

## 9.6 Vector-Valued functions

Notes: Exam 2 is next week.  $\rightarrow$  Weds

Tentatively: 11.1 - 11.#, 9.6, 9.7

• WW 11.7 is due on Friday

a few weeks ago ( $>$  month ago) linear functions:

$$\vec{f}(t) = \vec{p}_0 + t\vec{v} = \langle x_0 + at, y_0 + bt, z_0 + ct \rangle$$

$\uparrow$   
Initial  
pos'n

$\uparrow$   
direction  
of travel

$$\vec{v} = \langle a, b, c \rangle$$

This was our first ex. of a vector-valued function  
(V-V funcs.)

a vector-valued func. is a function

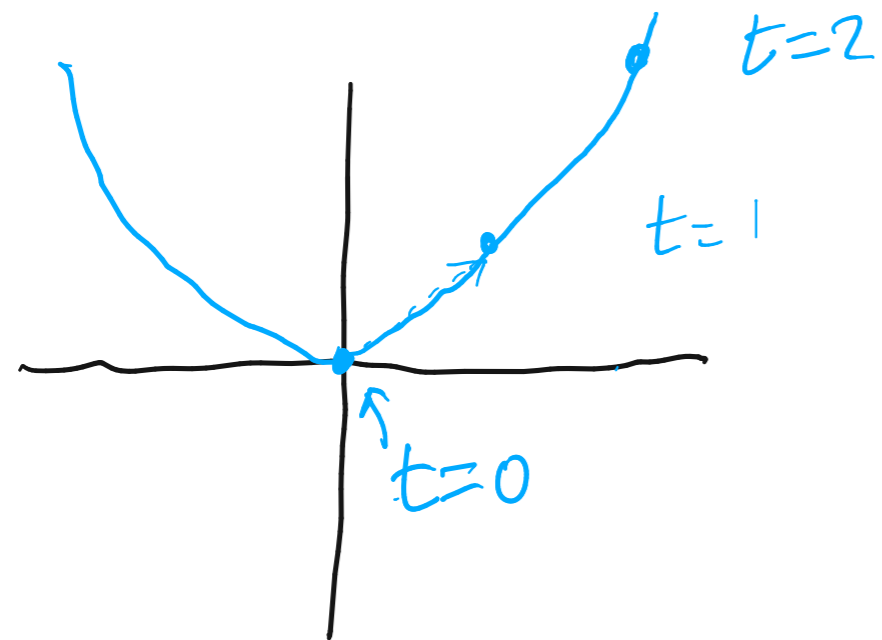
$\vec{f}(t)$  whose input is a real #

$\uparrow$   
Parameter Outputs are vectors.

These are also called parametric functions

Graph of a V-V function is a parametric curve

$$\underline{\Sigma}_x \quad \vec{f}(t) = \langle t, t^2 \rangle$$



$$t=0: \vec{f}(0) = \langle 0, 0 \rangle$$

$$t=1 \quad f(1) = \langle 1, 1 \rangle$$

$$t=2 \quad f(2) = \langle 2, 4 \rangle$$

$$t=-1 \quad f(-1) = \langle -1, 1 \rangle$$

two ways:

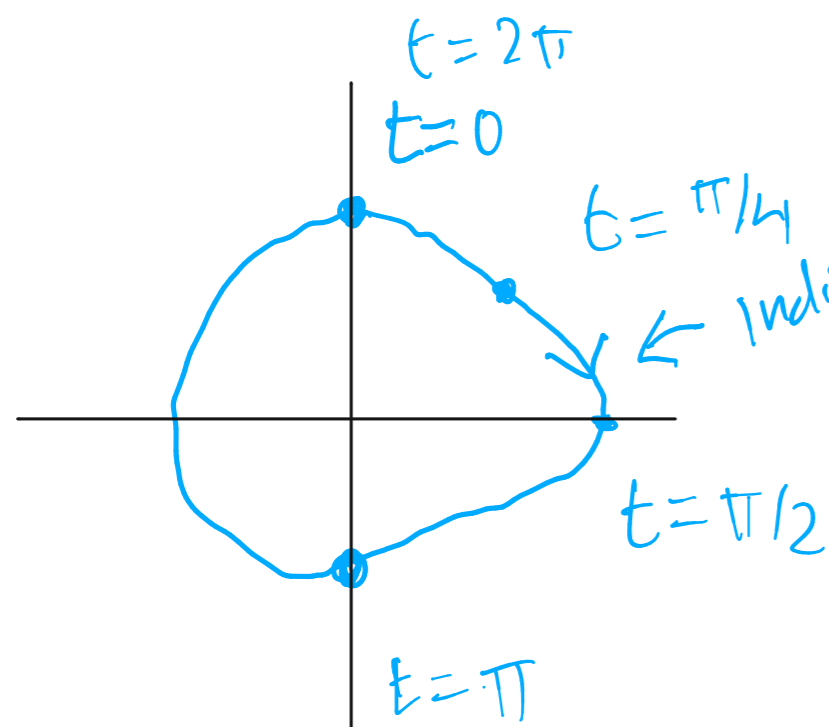
① Unit-vector form:  $\vec{f}(t) = \underbrace{x(t)} \hat{i} + \underbrace{y(t)} \hat{j} + \underbrace{z(t)} \hat{k}$

