The last of these equalities holds because the limit of the cross product of two vector functions is the cross product of their limits if the latter exist (Exercise 32). As h approaches zero, $\mathbf{v}(t+h)$ approaches $\mathbf{v}(t)$ because $\mathbf{v}$, being differentiable at t, is continuous at t (Exercise 33). The two fractions approach the values of $d\mathbf{u}/dt$ and $d\mathbf{v}/dt$ at t. In short,

$$\frac{d}{dt}(\mathbf{u}\times\mathbf{v}) = \frac{d\mathbf{u}}{dt}\times\mathbf{v} + \mathbf{u}\times\frac{d\mathbf{v}}{dt}. \qquad \blacksquare$$

As an algebraic convenience, we sometimes write the product of a scalar c and a vector $\mathbf{v}$ as $\mathbf{v}c$ instead of $c\mathbf{v}$. This permits us, for instance, to write the Chain Rule in a familiar form:

$$\frac{d\mathbf{u}}{dt} = \frac{d\mathbf{u}}{ds}\frac{ds}{dt},$$

where $s = f(t)$.

Proof of the Chain Rule Suppose that $\mathbf{u}(s) = a(s)\mathbf{i} + b(s)\mathbf{j} + c(s)\mathbf{k}$ is a differentiable vector function of s and that $s = f(t)$ is a differentiable scalar function of t. Then a, b, and c are differentiable functions of t, and the Chain Rule for differentiable real-valued functions gives

$$\begin{aligned}
\frac{d}{dt}[\mathbf{u}(s)] &= \frac{da}{dt}\mathbf{i} + \frac{db}{dt}\mathbf{j} + \frac{dc}{dt}\mathbf{k} \\
&= \frac{da}{ds}\frac{ds}{dt}\mathbf{i} + \frac{db}{ds}\frac{ds}{dt}\mathbf{j} + \frac{dc}{ds}\frac{ds}{dt}\mathbf{k} \\
&= \frac{ds}{dt}\left(\frac{da}{ds}\mathbf{i} + \frac{db}{ds}\mathbf{j} + \frac{dc}{ds}\mathbf{k}\right) \\
&= \frac{ds}{dt}\frac{d\mathbf{u}}{ds} \\
&= f'(t)\mathbf{u}'(f(t)). && s = f(t) \qquad \blacksquare
\end{aligned}$$

Vector Functions of Constant Length

When we track a particle moving on a sphere centered at the origin (Figure 13.8), the position vector has a constant length equal to the radius of the sphere. The velocity vector $d\mathbf{r}/dt$, tangent to the path of motion, is tangent to the sphere and hence perpendicular to $\mathbf{r}$. This is always the case for a differentiable vector function of constant length: The vector and its first derivative are orthogonal. By direct calculation,

$$\begin{aligned}
\mathbf{r}(t)\cdot\mathbf{r}(t) &= c^2 && |\mathbf{r}(t)| = c \text{ is constant.} \\
\frac{d}{dt}[\mathbf{r}(t)\cdot\mathbf{r}(t)] &= 0 && \text{Differentiate both sides.} \\
\mathbf{r}'(t)\cdot\mathbf{r}(t) + \mathbf{r}(t)\cdot\mathbf{r}'(t) &= 0 && \text{Rule 5 with } \mathbf{r}(t) = \mathbf{u}(t) = \mathbf{v}(t) \\
2\mathbf{r}'(t)\cdot\mathbf{r}(t) &= 0.
\end{aligned}$$

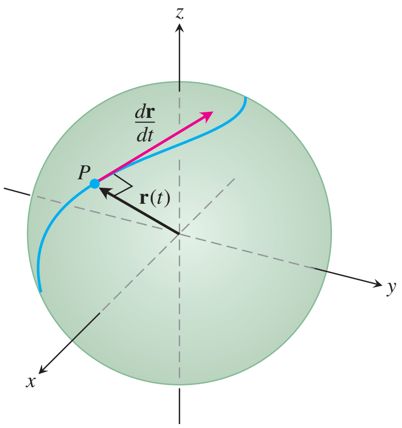


FIGURE 13.8 If a particle moves on a sphere in such a way that its position $\mathbf{r}$ is a differentiable function of time, then $\mathbf{r}\cdot(d\mathbf{r}/dt) = 0$.

