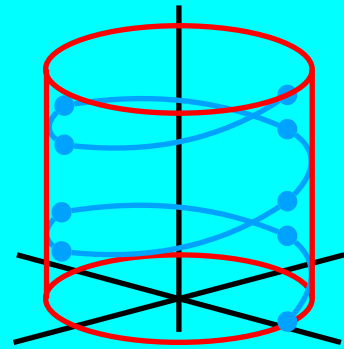
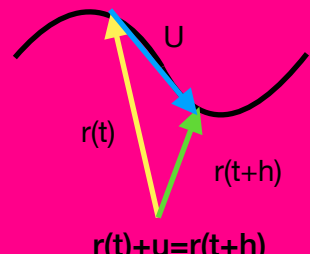


# Vector Valued Functions

An objects position in 3D space is defined by $\vec{r} = \langle x, y, z \rangle$	$\vec{r}(t) = \langle \cos(t), \sin(t), t \rangle$																											
Full trajectory of an object is $\vec{r}(t) = \langle x(t), y(t), z(t) \rangle$	<table><tr><th>T</th><th>X</th><th>Y</th><th>Z</th></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td></tr><tr><td><math>\pi/2</math></td><td>0</td><td>1</td><td><math>\pi/2</math></td></tr><tr><td><math>\pi</math></td><td>-1</td><td>0</td><td><math>\pi</math></td></tr><tr><td><math>3\pi/2</math></td><td>0</td><td>-1</td><td><math>3\pi/2</math></td></tr><tr><td><math>2\pi</math></td><td>1</td><td>0</td><td><math>2\pi</math></td></tr></table>	T	X		Y	Z	0	1	0	0	$\pi/2$	0	1	$\pi/2$	$\pi$	-1	0	$\pi$	$3\pi/2$	0	-1	$3\pi/2$	$2\pi$	1	0	$2\pi$		
T	X	Y	Z																									
0	1	0	0																									
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$3\pi/2$	0	-1	$3\pi/2$																									
$2\pi$	1	0	$2\pi$																									
All 3 variables x, y, and z change with respect to a single variable t																												
Circle with radius r is $\vec{r}(t) = \langle r\cos(t), r\sin(t) \rangle$	Circle with radius r is to see if surfaces interest put one equation into another																											
Domain of a vector valued function must work for x(t), y(t) and z(t)	For f(t) $f'(t) = \lim_{h \rightarrow 0} \frac{f(h+t) - f(t)}{h}$																											
For r(t) $\vec{r}'(t) = \lim_{h \rightarrow 0} \frac{\vec{r}(h+t) - \vec{r}(t)}{h}$ So $\vec{r}'(t) = \langle x'(t), y'(t), z'(t) \rangle$																												
Integral $\int \vec{r}(t)dt = \vec{R} + \vec{c}$	$\int_a^b \vec{r}(t)dt = \vec{R}(b) - \vec{R}(a)$		Integral is an accumulation of all the tangent vectors over interval [a,b]																									
if $\vec{r}(t)$ is a position vector than $\vec{r}'(t)$ is the velocity vector	$f(x) = \frac{k}{x}$ then $f'(x) = -\frac{k}{x^2}$			$f(x) = kx$ then $f'(x) = k$																								
if $ \vec{r}'(t) $ is speed (scalar)	$f(x) = k$ then $f'(x) = 0$			$f(x) = x$ then $f'(x) = 1$																								
$\vec{r}''(t)$ is acceleration vector	$f(x) = k\sqrt{x}$ then $f'(x) = \frac{k}{2\sqrt{x}}$																											
<b>Quotient Rule</b> $f(x)\frac{u}{v}$ then $f'(x) = \frac{v\frac{du}{dx} - u\frac{dv}{dx}}{v^2}$ $f'(x) = \frac{LoDeHi - HiDeLo}{(Lo)^2}$		<b>Chain Rule</b> $h(x) = f(g(x))$ then $h'(x) = f'(g(x)) * g'(x)$																										

<b>Power Rule</b> $f(x) = x^n$ then $f'(x) = nx^{n-1}$		<b>Product Rule</b> $f(x) = uv$ then $f'(x) = u \frac{dv}{dx} + v \frac{du}{dx}$																	
$f(x)a^x$ then $f'(x) = a^x \ln(a)$		<b>Trig Functions</b> <table><tr><th>function</th><th>Derivative</th></tr><tr><td><math>\sin(x)</math></td><td><math>\cos(x)</math></td></tr><tr><td><math>\cos(x)</math></td><td><math>-\sin(x)</math></td></tr><tr><td><math>\tan(x)</math></td><td><math>\sec^2(x)</math></td></tr><tr><td><math>\sec(x)</math></td><td><math>\sec(x)\tan(x)</math></td></tr><tr><td><math>\csc(x)</math></td><td><math>-\csc(x)\cot(x)</math></td></tr><tr><td><math>\cot(x)</math></td><td><math>-\csc^2(x)</math></td></tr></table>		function	Derivative	$\sin(x)$	$\cos(x)$	$\cos(x)$	$-\sin(x)$	$\tan(x)$	$\sec^2(x)$	$\sec(x)$	$\sec(x)\tan(x)$	$\csc(x)$	$-\csc(x)\cot(x)$	$\cot(x)$	$-\csc^2(x)$	<b>Estimated Length of curve</b> $\sum_{i=1}^n  \vec{r}'(t)  \Delta t$	
function	Derivative																		
$\sin(x)$	$\cos(x)$																		
$\cos(x)$	$-\sin(x)$																		
$\tan(x)$	$\sec^2(x)$																		
$\sec(x)$	$\sec(x)\tan(x)$																		
$\csc(x)$	$-\csc(x)\cot(x)$																		
$\cot(x)$	$-\csc^2(x)$																		
$f(x) = \ln(x)$ then $f'(x) = \frac{1}{x}$		<b>Actual Length of Curve</b> $\lim_{n \rightarrow \infty} \sum_{i=1}^n  \vec{r}'(t)  \Delta t = \int_a^b  \vec{r}'(t)  dt$																	
$f(x) = e^x$ then $f'(x) = e^x$																			
$\frac{dy}{dt} = ky$	$\int a^x dx = \frac{a^x}{\ln a} + C$	$s(t) = \int_a^t  \vec{r}'(t)  dt$ Shows how length and time are related																	
$\int e^x dx = e^x + C$	$\int \frac{dx}{x} = \ln x  + c$																		
$\int x^n dx = \frac{x^{n+1}}{n+1} + C$	$\int k dx = kx + C$	$r(s)$ tells us where we are after a given length but to do this we need s(t)																	
$\int u(dv) = uv - \int v(du)$		<b>Unit tangent vector</b> $T(t) = \frac{r'(t)}{r(t)}$ T does not change based on magnitude so a change in T means direction changes																	
$\int \ln(x) dx = x \ln(x) - x + C$																			
So $ \frac{dT}{ds} $ is how much the curve turns		If $ \frac{dT}{ds} $ is big then the curve turns a lot on very sharply																	
If $ \frac{dT}{ds} $ is small then the curve turns very gradually																			
If $ \frac{dT}{ds}  = 0$ then the function is a straight line																			
$\frac{ds}{dt} =  r'(t) $ so $\frac{dT}{ds} = \frac{\frac{dT}{dt}}{\frac{ds}{dt}} = \frac{T'(t)}{r'(t)} = \kappa$																			
Vector functions	Derivatives	Integrals	Derivative rules	Special derivatives															
unit tangent vector	Length	Domain of function	Motion in space																