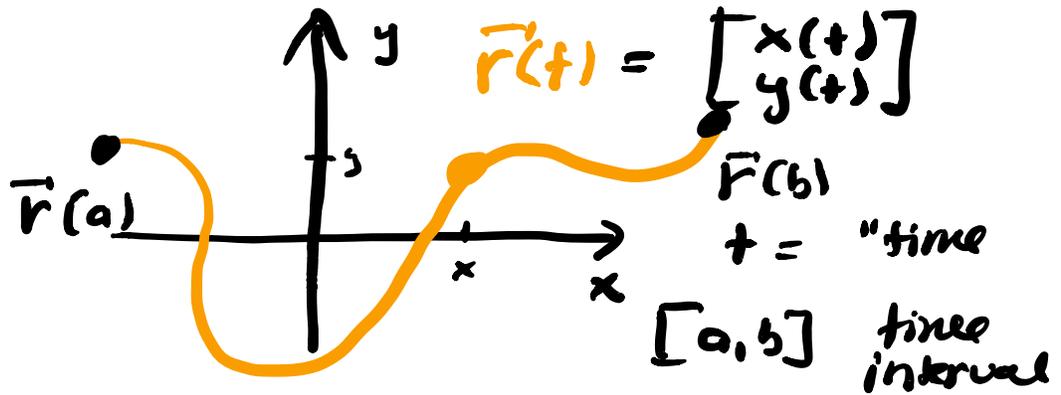
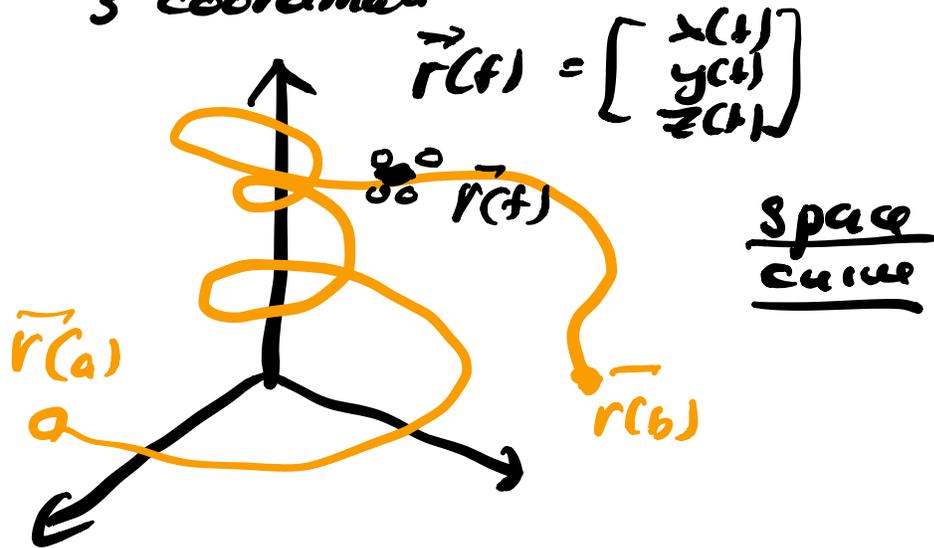


