

$$\overset{\leftarrow}{s(\epsilon)} = \|\vec{F}'(\epsilon)\| = \text{speed}$$

$$\vec{r}'(\epsilon) = s(\epsilon) \vec{T}(\epsilon)$$

$$\vec{r}''(\epsilon) = s'(\epsilon) \vec{T} + s \vec{T}'(\epsilon)$$

$$= s'(\epsilon) \vec{T} + s \| \vec{T}' \| \frac{\vec{T}'}{\| \vec{T}' \|}$$

$$= s'(\epsilon) \vec{T} + s \| \vec{T}' \| \vec{N}$$

Acceleration has two components one tangent
and the other Normal.

Tangential component: $s'(\epsilon)$ how is the speed
changes

Normal is about turning instead,

$$\vec{r}''(\epsilon) \cdot \vec{T} = \underline{s'(\epsilon)}$$

a_T

$$\vec{r}''(\epsilon) \cdot \vec{N} = a_N \text{ normal component of acceleration}$$

(usually, $\|\vec{r}'' - \vec{T} \cdot \vec{T}\|$) cuz \vec{N} is a pain)

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

$$\vec{r}''(t) = \langle 2t \sin(t^2), 2t \cos(t^2) \rangle$$

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

$$\vec{r}''(t) = \langle -2 \sin(t^2), 2 \cos(t^2) \rangle + \langle -4t^2 \cos(t^2), -4t^2 \sin(t^2) \rangle$$

$$\vec{T} \cdot \vec{r}'' = +2$$

tangential component $a_T = 2$

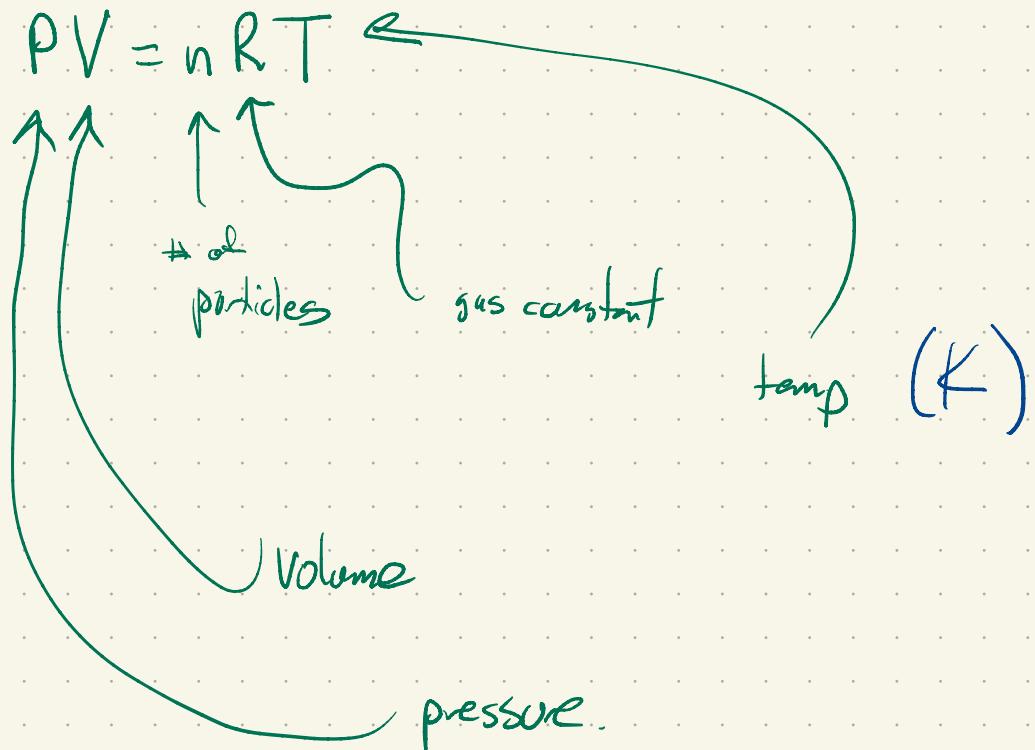
$$\vec{r}'(t) - \vec{T} \cdot \vec{r}' \vec{T} = -4t^2 \langle \cos(t^2), \sin(t^2) \rangle$$

