

Lecture 10, Section 3.1, 3.2, 3.3, 3.4: Examples of Parametrizations

Let us now look at a few examples of vector valued functions. We will look for parametrizations of curves. A parametrization is a specific equation, or equations describing a curve in terms of a parameter.

Quiz 3, taken Fri. or Tue.

Cheat Sheet 1 posted

Lecture notes 10 today: Examples of parametrizations
Homework 10 posted

No class on Monday

Off. hrs: Today, Hannah, 1:30-2:30pm, 3:45-4:45pm, ACS 312
Friday, Francois, 9-10am, ACS 362C

The cycloid

Example 1: Cycloid.

Consider a point fixed on a wheel of radius R rolling on a horizontal surface. What is the position of the point over time? (figure)

Assume the angle to the horizontal is changing at a constant rate $\theta = \omega t$. We then have the position $\vec{r}(t) = \langle x(t), y(t) \rangle$

$$\begin{aligned}x(t) &= -R\theta + R\cos\theta = -R\omega t + R\cos\omega t \\y(t) &= R\sin\theta = R\sin\omega t\end{aligned}$$

The velocity is then $\vec{r}'(t) = \langle x'(t), y'(t) \rangle$

$$\begin{aligned}x'(t) &= -R\omega - \omega R\sin\omega t \\y'(t) &= \omega R\cos\omega t\end{aligned}$$

with a speed of $|\vec{r}'(t)| = R\omega\sqrt{2 + 2\sin\omega t} = R\omega\sqrt{2}|\cos\omega t/2 + \sin\omega t/2|$.

We can calculate the arclength, if $\cos\omega t/2 + \sin\omega t/2 > 0$ or if $-\pi/4 < \omega t/2 < 3\pi/4$ or $-\pi/2 < \omega t < 3\pi/2$. Then we have

$$s = \int_0^t d\tau |\vec{r}'(\tau)| = \int_0^t d\tau R\omega\sqrt{2}\cos\omega\tau/2 + \sin\omega\tau/2 = \sqrt{2}R\omega(2/\omega)(-\cos\omega t/2 + \sin\omega t/2)|_0^t = 2\sqrt{2}R(1 - \cos\omega t/2 + \sin\omega t/2)$$

The acceleration is $\vec{r}''(t) = R\omega^2 \langle -\cos\omega t, -\sin\omega t \rangle$. This always points toward the center of the circle.

Note that $\vec{N} = |\frac{d\vec{T}}{dt}|^{-1} \frac{d\vec{T}}{dt}$ is the unit normal and the acceleration has a normal component and a tangential component"

$$\vec{r}'' = r_N \vec{N} + r_T \vec{T}.$$

Second example: Projectile, a classic. Say that North is the y-axis.

A missile is fired toward the NW, with an angle of $\pi/3$ from the vertical with an initial velocity of 240m/s.

- 1) Calculate its trajectory if air has been sucked out by the army (temporarily)
- 2) Determine where it will land.

A projectile in 2D and 3D

We want $\vec{r}(t)$. What do we have?

$$\vec{r}''(t) = \langle 0, 0, -g \rangle \approx \langle 0, 0, -10 \rangle \text{ m/s}^2$$

$$\vec{r}'(0) = 240 \text{ m/s} \langle \sin \pi/3 \cos 3\pi/4, \sin \pi/3 \sin 3\pi/4, \cos \pi/3 \rangle$$

$$\vec{r}'(0) = 240 \text{ m/s} \langle -\sqrt{6}/4, \sqrt{6}/4, 1/2 \rangle$$

We will assume for convenience that $\vec{r}(0) = \langle 0, 0, 0 \rangle$.

Integrating the acceleration, we find

$$\vec{r}'(t) = \vec{r}'(0) + \langle 0, 0, -10t \rangle = \langle -60\sqrt{6}, 60\sqrt{6}, 120 - 10t \rangle \text{ m/s}$$

And integrating the velocity we found, we get

$$\vec{r}(t) = \vec{r}(0) + \langle -60\sqrt{6}t, 60\sqrt{6}t, 120t - 5t^2 \rangle = \langle -60\sqrt{6}t, 60\sqrt{6}t, 120t - 5t^2 \rangle.$$

So we found an equation for the trajectory.

Where does it land? Wherever $z(t) = 0$. So $120t = 5t^2$ and $t = 24\text{s}$ or $t = 0$.

The position is then $\langle -60\sqrt{6} \cdot 24, 60\sqrt{6} \cdot 24, 0 \rangle$.

How far is that? $24 * 60 * \sqrt{12} \approx 5\text{km}$.

What is the speed? $v = (60^2 + 60^2 + (120 - 10t)^2)^{1/2} = 10(576 - 24t + t^2)^{1/2}$

The arclength? $s = \int_0^t 10(576 - 24\tau + \tau^2)^{1/2} d\tau$

Highest point? It is where $z'(t) = 0$ so when $120 = 10t$ so when $t = 12$.

So the point is $\vec{r}(12) = \langle -720\sqrt{6}, 720\sqrt{6}, 720 \rangle \text{ m}$. So the maximum height is 720m.

The unit tangent vector is

$$\hat{T} = \frac{\vec{r}'(t)}{\|\vec{r}'(t)\|} = \frac{\langle -60\sqrt{6}, 60\sqrt{6}, 120 - 10t \rangle}{10(576 - 24t + t^2)^{1/2}} = \frac{\langle -6\sqrt{6}, 6\sqrt{6}, 12 - t \rangle}{(576 - 24t + t^2)^{1/2}}$$

The normal direction is

$$\vec{N} = \frac{d\hat{T}}{dt} = \left\langle \frac{6\sqrt{6}(t-12)}{(576-24t+t^2)^{3/2}}, \frac{-6\sqrt{6}(t-12)}{(576-24t+t^2)^{3/2}}, \frac{-(12-t)(t-12)}{(576-24t+t^2)^{3/2}} - \frac{1}{(576-24t+t^2)^{1/2}} \right\rangle$$

and we could also find the unit normal as $\hat{N} = \vec{N}/\|\vec{N}\|$. Once again, we have

$$\vec{r}'' = r_N \hat{N} + r_T \hat{T}.$$

with part of the acceleration changing the speed of the projectile, and part changing its direction.