# Unit 7 Curves

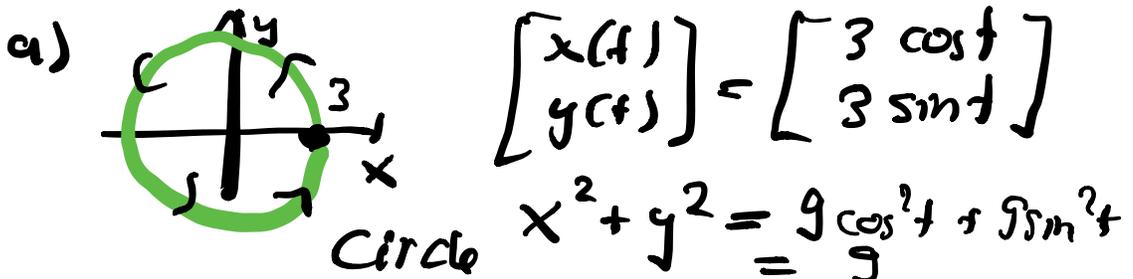
## 1) Parametrization

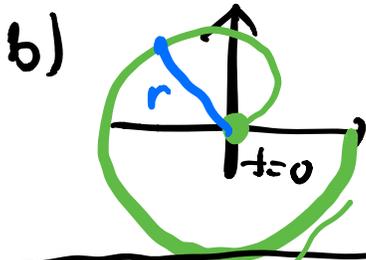


In space, we have  
3 coordinates



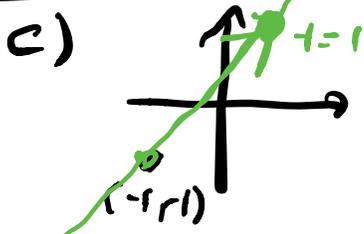
## 2) Examples $t \in [0, 2\pi]$





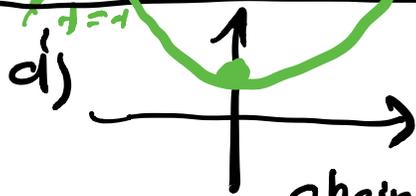
$$\begin{bmatrix} x(t) \\ y(t) \end{bmatrix} = \begin{bmatrix} r \cos t \\ r \sin t \end{bmatrix}$$

Spiral



$$\begin{bmatrix} x(t) \\ y(t) \end{bmatrix} = \begin{bmatrix} -1 \\ -1 \end{bmatrix} + t \begin{bmatrix} 3 \\ 4 \end{bmatrix} \\ = \begin{bmatrix} -1+3t \\ -1+4t \end{bmatrix}$$

Line



$$\begin{bmatrix} x(t) \\ y(t) \end{bmatrix} = \begin{bmatrix} t \\ \frac{e^t + e^{-t}}{2} \end{bmatrix} \\ = \begin{bmatrix} t \\ \cosh(t) \end{bmatrix}$$

hyperbolic  
trig function.

$$\frac{e^{it} + e^{-it}}{2} = \cos x$$

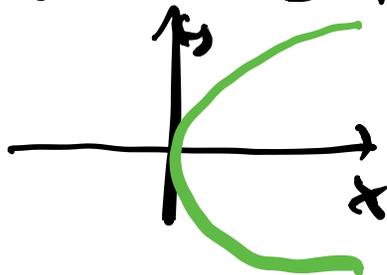
$\mathbb{R} \setminus \{0\}, 0$

$$e^{it} = \cos t + i \sin t \\ \boxed{e^{i\pi} + 1 = 0}$$

This is an example of a graph

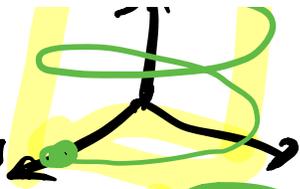
$$\begin{bmatrix} x(t) \\ y(t) \end{bmatrix} = \begin{bmatrix} t \\ f(t) \end{bmatrix}, \quad y = f(x)$$

$$\begin{bmatrix} x(t) \\ y(t) \end{bmatrix} = \begin{bmatrix} f(t) \\ t \end{bmatrix} = \begin{bmatrix} t^2 \\ t \end{bmatrix}$$

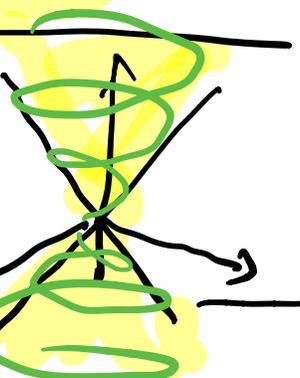


$$x = y^2 \\ y = \pm \sqrt{x}$$

e)  $\vec{r}(t) = \begin{bmatrix} \cos t \\ \sin t \\ t \end{bmatrix}$   
 helix.  $x^2 + y^2 = 1$



f)  $\vec{r}(t) = \begin{bmatrix} t \cos t \\ t \sin t \\ t \end{bmatrix} = \begin{bmatrix} x(t) \\ y(t) \\ z(t) \end{bmatrix}$   
 $x^2 + y^2 = z^2$



g)  $\vec{r}(t) = \begin{bmatrix} \sqrt{t^2+1} \cos t \\ \sqrt{t^2+1} \sin t \\ t \end{bmatrix} = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$