$$\|\vec{r}''(t) - \vec{T} \cdot \vec{r}'' \vec{T}\| = \underbrace{4t^2}_{a_N}$$

$$\vec{T}' = \langle -2t \sin(t^2), 2t \cos(t^2) \rangle$$

$$\vec{N}^S = \langle \cos(t^2), \sin(t^2) \rangle$$

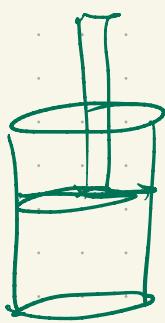
Section 14.1 Multivariate functions



Let us suppose n is fixed but V, T are not.

$$P = (nR)T/V \text{ determines pressure}$$

as a function of temp
and volume

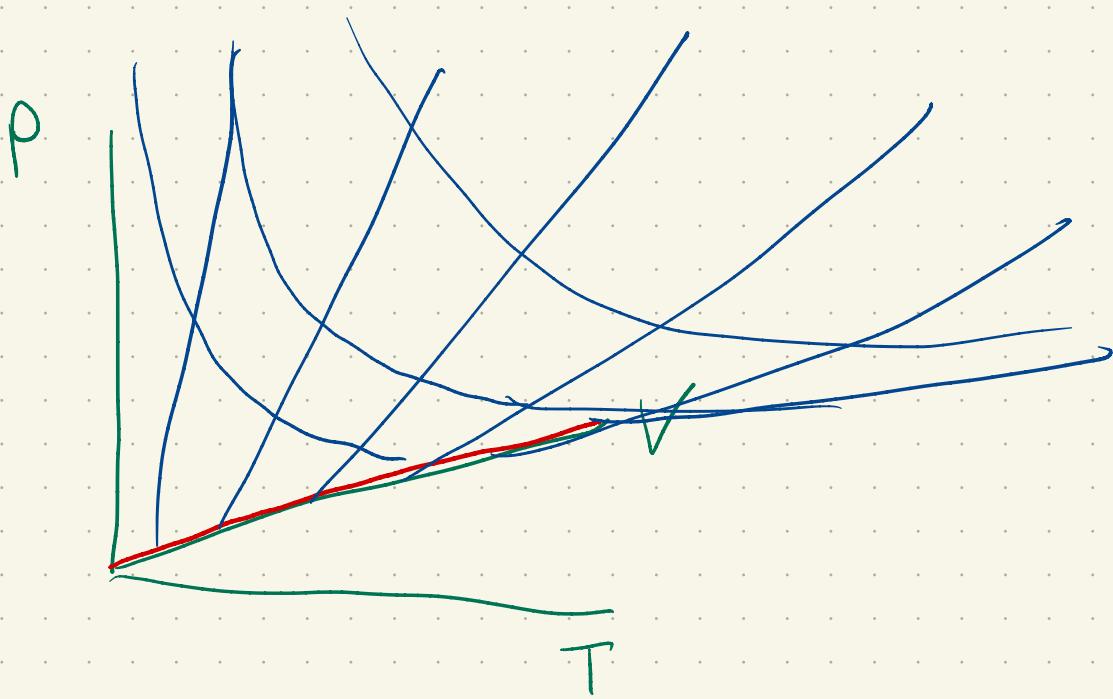


you control T and V .

