

Vector Functions and Curves in 3-space

A curve C in xyz -space is described by a parametrization

scalar form:

$$C: \begin{cases} x = f(t) \\ y = g(t) \\ z = h(t) \end{cases}$$

or in vector form:

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

($\vec{r}(t)$ is called a 'vector function'.)

In either form the curve C consists of all points $(f(t), g(t), h(t))$ for all possible values of the parameter t .

It is useful to think of the equations as describing the motion of an object in 3-space which traces out the curve C . (At time t the object is at $(f(t), g(t), h(t))$.)

Then

$$\begin{aligned} \vec{r}'(t) &= \left\langle \frac{dx}{dt}, \frac{dy}{dt}, \frac{dz}{dt} \right\rangle = \langle f'(t), g'(t), h'(t) \rangle \\ &= \text{velocity (vector) of object at time } t \end{aligned}$$

The vector $\vec{r}'(t_0)$ is a direction vector for the line tangent to the curve C at the point P where $t = t_0$.

Also the speed of the object at time t is

$$\text{speed}(t) = |\vec{r}'(t)|$$

By integrating the speed we can determine how far the object has travelled over a time interval $[a, b]$

$$\text{Distance travelled from } t=a \text{ to } t=b = \int_a^b |\vec{r}'(t)| dt$$

If the object does not retrace a portion of C from time $t=a$ to time $t=b$ then this determines 'arclength'

$$L_a^b(C) = \int_a^b |\vec{r}'(t)| dt$$



Examples

(1) $C: \vec{r}(t) = \langle 3, -2, -1 \rangle t + \langle -1, 0, 7 \rangle = \langle 3t-1, -2t, -t+7 \rangle$

$$\Rightarrow \vec{r}'(t) = \langle 3, -2, -1 \rangle$$

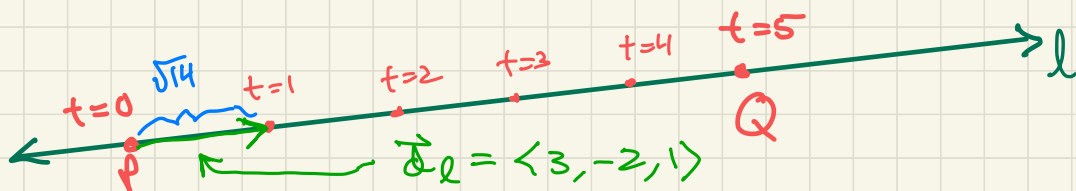
$$\text{speed}(t) = (3^2 + (-2)^2 + (-1)^2)^{1/2} = \sqrt{14}$$

Object has constant velocity!

The arclength of C between $P = (-1, 0, 7)$ (where $t=0$) to $Q = (14, -10, 2)$ (where $t=5$) is

$$L(P, Q) = \int_0^5 \sqrt{14} dt = \sqrt{14} t \Big|_0^5 = 5\sqrt{14}$$

Interpretation This curve C is a line l with direction vector $\langle 3, -2, 1 \rangle$



(2) $C: \vec{r}(t) = \langle \cos t, \sin t, 3t \rangle$ helix!

$$\vec{r}'(t) = \langle -\sin t, \cos t, 3 \rangle$$

$$\text{speed}(t) = |\vec{r}'(t)| = \left[(-\sin t)^2 + (\cos t)^2 + 3^2 \right]^{1/2} = \sqrt{10}$$

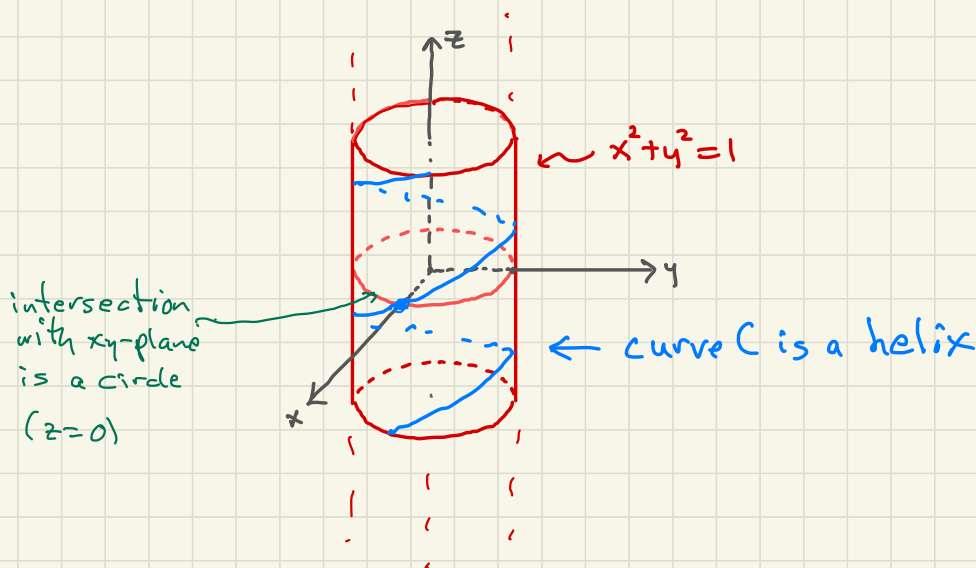
object has constant speed but not constant velocity.