$x^2 + y^2 = t^2 + 1 = z^2 + 1$

$x^2 + y^2 - z^2 = 1$

one sheeted hyperbolic

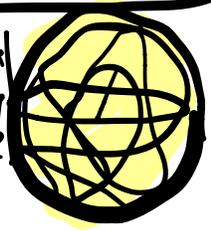


$\begin{bmatrix} \sqrt{t^2-1} \cos t \\ \sqrt{t^2-1} \sin t \\ t \end{bmatrix}$

on a 2 sheeted hyperb.



h)  $\vec{r}(t) = \begin{bmatrix} \sin(3t) \cos(7.5) \\ \sin(3t) \sin(7.5) \\ \cos 3t \end{bmatrix} = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$



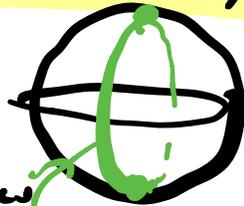
this is a curve on a sphere because  $x^2 + y^2 + z^2 = 1$



$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} \sin s \cos t \\ \sin s \sin t \\ \cos s \end{bmatrix} \quad \text{Sphere}$$

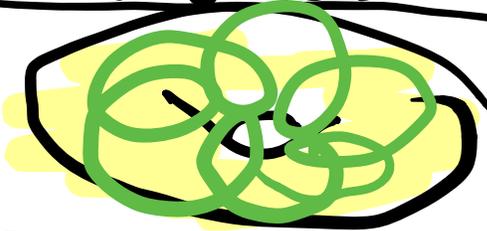
For curves, we have only one parameter  
 For surfaces, we have two parameters

i) Grid curves!



grid curve  
 $\theta = \text{const}$

HW:



Parallelogram

(3)

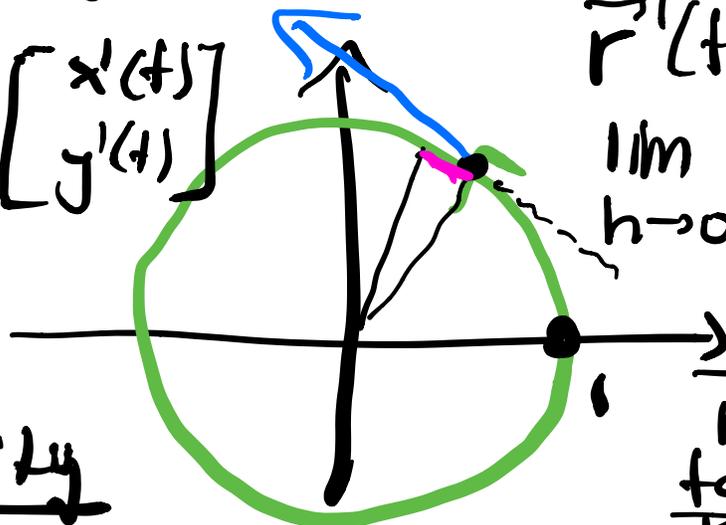
Differentiation

$$\vec{r}(t) = \begin{bmatrix} x(t) \\ y(t) \end{bmatrix} = \begin{bmatrix} \cos t \\ \sin t \end{bmatrix}$$

$$\vec{r}'(t) = \begin{bmatrix} x'(t) \\ y'(t) \end{bmatrix}$$

$$\vec{r}'(t) = \lim_{h \rightarrow 0} \frac{\vec{r}(t+h) - \vec{r}(t)}{h}$$

Velocity



$\vec{r}'(t)$  is tangent to the curve

$$\vec{r}''(t) = \begin{bmatrix} x''(t) \\ y''(t) \end{bmatrix} \quad \text{acceleration}$$

$$m \vec{r}''(t) = \text{Force}$$

Newton

$$\vec{r}'''(t) = \begin{bmatrix} x'''(t) \\ y'''(t) \end{bmatrix} = \text{jerk}$$