The vectors $\mathbf{r}'(t)$ and $\mathbf{r}(t)$ are orthogonal because their dot product is 0. In summary,

> If $\mathbf{r}$ is a differentiable vector function of t of constant length, then
>
> $$\mathbf{r}\cdot\frac{d\mathbf{r}}{dt} = 0. \qquad (4)$$

We will use this observation repeatedly in Section 13.4. The converse is also true (see Exercise 27).

Exercises 13.1

Motion in the Plane

In Exercises 1–4, $\mathbf{r}(t)$ is the position of a particle in the xy-plane at time t. Find an equation in x and y whose graph is the path of the particle. Then find the particle's velocity and acceleration vectors at the given value of t.

1. $\mathbf{r}(t) = (t+1)\mathbf{i} + (t^2-1)\mathbf{j}, \quad t = 1$
2. $\mathbf{r}(t) = \frac{t}{t+1}\mathbf{i} + \frac{1}{t}\mathbf{j}, \quad t = -1/2$
3. $\mathbf{r}(t) = e^t\mathbf{i} + \frac{2}{9}e^{2t}\mathbf{j}, \quad t = \ln 3$
4. $\mathbf{r}(t) = (\cos 2t)\mathbf{i} + (3\sin 2t)\mathbf{j}, \quad t = 0$

Exercises 5–8 give the position vectors of particles moving along various curves in the xy-plane. In each case, find the particle's velocity and acceleration vectors at the stated times and sketch them as vectors on the curve.

5. Motion on the circle $x^2 + y^2 = 1$

$$\mathbf{r}(t) = (\sin t)\mathbf{i} + (\cos t)\mathbf{j}; \quad t = \pi/4 \text{ and } \pi/2$$

6. Motion on the circle $x^2 + y^2 = 16$

$$\mathbf{r}(t) = \left(4\cos\frac{t}{2}\right)\mathbf{i} + \left(4\sin\frac{t}{2}\right)\mathbf{j}; \quad t = \pi \text{ and } 3\pi/2$$

7. Motion on the cycloid $x = t - \sin t,\quad y = 1 - \cos t$

$$\mathbf{r}(t) = (t - \sin t)\mathbf{i} + (1 - \cos t)\mathbf{j}; \quad t = \pi \text{ and } 3\pi/2$$

8. Motion on the parabola $y = x^2 + 1$

$$\mathbf{r}(t) = t\mathbf{i} + (t^2 + 1)\mathbf{j}; \quad t = -1, 0, \text{ and } 1$$

Motion in Space

In Exercises 9–14, $\mathbf{r}(t)$ is the position of a particle in space at time t. Find the particle's velocity and acceleration vectors. Then find the particle's speed and direction of motion at the given value of t. Write the particle's velocity at that time as the product of its speed and direction.

9. $\mathbf{r}(t) = (t + 1)\mathbf{i} + (t^2 - 1)\mathbf{j} + 2t\mathbf{k}, \quad t = 1$

10. $\mathbf{r}(t) = (1 + t)\mathbf{i} + \dfrac{t^2}{\sqrt{2}}\mathbf{j} + \dfrac{t^3}{3}\mathbf{k}, \quad t = 1$

11. $\mathbf{r}(t) = (2\cos t)\mathbf{i} + (3\sin t)\mathbf{j} + 4t\mathbf{k}, \quad t = \pi/2$

12. $\mathbf{r}(t) = (\sec t)\mathbf{i} + (\tan t)\mathbf{j} + \dfrac{4}{3}t\mathbf{k}, \quad t = \pi/6$

13. $\mathbf{r}(t) = (2\ln(t + 1))\mathbf{i} + t^2\mathbf{j} + \dfrac{t^2}{2}\mathbf{k}, \quad t = 1$

14. $\mathbf{r}(t) = (e^{-t})\mathbf{i} + (2\cos 3t)\mathbf{j} + (2\sin 3t)\mathbf{k}, \quad t = 0$

In Exercises 15–18, $\mathbf{r}(t)$ is the position of a particle in space at time t. Find the angle between the velocity and acceleration vectors at time $t = 0$.

