Vector Functions and Space Curves

Vector functions

- a function is a link between one set and another
 - to be a function, each number from set 1 must have only one result in the second set
 - o Set 1 is Domain, set 2 is Codomain (Range)
- In a vector function, Set 1 ∈ R and Set 2 is a set of vectors

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

- f(t), g(t), and h(t) are component functions
- Given two different points, there is exactly one line that goes through each point
- ▼ Click to show example 1

Question 1:

If
$$r(t) = \langle t^3, \ln(3-t), \sqrt{t} \rangle$$

then component vectors are

$$f(t) = t^3, g(t) = \ln(3 - t), h(t) - \sqrt{t}$$

 $0 \le t < 3$

Limits and Continuity

Limits

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

$$\lim_{t\to a} \vec{r}(t) = \langle \lim_{t\to a} f(t), \lim_{t\to a} g(t), \lim_{t\to a} h(t) \rangle$$

▼ Click to show example 2

Question 2:

Find
$$\lim_{t\to 0} r(t)$$
 where $\vec{r}(t)=(1+t^3)\hat{t}+te^{-t}\hat{f}+\frac{\sin(t)}{t}\hat{k}$
$$\lim_{t\to 0} (1+t^3)=1$$

$$\lim_{t\to 0} te^{-t}=0$$

$$\lim_{t\to 0} \frac{\sin(t)}{t}=1$$

$$\lim_{t\to 0} t\to 0 \quad \vec{r}(t)=\langle 1,0,1\rangle$$

Continuity

 $\vec{r}(t) = \langle f(t), g(t), h(t) \rangle$ is **continuous at point a** if the component functions are continuous. That is:

$$\lim_{t \to a} f(t) = f(a)$$

$$\lim_{t\to a}g(t)=g(a)$$

$$\lim_{t\to a}h(t)=h(a)$$

Space Curves

Space curves are defined as a vector function in 3d space, where the input is t, or time, and the output is a vector \vec{v} which represents a point P

As time progresses, the point described by P will follow a line, or curve, through space

t is called a parameter for the curve C

and
$$\begin{cases} x = f(t) \\ y = g(t) \text{ are called parametric functions} \\ z = h(t) \end{cases}$$

▼ Click to show example 3

Question 3:

Given $r(t) = \langle 1 + t, 2 + 5t, -1 + 6t \rangle$, find the vector equation.

The line equation: $(1 + t)\hat{i} + (2 + 5t)\hat{j} + (-1 + 6t)\hat{k}$

The equation can be defined with:

- 1. the point (1, 2, 1) is on the line and
- 2. the blue line is parallel to the vector $\vec{v} = \langle 1, 5, 6 \rangle$

Therefore the blue line can be defined by the vector equation $\vec{r} = \vec{r}_0 + t\vec{v}$, where $\vec{r}_0 = \langle 1, 2, -1 \rangle$ and $\vec{v} = \langle 1, 5, 6 \rangle$.

▼ Click to show example 4

Question 4:

Sketch the curve whose vector equation is

$$\vec{r}(t) = \cos(t)\hat{i} + \sin(t)\hat{i} + t\hat{k}$$

Solution:

Depict the points (x, y, z) such that

$$\begin{cases} x = \cos(t) \\ y = \sin(t) \\ z = t \\ for \ t \in \mathbb{R} \end{cases}$$

If we assume that t corresponds to time and we are at point $\langle \cos(t), \sin(t), t \rangle$ at time t, than our trajectory will describe the curve.

So, we simply need to set the result to this set of parametric eqations.

▼ Click to show example 5

Question 5:

Find the vector equation and the parametric equation for the line that joins P(1, 3, -2) and Q(2, -1, 3).

Solution:

First find the vector between the two points, and use that to define a line along that vector through one of these points.