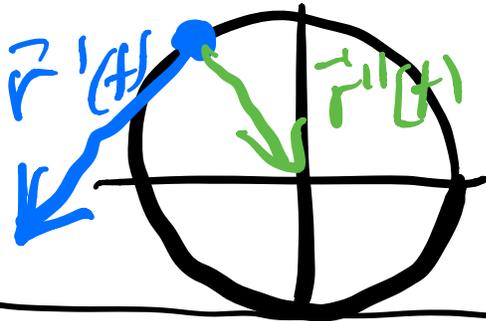
butte

$$\vec{r}^{(4)}(t) = \text{snap}, \quad \vec{r}^{(5)} = \text{crackle}$$

$$\vec{r}^{(6)} = \text{pop}, \quad \vec{r}^{(7)} = \text{harvard}$$

whistle.

$$\vec{r}'(t) = \begin{bmatrix} -\sin t \\ \cos t \end{bmatrix}, \quad \vec{r}''(t) = \begin{bmatrix} -\cos t \\ -\sin t \end{bmatrix}$$



$$\vec{r}(t) = \begin{bmatrix} \sin 2t \\ \cos 2t \end{bmatrix} = \begin{bmatrix} x \\ y \end{bmatrix}$$

is still a circle, but it is

traversed fast

$$x^2 + y^2 = 1$$

$$\vec{r}(t) = \begin{bmatrix} +2 \cos 2t \\ -2 \sin 2t \end{bmatrix}$$

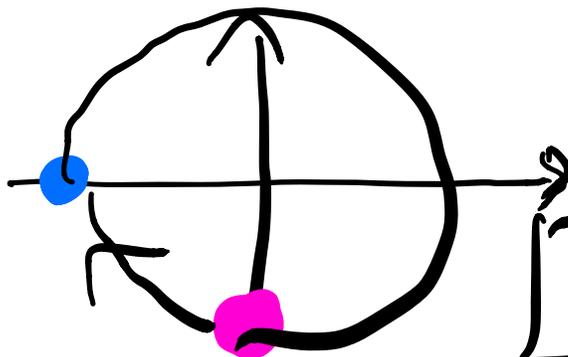

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The curve is not the same than the parametrization the later contains much information. like how fast we are going.

clockwise rotation  $\begin{bmatrix} -\sin 2t \\ \cos 2t \end{bmatrix}$

---

$\boxed{\text{TF}}$   $\vec{r}(t) = \begin{bmatrix} -\sin t \\ -\cos t \end{bmatrix}$   
 is a circle rotating  
 counterclockwise.



$t=0$   
 $t=\frac{\pi}{2}$

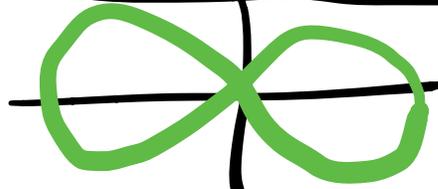
$\boxed{\text{False}}$

---

what is this?

