Math 11, Fall 2007 Lecture 5

Scott Pauls 1

¹Department of Mathematics Dartmouth College

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- Recap and overview
 - Last classes
 - Review of reading topics
 - Group Work
- Summary
- Next class

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Lines and Planes

- Lines: $\vec{r} = \vec{r}_0 + t\vec{v}$
- Planes: $\vec{n} \cdot (\vec{r} \vec{r}_0) = 0$
- We use dot product and cross product heavily in determining defining data

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Concepts from reading Spacecruves

Curves generalize lines:

$$\vec{r}(t) = < f(t), g(t), h(t) >$$

- Line: $f(t) = x_0 + at$, $g(t) = y_0 + bt$, $h(t) = z_0 + ct$
- Limits, derivatives and integrals are taken component-wise:

$$\lim_{t \to t_0} \vec{r}(t) = <\lim_{t \to t_0} f(t), \lim_{t \to t_0} g(t), \lim_{t \to t_0} h(t) >$$

$$\frac{d}{dt} \vec{r}(t) = <\frac{d}{dt} f(t), \frac{d}{dt} g(t), \frac{d}{dt} h(t) >$$

$$\int_a^b \vec{r}(t) dt = <\int_a^b f(t) dt, \int_a^b g(t) dt, \int_a^b h(t) dt >$$

 A space cruve is an example of a vector valued function of one variable.

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Concepts from reading

Sketching spacecurves

General tips:

- Plot projections to the coordinate planes first using one variable techniques
- Combine the projection plots to sketch the curve in 3-d
- Plotting a few test points is often helpful.
- Use one variable techniques to help. e.g. if h'(t) > 0 for all t, then the spacecurve moves up in the z direction for all t.
- Example: $\vec{r}(t) = <\sin(t), \sin(t), \sqrt{2}\cos(t) >$

Practice Problem

Find a vector equation of the curve which is the intersection of the top half of the sphere $x^2 + y^2 + z^2 = 1$ and the plane y - x + 1 = 0.

What is the domain of this curve?

Smoothness

Definitions:

• The unit tangent vector to a spacecurve $\vec{r}(t)$ is

$$\vec{T}(t) = \frac{\vec{r}'(t)}{|\vec{r}'(t)|}$$

- ② A space curve $\vec{r}(t)$ is continuous at $t = t_0$ if $\lim_{t \to t_0} \vec{r}(t) = \vec{r}(t_0)$.
- **3** A space curve $\vec{r}(t)$ is smooth if $\vec{r}'(t)$ is continuous and $\vec{r}'(t) \neq 0$ for any t.

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Problems to work on

- Sketch the curve $< \cos(t), \sin(t), t >$. Is this curve continuous? Is it smooth?
- Sketch the curve $< t^2, t^3, t^4 >$ for $-1 \le t \le 1$. Is the curve smooth?

Summary

- Spacecurves are generalizations of lines
- A spacecurve is a vector valued function of one variable
- Differentiation, integration and limits of spacecurves are performed componentwise

Work for next class

Reading: 14.3-14.4

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