Republic of Iraq Ministry of Higher Education and Scientific Research University of Basrah Collage of Education for Pure Sciences Department of Mathematics Second Class

Advanced Calculus

Chapter Five Vector-Valued Functions and Motion in Space

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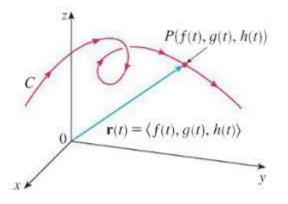
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<u>1: Curves in Space and Their Tangents:</u>

When a particle moves through space during a time interval *I* the particle's coordinates as functions defined on *I*.

:. The points $(x, y, z) = (f(t), g(t), h(t)), t \in I$ make up the curve in space that we call the particle's path.

From the origin to the particle's position P(f(t), g(t), h(t)) at time t is the particle's position vector. The functions f(t), g(t) & h(t) are the component functions of the position vector. Equation (2) defines r as a vector function of real variable t on the interval I.



Definition (1):

A vector-valued function of vector function on a domain *D* is a rule that assigns a vector in space to each element in *D*. *The* domains will be intervals of real numbers, and the graph of the function represents a curve in space.

Note:

1: The components of r in Equation (2) are scalar functions of t.

2: The domain of a vector-valued function is the common domain of its components.

Limits and Continuity: Definition (2): Let r(t) = f(t)i + g(t)j + h(t)k be a vector function with domain D, and let L be a vector. We say that r has limit L as t approaches t_0 and write

lim r(t) = L if for every number $\epsilon > 0$, there exists a corresponding number $\delta > 0$ such that for all $t \in D$, $|r(t) - L| < \epsilon$ whenever $0 < |t-t_0| < \delta.$ **Notes:** 1: If $L = L_1 i + L_2 j + L_3 k$, then $\lim_{t \to t_0} r(t) = L$ when $\lim_{t \to t_0} f(t) = L_1 , \lim_{t \to t_0} g(t) = L_2 \& \lim_{t \to t_0} h(t) = L_3 .$ 2: $\lim_{t \to t_0} \mathbf{r}(t) = \left(\lim_{t \to t_0} f(t)\right) \mathbf{i} + \left(\lim_{t \to t_0} g(t)\right) \mathbf{j} + \left(\lim_{t \to t_0} h(t)\right) \mathbf{k} \dots \dots \dots \dots (3)$ Example (1): If $r(t) = (\cos t)i + (\sin t)j + tk$. Find $\lim_{t \to \frac{\pi}{4}} r(t)$. **Solution:** $\lim_{t \to \frac{\pi}{4}} r(t) = \lim_{t \to \frac{\pi}{4}} (\cos t)i + \lim_{t \to \frac{\pi}{4}} (\sin t)j + \lim_{t \to \frac{\pi}{4}} tk = \frac{1}{\sqrt{2}}i + \frac{1}{\sqrt{2}}j + \frac{\pi}{4}k.$ **Definition (3):** A vector function r(t) is continuous at a point $t = t_0$ in its domain if $\lim r(t) = r(t_0)$. The function is continuous if *its* continuous at every point $t \rightarrow t_0$ in its domain. Example (2): The vector functions $r(t) == (\cos t)i + (\sin t)j + (\sin 2t)k \&$ $r(t) = (\sin 3t)(\cos t)i + (\sin 3t)(\sin t)j + tk.$ are continuous in their domains. While the vector function $f(t) = (\cos t)i + (\sin t)j + [t]k$ is discontinuous at every integer, because the greatest integer function [t] is discontinuous at every integer. **Derivative and Motion Definition (4):** The vector function r(t) = f(t)i + g(t)j + h(t)k is differentiable at t if f, g,

& *h have* derivatives at *t*.

The derivative is the vector function

$$r'(t) = \frac{dr}{dt} = \lim_{\Delta t \to 0} \frac{r(t+\Delta t)-r(t)}{\Delta t} = \frac{df}{dt}i + \frac{dg}{dt}j + \frac{dh}{dt}k.$$

Notes:

1: A vector function *r* is differentiable if it is differentiable at every point of its domain.