15. $\mathbf{r}(t) = (3t + 1)\mathbf{i} + \sqrt{3}t\mathbf{j} + t^2\mathbf{k}$

16. $\mathbf{r}(t) = \left(\dfrac{\sqrt{2}}{2}t\right)\mathbf{i} + \left(\dfrac{\sqrt{2}}{2}t - 16t^2\right)\mathbf{j}$

17. $\mathbf{r}(t) = (\ln(t^2 + 1))\mathbf{i} + (\tan^{-1} t)\mathbf{j} + \sqrt{t^2 + 1}\,\mathbf{k}$

18. $\mathbf{r}(t) = \dfrac{4}{9}(1 + t)^{3/2}\mathbf{i} + \dfrac{4}{9}(1 - t)^{3/2}\mathbf{j} + \dfrac{1}{3}t\mathbf{k}$

Tangents to Curves

As mentioned in the text, the **tangent line** to a smooth curve $\mathbf{r}(t) = f(t)\mathbf{i} + g(t)\mathbf{j} + h(t)\mathbf{k}$ at $t = t_0$ is the line that passes through the point $(f(t_0), g(t_0), h(t_0))$ parallel to $\mathbf{v}(t_0)$, the curve's velocity vector at t_0. In Exercises 19–22, find parametric equations for the line that is tangent to the given curve at the given parameter value $t = t_0$.

19. $\mathbf{r}(t) = (\sin t)\mathbf{i} + (t^2 - \cos t)\mathbf{j} + e^t\mathbf{k}, \quad t_0 = 0$

20. $\mathbf{r}(t) = t^2\mathbf{i} + (2t - 1)\mathbf{j} + t^3\mathbf{k}, \quad t_0 = 2$

21. $\mathbf{r}(t) = \ln t\,\mathbf{i} + \dfrac{t - 1}{t + 2}\mathbf{j} + t\ln t\,\mathbf{k}, \quad t_0 = 1$

22. $\mathbf{r}(t) = (\cos t)\mathbf{i} + (\sin t)\mathbf{j} + (\sin 2t)\mathbf{k}, \quad t_0 = \dfrac{\pi}{2}$

Theory and Examples

23. Motion along a circle Each of the following equations in parts (a)–(e) describes the motion of a particle having the same path, namely the unit circle $x^2 + y^2 = 1$. Although the path of each particle in parts (a)–(e) is the same, the behavior, or "dynamics," of each particle is different. For each particle, answer the following questions.

i) Does the particle have constant speed? If so, what is its constant speed?

ii) Is the particle's acceleration vector always orthogonal to its velocity vector?

iii) Does the particle move clockwise or counterclockwise around the circle?

iv) Does the particle begin at the point (1, 0)?

a. $\mathbf{r}(t) = (\cos t)\mathbf{i} + (\sin t)\mathbf{j}, \quad t \ge 0$

b. $\mathbf{r}(t) = \cos(2t)\mathbf{i} + \sin(2t)\mathbf{j}, \quad t \ge 0$

c. $\mathbf{r}(t) = \cos(t - \pi/2)\mathbf{i} + \sin(t - \pi/2)\mathbf{j}, \quad t \ge 0$

