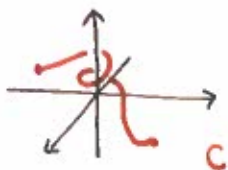


[1] Parametrizations of a line.

• Let x, y, z be continuous real-valued functions on $[a, b]$.

↳ the set $C = \{ (x(t), y(t), z(t)) \mid t \in [a, b] \}$ is called a **curve**

• it's a set of points in \mathbb{R}^3 .



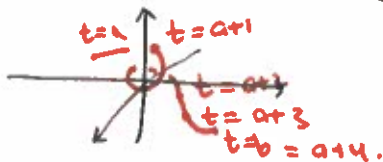
This is like ^{the} tracks in snow

↳ the vector-valued function $\vec{r}: [a, b] \rightarrow V_3$

$t \mapsto \vec{r}(t) = \langle x(t), y(t), z(t) \rangle$
← vectors in \mathbb{R}^3

is a **parametrization of C**

• it gives instructions for moving along C



This is like a movie.

• One curve has many parametrizations.

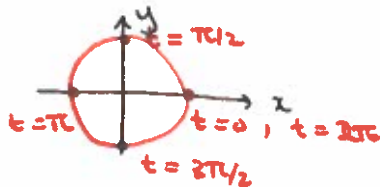
• you could go twice as quickly, go in the opposite direction, start at a different time, speed up or slow down.

• Similar definitions in \mathbb{R}^2 . (plane curves vs. space curves)

Example

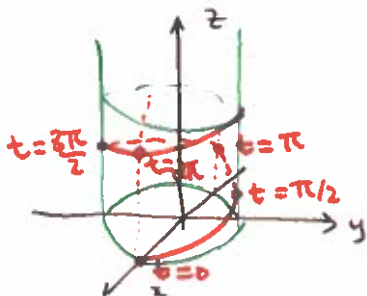
- Graph the curve parametrized by $\vec{r}(t) = \langle \cos t, \sin t \rangle$
 $0 \leq t \leq 2\pi$.

↑
 Sorry, my pen malfunctioned!



Example

- Graph the curve parametrized by $\vec{r}(t) = \langle \cos t, \sin t, t \rangle$
 $0 \leq t \leq 2\pi$



→ Helix!

[see slides for a better picture]

Terminology

Let $\vec{r}(t)$ parametrize a curve C .

Let $\vec{r}(t_0) = \langle x_0, y_0, z_0 \rangle$, $P = (x_0, y_0, z_0) \in C$.

the derivative of \vec{r} is

$$\vec{r}'(t) = \lim_{h \rightarrow 0} \frac{\vec{r}(t+h) - \vec{r}(t)}{h} = \lim_{h \rightarrow 0} \frac{\langle x(t+h) - x(t), y(t+h) - y(t), z(t+h) - z(t) \rangle}{h}$$

$$= \langle x'(t), y'(t), z'(t) \rangle.$$

the tangent vector to C at P is $\vec{r}'(t_0)$.

(Length depends on choice of parametrization \vec{r} , but direction doesn't (up to sign)).

\hookrightarrow the unit tangent vector is $\vec{T}(t_0) = \frac{\vec{r}'(t_0)}{|\vec{r}'(t_0)|}$

the tangent line to C at P is the line L through $P = (x_0, y_0, z_0)$

and parallel to $\vec{r}'(t_0)$:

$$L(t) = \langle x_0, y_0, z_0 \rangle + \frac{(t-t_0)}{1} \vec{r}'(t_0)$$

$$= \langle x_0 + x'(t_0)(t-t_0), y_0 + y'(t_0)(t-t_0), z_0 + z'(t_0)(t-t_0) \rangle.$$

(equation depends on choice of \vec{r} , but the line itself doesn't)

the linear approximation to \vec{r} near t_0 is

$$\vec{r}(t_0 + \Delta t) \approx \vec{r}(t_0) + (\Delta t) \vec{r}'(t_0).$$

Physical interpretation:

- If $\vec{r}(t)$ denotes the position of a particle at time t :
- $\vec{r}'(t) = \vec{v}(t)$ is the velocity
- $|\vec{v}(t)| = |\vec{r}'(t)|$ is the speed
- $\vec{r}''(t) = \vec{a}(t)$ is the acceleration.

again!

Example - find the velocity, speed, and acceleration if

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

- $\vec{v}(t) = \vec{r}'(t) = \langle -\sin t, \cos t, 1 \rangle$
- \Rightarrow speed = $|\vec{v}(t)| = \sqrt{(-\sin t)^2 + \cos^2 t} = \sqrt{1} = 1.$

• $\vec{a}(t) = \vec{r}''(t) = \langle -\cos t, -\sin t, 0 \rangle$ \leftarrow points to the centre of the cylinder.

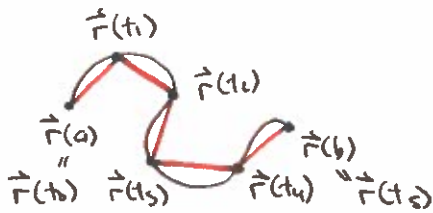
§ ARC LENGTH (§13.3)

• Distance = Speed · time.

• Suppose $\vec{r}(t)$ is the position of a particle at time t , $t \in [a, b]$.

• at time t , how far has the particle travelled?

• what is the total distance travelled from a to b ?
i.e. what is the length of the curve?



• divide $[a, b]$ into n intervals of equal size $\frac{b-a}{n} = \Delta t$

$$L \approx \sum_{i=1}^n \frac{|\vec{r}(t_i) - \vec{r}(t_{i-1})|}{\Delta t} \Delta t$$

As $n \rightarrow \infty$, $\Delta t = \frac{b-a}{n} \rightarrow 0$.

$$\frac{|\vec{r}(t_i) - \vec{r}(t_{i-1})|}{\Delta t} \rightarrow |\vec{r}'(t_{i-1})|$$

$$\text{So } L = \int_a^b \underbrace{|\vec{r}'(t)|}_{\text{speed}} \underbrace{dt}_{\text{time}}$$

Theorem: Let $\vec{r}(t) = \langle x(t), y(t), z(t) \rangle$, $t \in [a, b]$.

The length L of the curve parametrized by \vec{r} is

$$\begin{aligned} L = \text{distance travelled} &= \int_a^b (\text{speed at time } t) dt \\ &= \int_a^b |\vec{r}'(t)| dt \\ &= \int_a^b \sqrt{(x'(t))^2 + (y'(t))^2 + (z'(t))^2} dt \end{aligned}$$

Example: Find the length of the helix $\vec{r}(t) = \langle \cos t, \sin t, t \rangle$, $0 \leq t \leq 8\pi$.

$$\begin{aligned} L &= \int_0^{8\pi} \sqrt{(-\sin t)^2 + (\cos t)^2 + 1^2} dt = \int_0^{8\pi} \sqrt{2} dt \\ &= 8\sqrt{2} \pi. \end{aligned}$$

WARNING: Don't trace over the path more than once!

2 Find the length of $\vec{r}(t) = \langle t, \sqrt{1-t^2} \rangle$ for $-1 \leq t \leq 1$

16.4

Three methods:

• ~~parametrize~~

• from the definition

• from the picture

• reparametrize