

13.2 Calculus on 3D Curves

2D Example: Consider

$$x = t, y = 2 - t^2$$

which can also be written as

$$\mathbf{r}(t) = \langle t, 2 - t^2 \rangle$$

Find $\frac{dx}{dt}$ and $\frac{dy}{dt}$.

When $t = 1$...

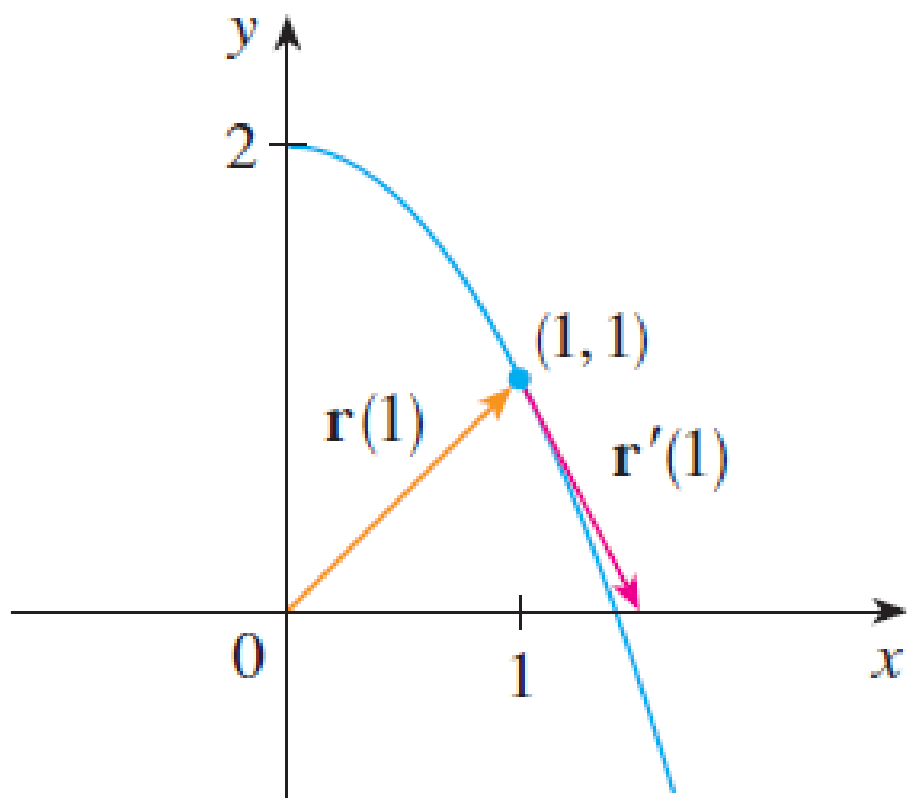
Find the location.

Find the slope of the tangent line.

Find a vector in the direction of the tangent line.

Visual of last example:

$$\mathbf{r}(t) = \langle t, 2 - t^2 \rangle$$



In general: Vector Calculus

For $\vec{\mathbf{r}}(t) = \langle x(t), y(t), z(t) \rangle$, we define

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

which is the same as

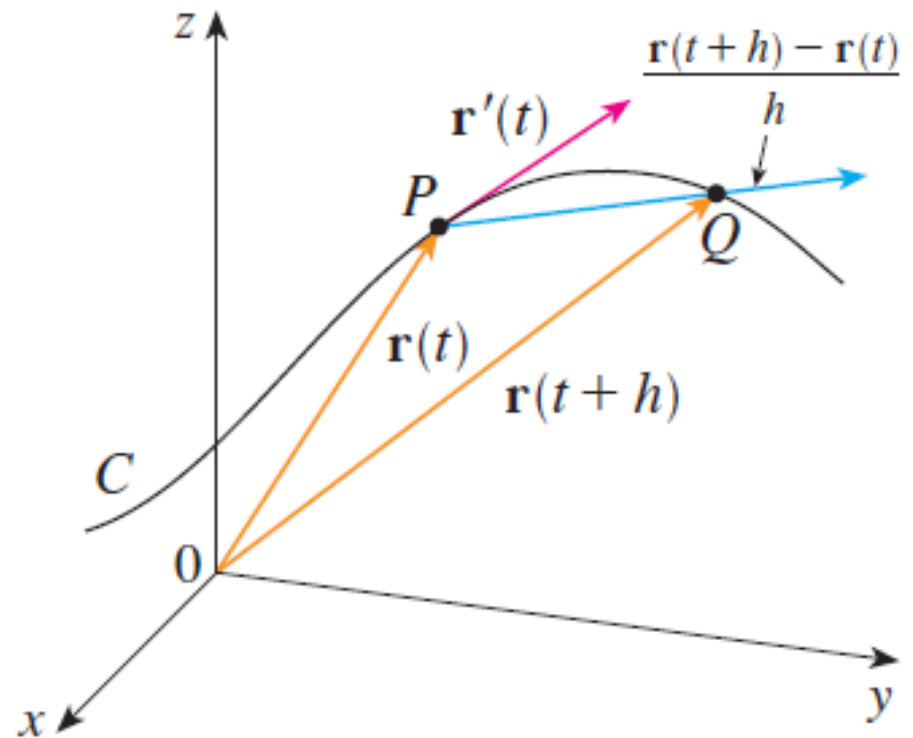
$$\vec{\mathbf{r}}'(t) = \langle x'(t), y'(t), z'(t) \rangle$$