P is told back to you

V goes up, P goes down

T goes up, P goes up

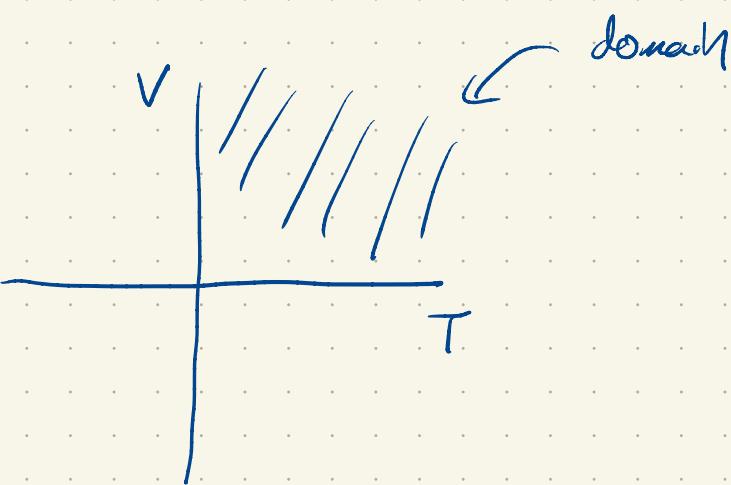


Vocab: $f(x,y)$ domain: allowable input

range all outputs

In above: $T > 0$

$V > 0$.



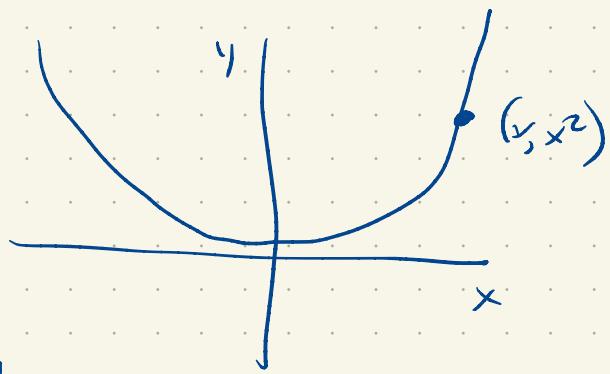
Range: $P > 0$

Let's visualize some functions of x, y .