According to the notes on Lines, the vector equation of a line is:

$$\vec{r} = \vec{r}_0 + t \vec{v}$$

In this case, $\vec{r}_0 = \langle 1, 3, -2 \rangle$ and $\vec{v} = \langle 2 - 1, -1 - 3, 3 - (-2) \rangle$

So the equation of the line passing through these points is:

$$\vec{r} = \langle 1 + t, 3 - 4t, -2 + 5t \rangle$$

But this line is infinite, and we want the line to go only from P to Q, so we need to restrict t.

So, find the value of *t* at each point and set *t* to the interval between them.

In this case, since we used P as the initial point and \overrightarrow{PQ} as the vector (meaning Q is the endpoint),

$$0 \le t \le 1$$

Additionally, the parametric equation is the following:

$$\begin{cases} x = 1 + t \\ y = 3 - 4t \end{cases} \text{, where } 0 \le t \le 1$$

$$z = -2 + 5t$$

Defining a line

This section explains more explicitly how the above example is able to define a line.

Given P_0, P_1 , \vec{v} connecting them, a point Q on the line defined by P_0, P_1 , and a vector \vec{OQ} from the origin, and \vec{r} from the origin to P_0

For the vec $\vec{P_0Q}$, there exists a scalar λ such that $\vec{P_0Q} = \lambda \times \vec{v}$

Note that $\vec{OQ} = -\vec{r}_0 + \vec{P_0Q} = -\vec{r}_0 + \lambda \vec{v}$ (Vector equations of the line)

As we will see soon, it is better to denote λ by t (because t has the meaning of time)

 $\overrightarrow{OQ} = \langle x, y, z \rangle$, so the above equation can be rewritten as:

$$\langle x, y, z \rangle = \langle x_0, y_0, z_0 \rangle + t \langle x_1 - x_0, y_1 - y_0, x_1 - z_0 \rangle$$

$$\langle x, y, z \rangle = \langle x_0 + t(x_1 - x_0), y_0 + t(y_1 - y_0), z_0 + t(z_1 - z_0) \rangle$$

$$x = x_0 + t(x_1 - x_0)$$

$$y = y_0 + t(y_1 - y_0)$$

$$z = z_0 + t(z_1 - z_0)$$

(parametric equation of the line) - or more generally:

$$x = x_0 + ta$$

$$y = y_0 + tb$$

$$z = z_0 + tc$$

These can be used as f(t), g(t), h(t) from earlier.

Observation

every continuous vector function $\vec{r}(t) = \langle f(t), g(t), h(t) \rangle$ is a curve in 3-D space

So as t increases, the point $\langle f(t), g(t), h(t) \rangle$ travels along a curve, which in this case is a straight line

The vector \vec{v} from the origin to a point on the line can be given as $\vec{v} = \vec{r}(t)$

From Stewart 13.1

▼ Click to show example 6

Find a vector function that the curve of the intersection of the cylinder $x^2 + y^2 = 1$ and the plane y + z = 2

$$x^{2} + y^{2} = 1 \rightarrow y = \sqrt{1 - x^{2}}$$

$$y + z = 2 \rightarrow z = 2 - y \rightarrow 2 - \sqrt{1 - x^{2}}$$

$$\langle x, y, z \rangle = \langle x, \sqrt{1 - x^{2}}, 2 - \sqrt{1 - x^{2}} \rangle$$

So we can write:

$$\begin{cases} x = f(t) = t \\ y = g(t) = \sqrt{1 - t^2} \\ z = 2 - \sqrt{1 - t^2} \end{cases}$$

$$\vec{r}(t) = \langle t, \sqrt{1 - t^2}, 2 - \sqrt{1 - t^2} \rangle$$

But with this, t is constrained to $0 \le t \le 1$

Alternate solution

If we denote $x = \cos(t)$ then we can substitute it into the other equations, getting $y = \sqrt{1 - \cos^2(t)}$, which simplifies to $y = \sin(t)$. Similarly, $z = 2 - \sin(t)$. Then we get:

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