Vector Functions and Space Curves

Let r be a vector function whose domain is a set of real numbers and result is a three-dimensional vector. Let

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

where f(t), g(t), and h(t) are real valued functions and are called the component functions of r.

The limit of a vector function \mathbf{r} is defined by taking the limits of its component functions:

$$\lim_{t o a} \mathbf{r}(t) = \left\langle \lim_{t o a} f(t), \lim_{t o a} g(t), \lim_{t o a} h(t) \right
angle$$

A vector function **r** is continuous if and only if its component functions f(t), g(t), and h(t) are continuous.

Example: Given
$$\mathbf{r}(t) = \left\langle t\sqrt{t+5}, \ t^2+2, \ \frac{e^t-1}{t} \right\rangle$$

a) Find the domain of $\mathbf{r}(t)$.

$$t\sqrt{t+5} \rightarrow t \ge -5$$

$$t^{2}+2 \rightarrow \mathbb{R}$$

$$t^{2}+1 \rightarrow t \ne 0$$
b) Find all t where $\mathbf{r}(t)$ is continuous.

continuous for
$$[-5,0)\cup(0,\infty)$$

c) Compute $\lim_{t\to 0} \mathbf{r}(t)$.

$$\frac{1}{t \to 0} r(t) = \left(\frac{1}{t \to 0} t + \frac{1}{t \to 0} t + \frac{1}{t$$

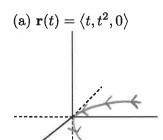
Definition: Suppose that f(t), g(t), and h(t) are real valued functions on an interval I, then the set C defined as:

$$C = \{(x, y, z) | x = f(t), y = g(t), z = h(t)\}$$

where t is a parameter and t varies in some interval, I, is called a space curve. The space curve Ccan be traversed by the vector function $\mathbf{r}(t) = \langle f(t), g(t), h(t) \rangle$.



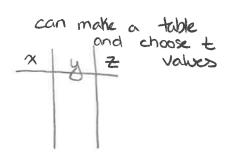
Example: Describe the curve defined by the vector function. Indicate the direction of motion.



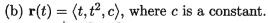
$$x = t$$

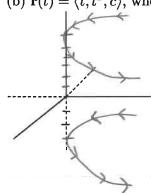
$$y = t^{2}$$

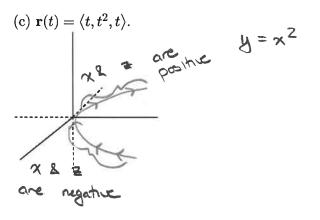
$$z = 0$$



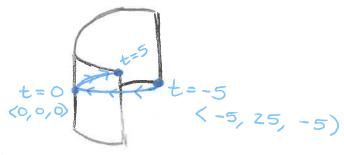
eliminate parameter y=x²

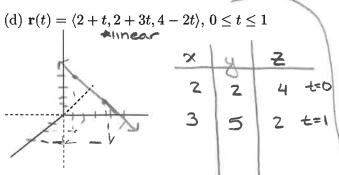


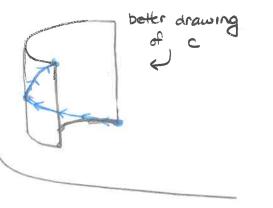




$$y=x^2$$
 but $z=t$







Example: Show that the curve $\mathbf{r}(t) = \left\langle \sin(t), 2\cos(t), \sqrt{3}\sin(t) \right\rangle$ lies on both a plane and a sphere. What does the space curve for $\mathbf{r}(t)$ look like?

$$x = \sin t$$
 $y = 2\cos t$ $z = \sqrt{3} \sin t$ sphere

 $z = \sqrt{3} \times 4$
 $x^2 + y^2 + z^2$
 $= \sin^2 t + 4\cos^2 t + 3\sin^2 t$
 $= 4 \sin^2 t + 4\cos^2 t$
 $= 4 (\sin^2 t + \cos^2 t)$
 $= 4$
 $x^2 + y^2 + z^2 = 4$

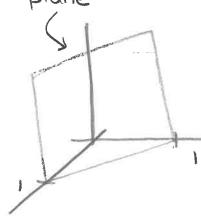
see graph online

Example: Find a vector function that represents the curve of intersection of the two surfaces. $x^2 + y^2 = 4$ and z = xy

Example: Sketch the curve $x = \cos^2 t$, $y = \sin^2 t$, and z = t.

$$x + y = 1$$

plane





*can find a
few points to
help graph $t=0 \quad (1,0,0)$

*compare to x = cost y = sint z=t

instead of a plane will get a sphere $\cos^2 t + \sin^2 t = 1$ $\chi^2 + \chi^2 = 1$