And

$$\vec{\mathbf{r}}'(t) = \langle x'(t), y'(t), z'(t) \rangle$$

is a tangent vector to the curve.

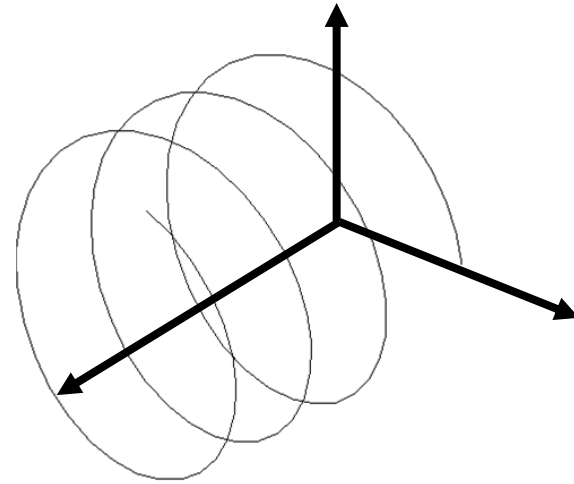
Do calculus **component-wise!**



Example

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

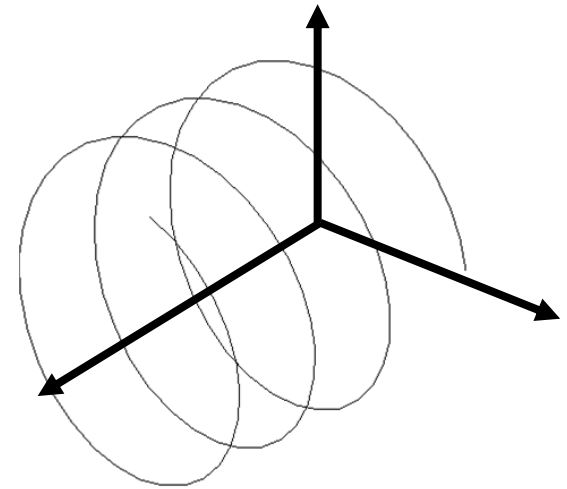
1. Find $\vec{r}'(t)$.
2. Find $\vec{r}(0)$ and $\vec{r}(\pi/4)$.
3. Find $\vec{r}'(0)$ and $\vec{r}'(\pi/4)$.
4. Find the unit tangent vector $\vec{T}(t)$ at $t = \pi/4$.



Example Continued

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

5. Find parametric equations for the tangent line at $t = 0$.
6. Find parametric equation for the tangent line at $t = \pi/4$.



Example: Antiderivatives

First some review

Find the antiderivative of

$$f'(t) = \sin(t) + e^{2t} - \frac{t^3}{5}$$

with $f(0) = 7$.

Now find the antiderivative of

$$\vec{r}'(t) = \langle e^{3t}, t^4, \sin(t) - t \rangle.$$

with $\vec{r}(0) = \mathbf{i} + 3\mathbf{j} - 2\mathbf{k}$.

3D calculus from today

$$\vec{r}'(t) = \langle x'(t), y'(t), z'(t) \rangle$$

tangent vector (13.2)

$$\vec{T}(t) = \frac{1}{|\vec{r}'(t)|} \vec{r}'(t)$$

unit tangent vector (13.2)

$$\int \vec{r}(t) dt = \left\langle \int x(t) dt, \int y(t) dt, \int z(t) dt \right\rangle \quad \text{antiderivative vector } \left(\frac{13.2}{4} \right)$$

To find the tangent line to $\vec{r}(t)$ at $t = t_0$

Step 1: Compute $\vec{r}(t_0) = \langle x(t_0), y(t_0), z(t_0) \rangle$. Use as $\langle x_0, y_0, z_0 \rangle$.

Step 2: Compute $\vec{r}'(t_0) = \langle x'(t_0), y'(t_0), z'(t_0) \rangle$. Use as $\langle a, b, c \rangle$.

Step 3: $x = x_0 + at, y = y_0 + bt, z = z_0 + ct$