$\boxed{0.9999999\dots}$   
 $\approx 1$

$$\begin{bmatrix} \sin 2t \\ \cos t \end{bmatrix}$$

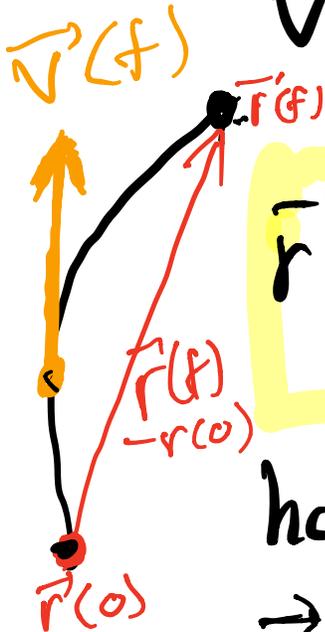


4

Integration

FTC  
in  
vector  
form

$$\vec{v}(t) = \begin{bmatrix} x'(t) \\ y'(t) \end{bmatrix}$$



$$\vec{r}(t) = \int_0^t \vec{v}'(s) ds + \vec{r}(0)$$

has the property that

$$\vec{r}'(t) = \vec{v}(t)$$

$$\vec{v}(t) = \begin{bmatrix} \sin 2t \\ \cos t \end{bmatrix}, \quad \vec{r}'(t) = \int_0^t \vec{r}'(s) ds$$

$$= \int_0^t \begin{bmatrix} \sin 2s \\ \cos s \end{bmatrix} ds = \begin{bmatrix} -\frac{1}{2} \cos 2s \\ \sin s \end{bmatrix} \Big|_0^t$$

Fixed so that  $\vec{r}(0) = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \rightarrow = \begin{bmatrix} \frac{1}{2} - \frac{1}{2} \cos 2t \\ \sin t \end{bmatrix}$

## ⑤ Free Fall

$\vec{a}(t)$  acceleration *fix const*  
 $\vec{r}''(t)$  is given.

$$\vec{v}'(t) = \int \vec{r}''(s) ds + \vec{v}'(0)$$

$$\vec{r}'(t) = \int \vec{v}'(s) ds + \vec{r}'(0)$$

*fix the const*

Example! Assume  $\vec{r}''(t) = \begin{bmatrix} \cos t + t \\ \sin t \end{bmatrix}$   
 $\vec{v}'(0) = \begin{bmatrix} 0 \\ 0 \end{bmatrix}, \vec{r}'(0) = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$   
 Find  $\vec{r}(t)$ !

First  
step

$$\vec{r}^{\text{all}}(t) = \begin{bmatrix} \cos t + t \\ \sin t \end{bmatrix} \quad \text{Epicycle}$$

$$\vec{r}^{\text{fr}}(t) = \begin{bmatrix} \sin t + \frac{t^2}{2} \\ -\cos t \end{bmatrix} + \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

