) \rangle$, we have that

$$\lim_{t \rightarrow t_0} \mathbf{r}(t) = \left\langle \lim_{t \rightarrow t_0} x(t), \lim_{t \rightarrow t_0} y(t), \lim_{t \rightarrow t_0} z(t) \right\rangle.$$

- Given a vector-valued function $\mathbf{r}(t) = \langle x(t), y(t), z(t) \rangle$, we have that

$$\frac{d}{dt} \mathbf{r}(t) = \left\langle \frac{d}{dt} x(t), \frac{d}{dt} y(t), \frac{d}{dt} z(t) \right\rangle.$$