2: The curved traced by r is smooth if $\frac{dr}{dt}$ is continuous and never zero, that is f, g, & h have continuous first derivatives that are not simultaneously

zero.

Definition (5):

1: Velocity Vector:

$$\boldsymbol{v}(\boldsymbol{t}) = \frac{dr}{dt}$$

- 2: *Speed* = |v(t)|
- **3: Acceleration Vector:**

$$a(t) = \frac{dv}{dt} = \frac{d^2r}{dt^2}$$

4: The unit vector $\frac{v}{|v|}$ is the direction of motion at time t.

Example (3):

Find the velocity, speed, and acceleration of a particle whose motion in space is given by the position vector $r(t) = (2 \cos t)i + (2 \sin t)j + (5 \cos^2(t))k$.

Solution:

1: Velocity Vector:

$$v(t) = \frac{dr}{dt} = (-2\sin t)i + (2\cos t)j - (10\cos t \sin t)k$$
$$= (-2\sin t)i + (2\cos t)j - (5\sin 2t)k.$$

2: Speed:

$$Speed = |v(t)| = \sqrt{4sin^2t + 4cos^2t + 100cos^2t sin^2t} = \sqrt{4 + 100cos^2t sin^2t}$$

3: Acceleration Vector:

$$a(t) = \frac{dv}{dt} = (-2\cos t)i - (2\sin t)j - (10\,\cos 2t)k.$$

Note:

We can express the velocity of moving particle as the product of its speed and direction. That is

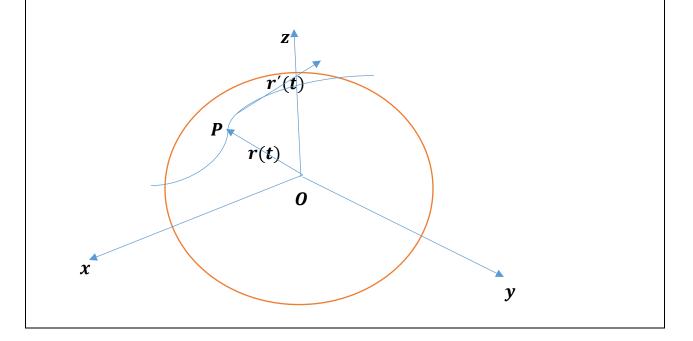
$$Velocity = |v| \left(\frac{v}{|v|}\right) = (Speed)(Direction).$$

Differentiation Rules for Vector Functions:

Let u & v be differentiable vector *functions of t*, *C* is a constant vector, α is any scalar, and *f* is any differentiable scalar function. Then

1)
$$\frac{d}{dt}(C) = 0$$
.
2) $\frac{d}{dt}[\alpha u(t)] = \alpha u'(t)$.
3) $\frac{d}{dt}[f(t)u(t)] = f'(t)u(t) + f(t)u'(t)$.
4) $\frac{d}{dt}[u(t) \mp v(t)] = u'(t) \mp v'(t)$.
5) $\frac{d}{dt}[u(t) \cdot v(t)] = u(t) \cdot v'(t) + v(t)u'(t)$.
6) $\frac{d}{dt}[u(t) \times v(t)] = u(t) \times v'(t) + v(t) \times u'(t)$
7)) $\frac{d}{dt}[u(f(t))] = u'(f(t))f'(t)$.

Vector Functions of Constant Length



When we track a particle moving on a sphere centered at the origin, the position vector has a constant length equal to the radius of the sphere. The velocity vector r'(t) tangent to the path of motion is tangent to the sphere and hence perpendicular to r. *This* is always the case for a differentiable vector function of constant length. The vector and its first derivative are orthogonal. We can prove this as follows:

$$r(t) \cdot r(t) = |r(t)|^2 \rightarrow \frac{d}{dt} [r(t) \cdot r(t)] = 2r(t) \cdot r'(t) = \mathbf{0} \rightarrow r(t) \cdot r'(t) = \mathbf{0}.$$
Thus

Thus

If r(t) is a differentiable vector function of t and the length of r(t) is constant, then:

Note:

The converse of Equation (4) is also true.