length of C from $P = (1, 0, 0)$ (where $t=0$) to $Q = (-1, 0, 3\pi)$ (where $t=3\pi$) is

$$L_P^Q(C) = \int_0^{3\pi} \sqrt{10} \, dt = 3\sqrt{10}\pi$$

from 11-19 class notes:

Note: Each point $(\cos t, \sin t, 3t)$ on C satisfies the equation $x^2 + y^2 = 1$. The set of all points satisfying $x^2 + y^2 = 1$ is a cylinder in 3-space whose axis is the z -axis.



(3) $C: \vec{r}(t) = \langle t \cos t, t \sin t, 3t \rangle$

Find the arclength of C from origin $O = (0, 0, 0)$ (where $t=0$) to $Q = (-3\pi, 0, 9\pi)$ (where $t=3\pi$).

Use the product rule to determine velocity:

$$\vec{r}'(t) = \langle \cos t - t \sin t, \sin t + t \cos t, 3 \rangle$$

and speed:

$$\begin{aligned} |\vec{r}'(t)| &= \left((\cos t - t \sin t)^2 + (\sin t + t \cos t)^2 + 3^2 \right)^{1/2} \\ &= (\cos^2 t + t^2 \sin^2 t + \sin^2 t + t^2 \cos^2 t + 9)^{1/2} \\ &= \sqrt{10 + t^2} \end{aligned}$$

So arclength equals

$$\begin{aligned} L_0^Q(C) &= \int_0^{3\pi} \sqrt{10 + t^2} dt \\ &= \int_{t=0}^{3\pi} 10 \sec^2 \theta d\theta \end{aligned}$$

trig substitution:

$$\begin{aligned} t &= \sqrt{10} \tan \theta \\ 10 + t^2 &= 10 \sec^2 \theta \\ dt &= \sqrt{10} \sec^2 \theta \end{aligned}$$

integration by parts, or table look-up.

$$= 10 \cdot \frac{1}{2} (\sec \theta \tan \theta + \ln |\sec \theta + \tan \theta|) \Big|_{t=0}^{3\pi}$$

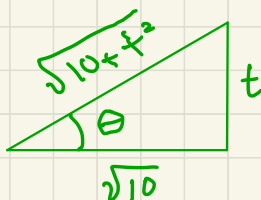
$$= 5 \left(\frac{\sqrt{10+9\pi^2}}{\sqrt{10}} \cdot \frac{t}{\sqrt{10}} + \ln \left| \frac{\sqrt{10+t^2}}{\sqrt{10}} + \frac{t}{\sqrt{10}} \right| \right) \Big|_{t=0}^{3\pi}$$

$$= 5 \left(\frac{3\pi \sqrt{10+9\pi^2}}{10} + \ln \left(\frac{\sqrt{10+9\pi^2} + 3\pi}{\sqrt{10}} \right) \right)$$

right triangle analysis

$$\sec \theta = \frac{\text{hyp}}{\text{adj}} = \frac{\sqrt{10+t^2}}{\sqrt{10}}$$

$$\tan \theta = \frac{t}{\sqrt{10}}$$



more on (3): $C: \vec{r}(t) = \langle t \cos t, t \sin t, 3t \rangle$

Any point on C has the form $(x, y, z) = (t \cos t, t \sin t, 3t)$. So

$$x^2 + y^2 = t^2 \cos^2 t + t^2 \sin^2 t = t^2 (\sin^2 t + \cos^2 t) = t^2 = \left(\frac{z}{3}\right)^2 = z^2/9$$

This shows that the curve C lies on the surface with equation $9x^2 + 9y^2 - z^2 = 0$. What does this surface look like? — Will return to this question in a later class.

↑

it's a cone