$$f(x, y) = x^2 + y^2$$

Graph: $(x, y, z = f(x, y))$

$(x, y = f(x))$ in old days



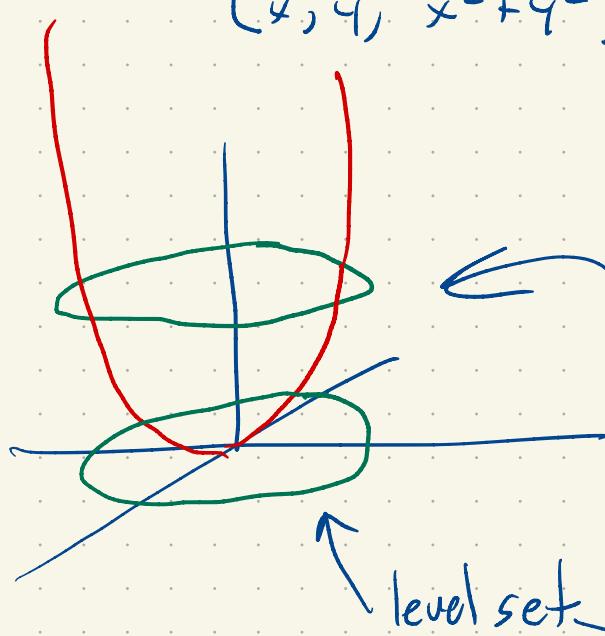
$(x, y, x^2 + y^2)$

$$z = x^2 \text{ if } y=0$$

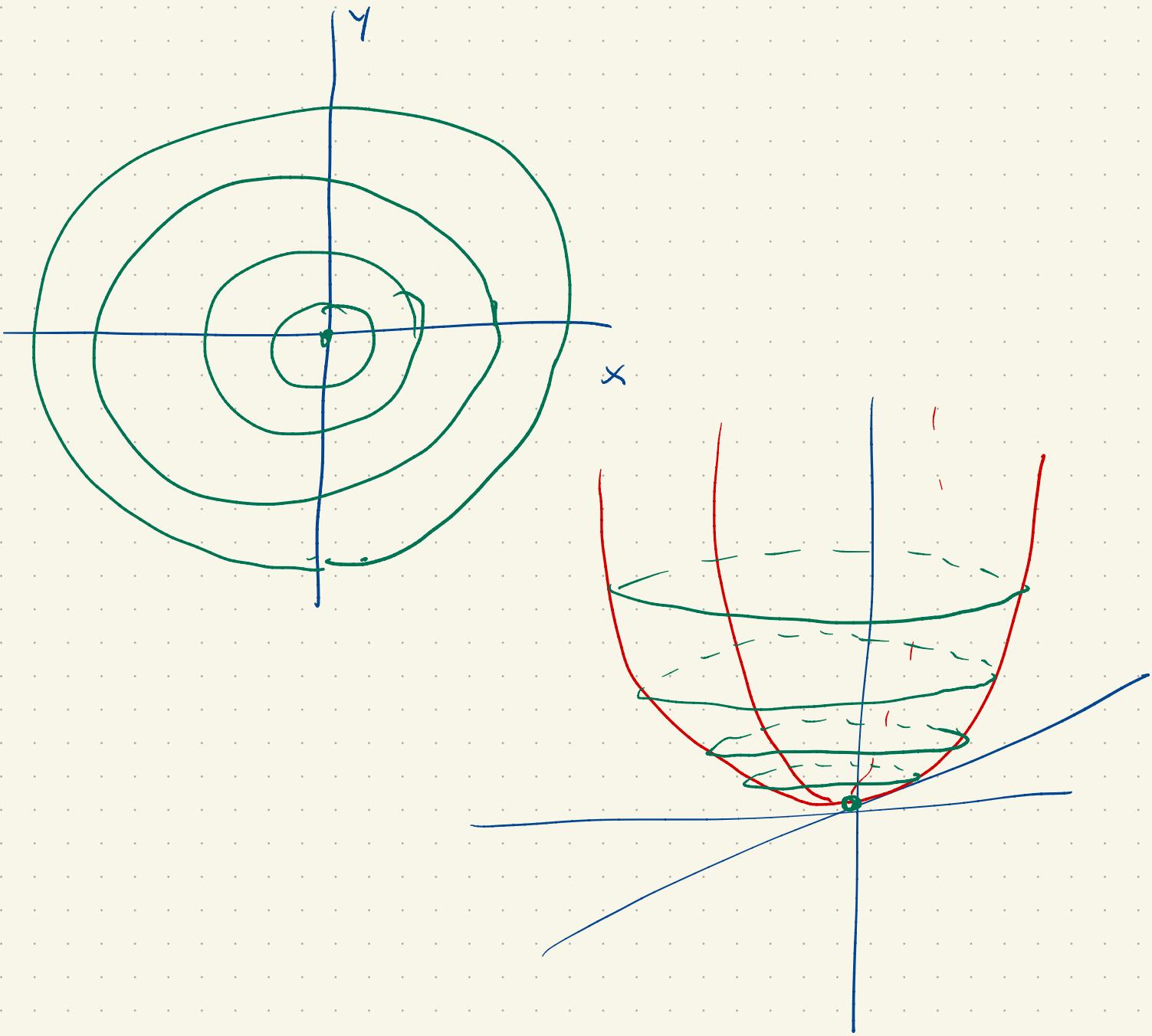