$$= \begin{bmatrix} \sin t + \frac{t^2}{2} \\ 1 - \cos t \end{bmatrix}$$

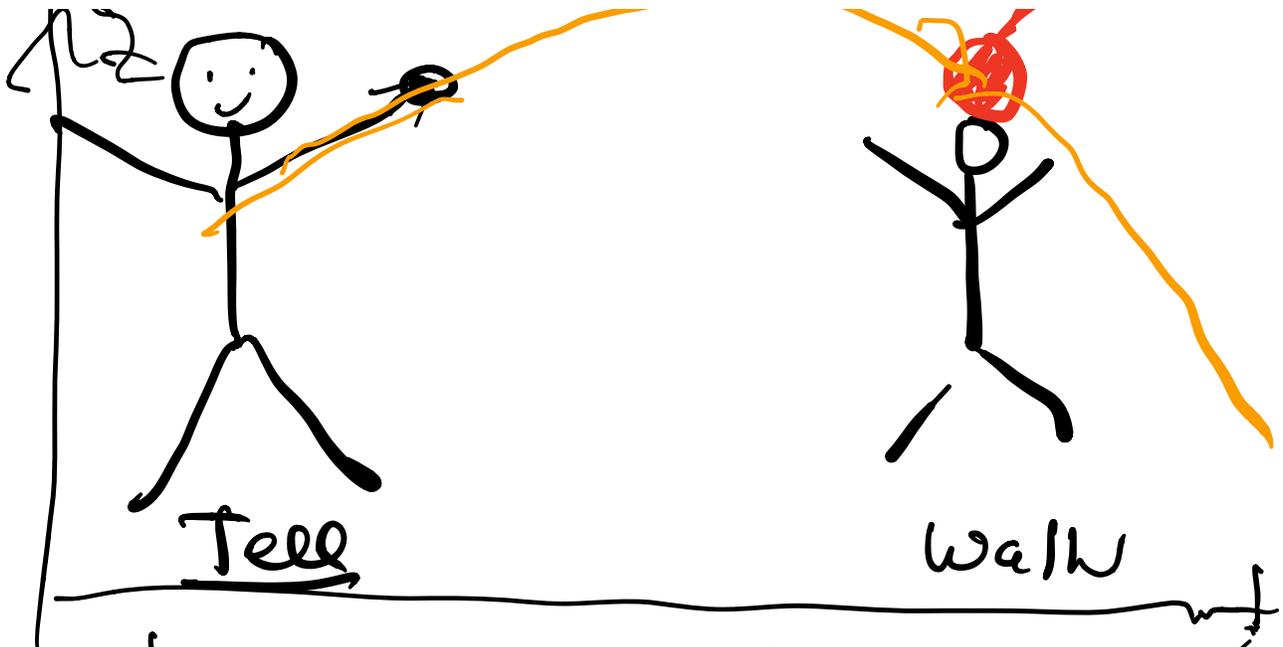
$$\vec{r}(t) = \begin{bmatrix} -\cos t + \frac{t^3}{6} \\ t - \sin t \end{bmatrix} + \begin{bmatrix} 3 \\ 3 \end{bmatrix}$$

Where does the  $\begin{bmatrix} 3 \\ 3 \end{bmatrix}$  come from?

Put  $t=0$  :  $\begin{bmatrix} -1 \\ 0 \end{bmatrix}$   
should be  $\begin{bmatrix} 2 \\ 3 \end{bmatrix}$

we have to add  $\begin{bmatrix} 3 \\ 3 \end{bmatrix}$

Wilhelm Tell



$$\vec{r}'(0) = \begin{bmatrix} 10 \\ 0 \\ 2 \end{bmatrix}$$

is given

$$\vec{r}(0) = \begin{bmatrix} 1 \\ 0 \\ 6 \end{bmatrix}$$

$$\vec{r}''(t) = \begin{bmatrix} 0 \\ 0 \\ -10 \end{bmatrix}$$

gravitation force

Find  $\vec{r}(t)$  !

$$\vec{r}''(t) = \begin{bmatrix} 0 \\ 0 \\ -10 \end{bmatrix}$$

$$\vec{r}'(t) = \begin{bmatrix} 0 \\ 0 \\ -10t \end{bmatrix} + \begin{bmatrix} 10 \\ 0 \\ 2 \end{bmatrix}$$

velocity  
of arrow

$$= \begin{bmatrix} 10 \\ 0 \\ 2-10t \end{bmatrix}$$

$$\vec{r}(t) = \begin{bmatrix} 10t \\ 0 \\ 2t-5t^2 \end{bmatrix} + \begin{bmatrix} 1 \\ 0 \\ 6 \end{bmatrix}$$

$$\vec{r}(t) = \begin{bmatrix} 1 + 10t \\ 0 \\ 6 + 2t - 5t^2 \end{bmatrix}$$

What curve is this?

Parabola.

$z = \text{quadratic in } x$

---

$$6 + 2t - 5t^2 = 0$$

→ time when the arrow hits the ground

---

$$t = \frac{x-1}{10}$$

$$\begin{aligned} z &= 6 + 2\left(\frac{x-1}{10}\right) - 5\left(\frac{x-1}{10}\right)^2 \\ &= -\frac{5}{100}x^2 + ax + b \end{aligned}$$

This is a parabola in the  $xz$  plane.

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Tom Petty:

Free Falling

Find an antiderivative of  
 $\sin x$

$$-\cos x + C$$

Find the antiderivative

such that

$$f(0) = 5$$

$$-\cos x + 6$$

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