② list-form  $\vec{f}(t) = \langle \underbrace{x(t)}, \underbrace{y(t)}, \underbrace{z(t)} \rangle$

Component functions

$$\underline{\Sigma}_x \quad \vec{f}(t) = \langle \sin t, \cos t \rangle$$

$$0 \leq t \leq 2\pi$$



to plot:

Pick various  $t$ -values

and then plug

"connect-the-dots".

$$\vec{f}(\pi/2) = \langle 1, 0 \rangle$$

$$\vec{f}(0) = \langle \sin 0, \cos 0 \rangle$$

$$= \langle 0, 1 \rangle$$

$$f(\pi) = \langle 0, -1 \rangle$$

$$f(\pi/4) = \langle \sin \pi/4, \cos \pi/4 \rangle$$

$$f(2\pi) = \langle 0, 1 \rangle$$

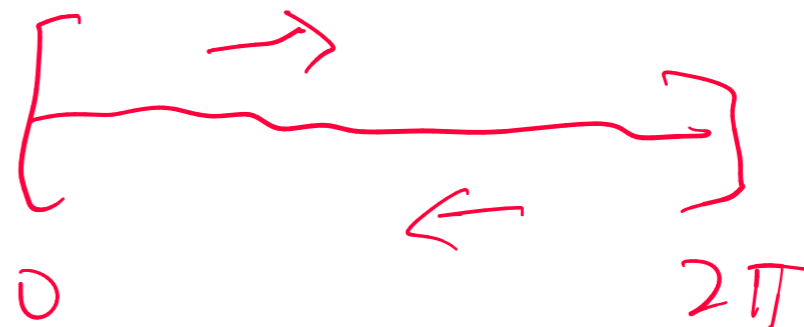
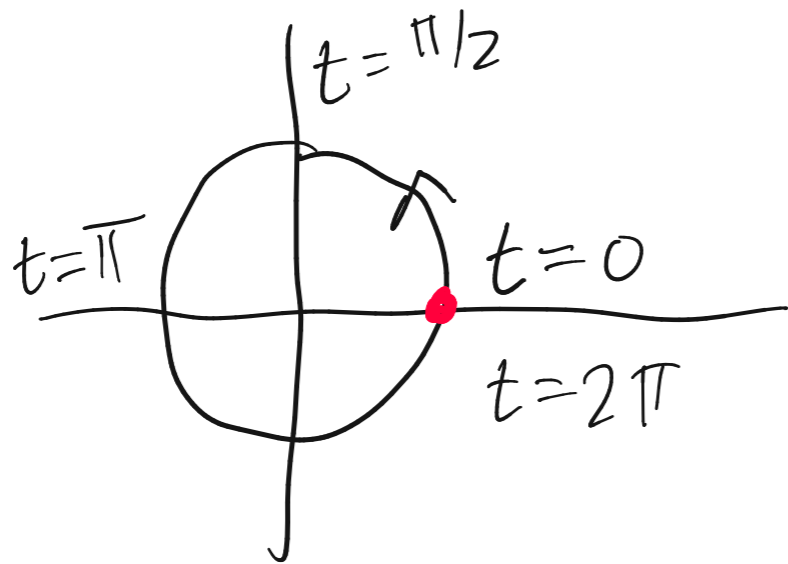
$$= \langle \frac{\sqrt{2}}{2}, \frac{\sqrt{2}}{2} \rangle$$

# Standard Parameterization:

## ① Unit Circle:

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

$$0 \leq t \leq 2\pi.$$



Want to go clockwise:

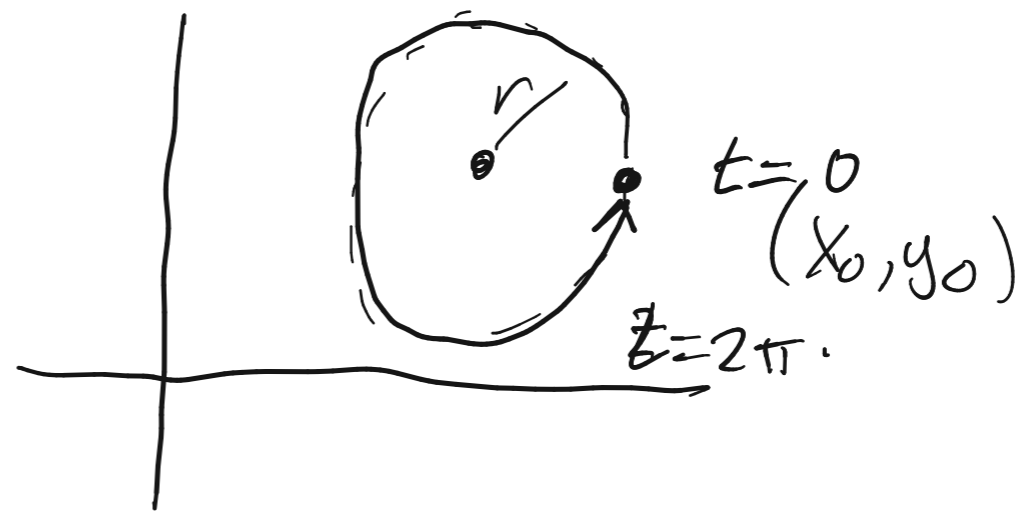
$$t \Rightarrow 2\pi - t.$$

$$\begin{aligned} \vec{g}(t) &= \langle \cos(2\pi - t), \sin(2\pi - t) \rangle \\ &= \langle \cos t, -\sin t \rangle \end{aligned}$$

② "generic" circle

Center point  $(x_0, y_0)$

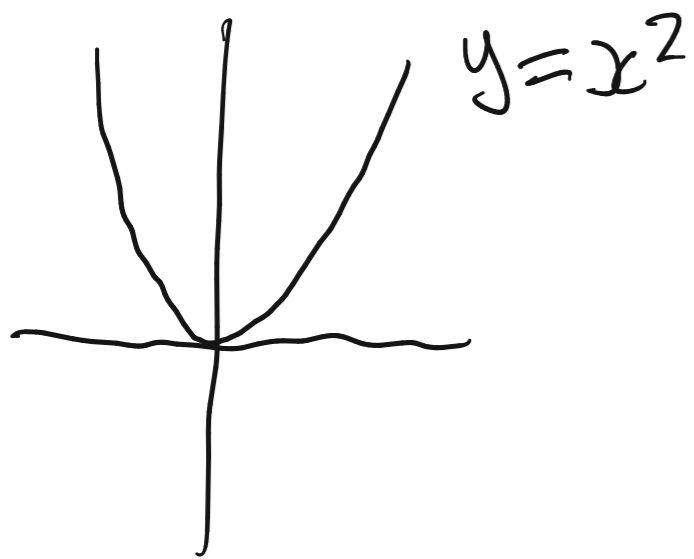
Radius  $r$



to param. the circle centered @  $(x_0, y_0)$  w/ radius  $r$

$$\vec{r}(t) = \langle x_0 + r \cos t, y_0 + r \sin t \rangle$$

③ graph of a function  $y = f(x)$ .



$$(x, x^2)$$

$$\Downarrow x = t$$

$$\langle t, t^2 \rangle =: \vec{f}(t)$$

In gen'l given  $y = f(x)$  can build a param. func

$$\vec{g}(t) = \langle \underset{x}{\uparrow} t, \underset{y}{\uparrow} f(t) \rangle$$

④ traces of functions:

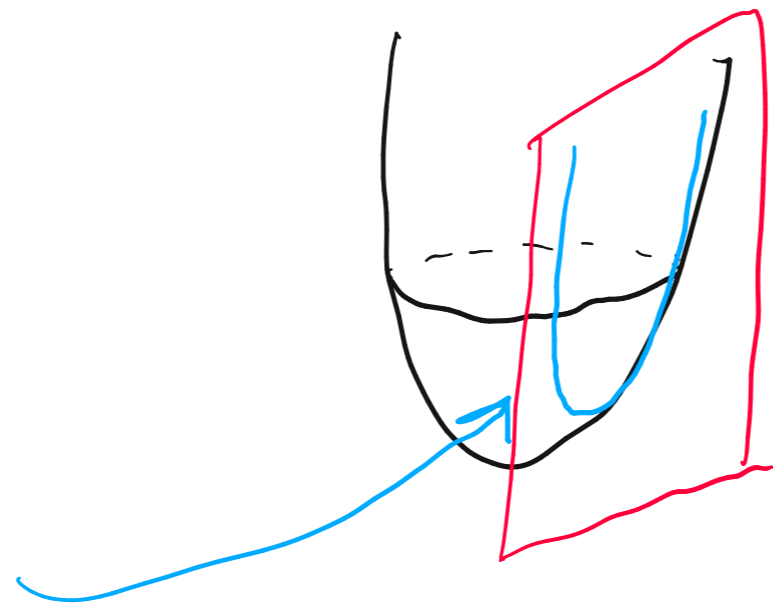
if  $z = f(x, y)$  let's do the  $y = 1$  trace.

$$z = f(x, 1)$$



$$\langle t, 1, f(t, 1) \rangle$$

$x$     $y$     $z$   
↑   ↑   ↑



to parameterize a shape is to find

a parametric function whose graph is that shape.