$$z = y^2 \text{ if } x=0$$

$$\{(x, y) : x^2 + y^2 = c\}$$

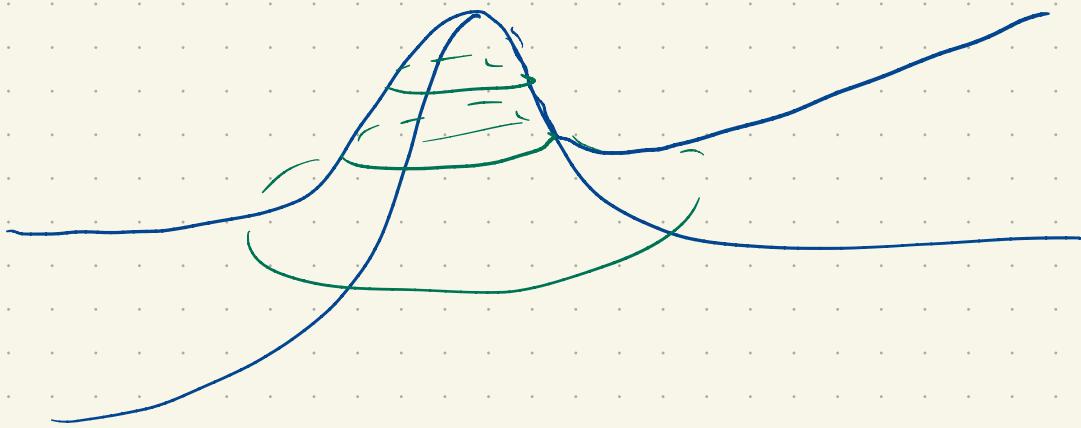
circle



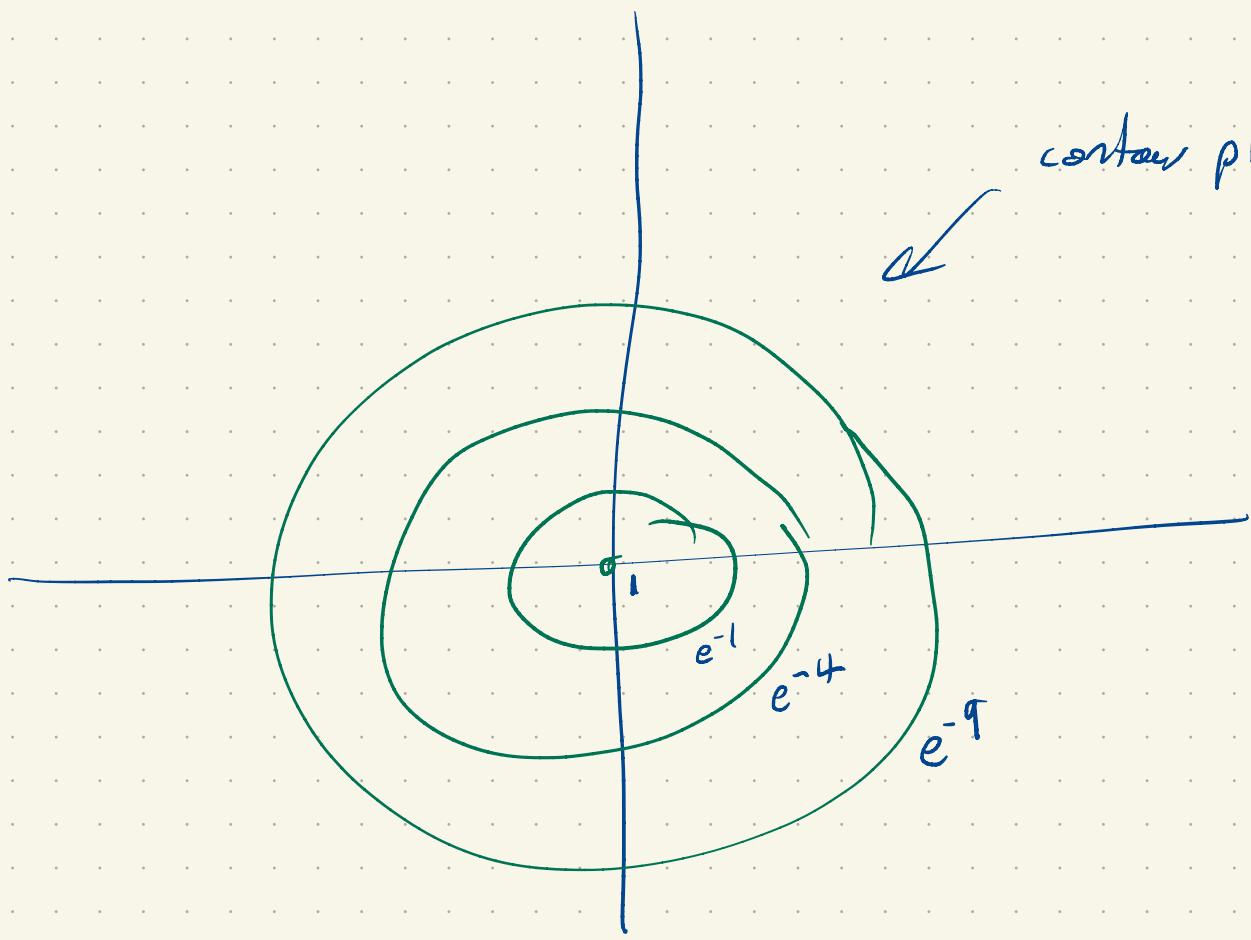
Contour plot



e.g. $f(x,y) = \exp(-x^2-y^2)$

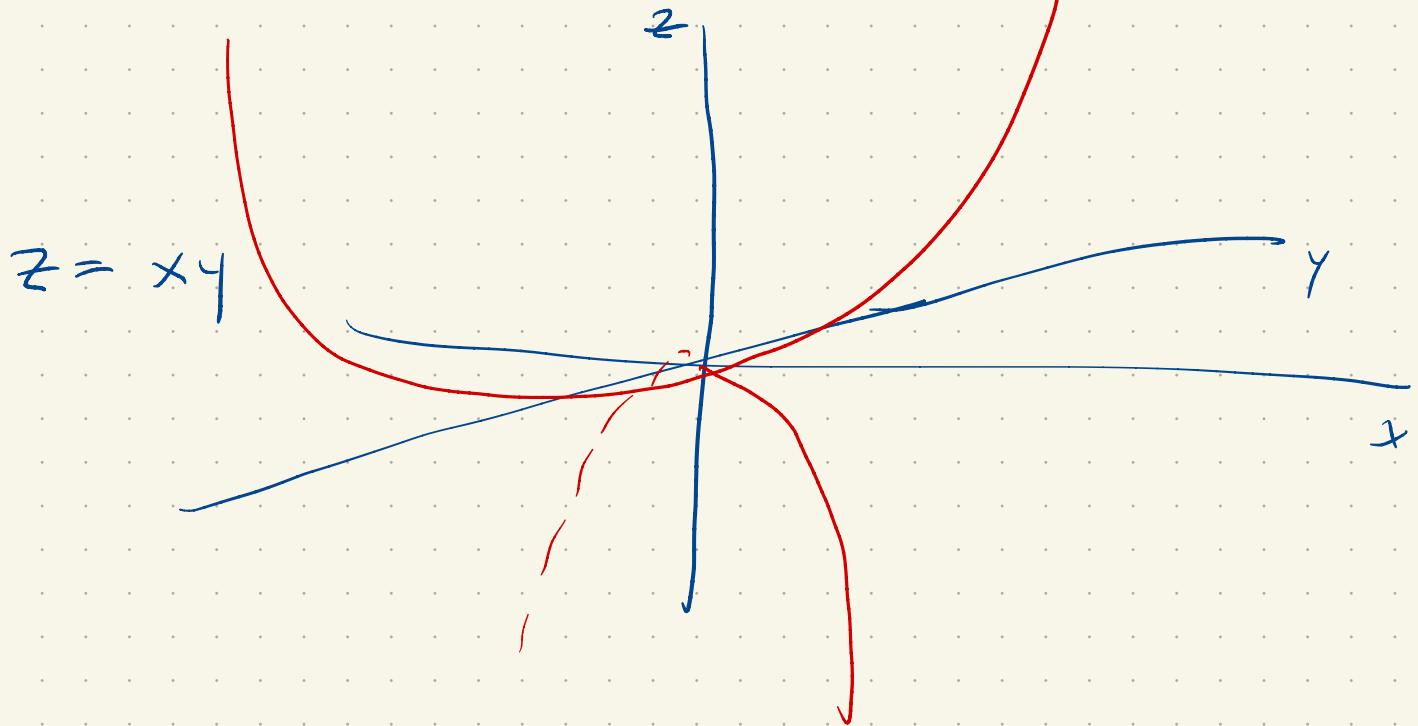
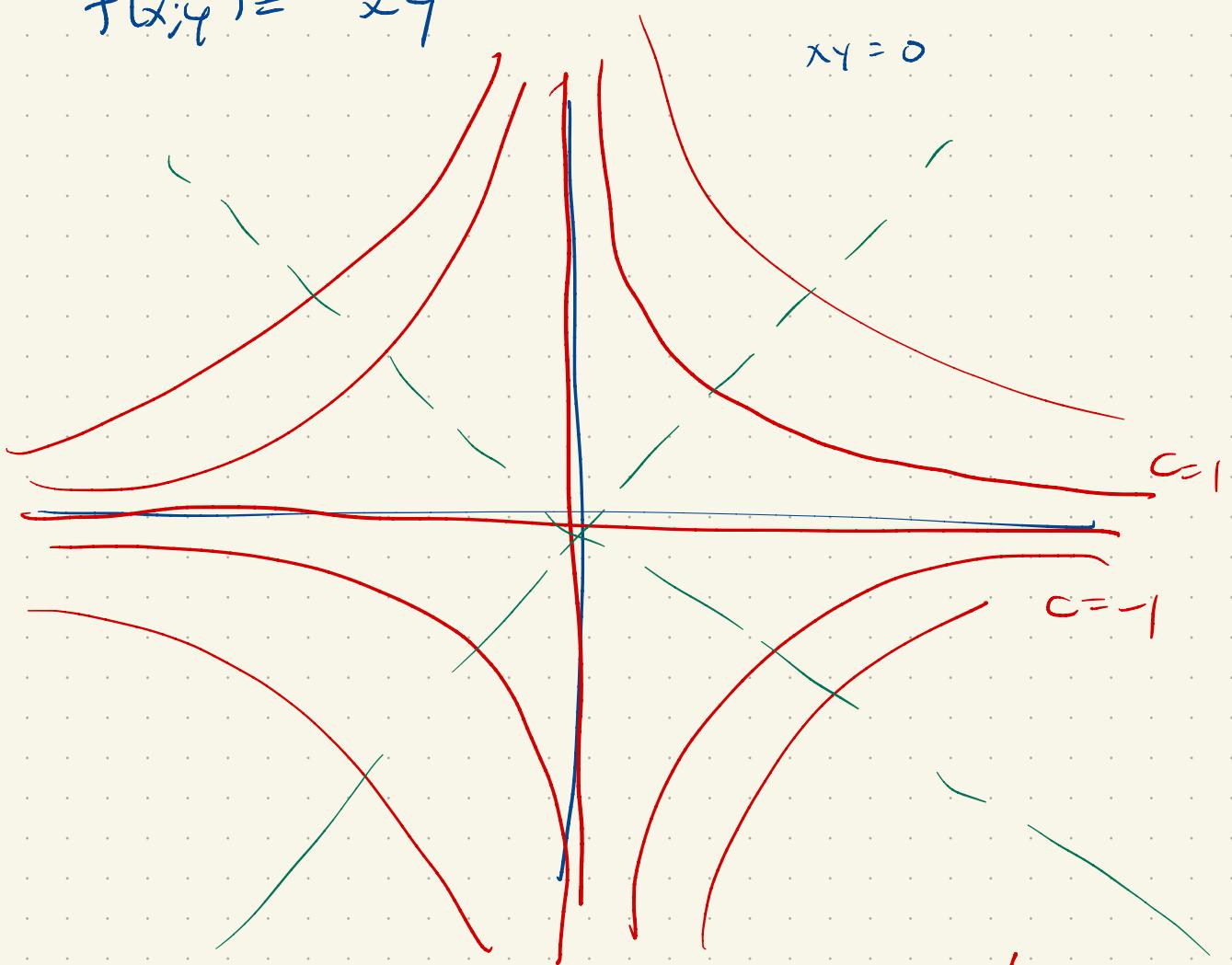


contour plot.



$$f(x,y) = xy$$

$$\begin{aligned} xy &= 1 \\ xy &= -1 \quad \text{etc.} \\ xy &= 0 \end{aligned}$$



We can also have functions of

3 variables. It's harder to graph them.
(don't have 3 dimensions)

But we can still talk about level sets

$$F(x_1, x_2) = x_1^2 + x_2^2$$

level set r : sphere of radius r .