d. $\mathbf{r}(t) = (\cos t)\mathbf{i} - (\sin t)\mathbf{j}, \quad t \ge 0$

e. $\mathbf{r}(t) = \cos(t^2)\mathbf{i} + \sin(t^2)\mathbf{j}, \quad t \ge 0$

24. Motion along a circle Show that the vector-valued function

$$\mathbf{r}(t) = (2\mathbf{i} + 2\mathbf{j} + \mathbf{k}) + \cos t\left(\frac{1}{\sqrt{2}}\mathbf{i} - \frac{1}{\sqrt{2}}\mathbf{j}\right) + \sin t\left(\frac{1}{\sqrt{3}}\mathbf{i} + \frac{1}{\sqrt{3}}\mathbf{j} + \frac{1}{\sqrt{3}}\mathbf{k}\right)$$

describes the motion of a particle moving in the circle of radius 1 centered at the point $(2, 2, 1)$ and lying in the plane $x + y - 2z = 2$.

25. Motion along a parabola A particle moves along the top of the parabola $y^2 = 2x$ from left to right at a constant speed of 5 units per second. Find the velocity of the particle as it moves through the point (2, 2).

26. Motion along a cycloid A particle moves in the xy-plane in such a way that its position at time t is

$$\mathbf{r}(t) = (t - \sin t)\mathbf{i} + (1 - \cos t)\mathbf{j}.$$

T **a.** Graph $\mathbf{r}(t)$. The resulting curve is a cycloid.

b. Find the maximum and minimum values of $|\mathbf{v}|$ and $|\mathbf{a}|$. (*Hint:* Find the extreme values of $|\mathbf{v}|^2$ and $|\mathbf{a}|^2$ first and take square roots later.)

27. Let $\mathbf{r}$ be a differentiable vector function of t. Show that if $\mathbf{r}\cdot(d\mathbf{r}/dt) = 0$ for all t, then $|\mathbf{r}|$ is constant.

28. Derivatives of triple scalar products

a. Show that if $\mathbf{u}$, $\mathbf{v}$, and $\mathbf{w}$ are differentiable vector functions of t, then

$$\frac{d}{dt}(\mathbf{u}\cdot\mathbf{v}\times\mathbf{w}) = \frac{d\mathbf{u}}{dt}\cdot\mathbf{v}\times\mathbf{w} + \mathbf{u}\cdot\frac{d\mathbf{v}}{dt}\times\mathbf{w} + \mathbf{u}\cdot\mathbf{v}\times\frac{d\mathbf{w}}{dt}.$$

b. Show that

$$\frac{d}{dt}\left(\mathbf{r}\cdot\frac{d\mathbf{r}}{dt}\times\frac{d^2\mathbf{r}}{dt^2}\right) = \mathbf{r}\cdot\left(\frac{d\mathbf{r}}{dt}\times\frac{d^3\mathbf{r}}{dt^3}\right).$$

(*Hint:* Differentiate on the left and look for vectors whose products are zero.)

29. Prove the two Scalar Multiple Rules for vector functions.

30. Prove the Sum and Difference Rules for vector functions.

31. Component Test for Continuity at a Point Show that the vector function $\mathbf{r}$ defined by $\mathbf{r}(t) = f(t)\mathbf{i} + g(t)\mathbf{j} + h(t)\mathbf{k}$ is continuous at $t = t_0$ if and only if f, g, and h are continuous at t_0.

32. Limits of cross products of vector functions Suppose that $\mathbf{r}_1(t) = f_1(t)\mathbf{i} + f_2(t)\mathbf{j} + f_3(t)\mathbf{k}$, $\mathbf{r}_2(t) = g_1(t)\mathbf{i} + g_2(t)\mathbf{j} + g_3(t)\mathbf{k}$, $\lim_{t\to t_0}\mathbf{r}_1(t) = \mathbf{A}$, and $\lim_{t\to t_0}\mathbf{r}_2(t) = \mathbf{B}$. Use the determinant formula for cross products and the Limit Product Rule for scalar functions to show that

$$\lim_{t\to t_0}(\mathbf{r}_1(t) \times \mathbf{r}_2(t)) = \mathbf{A} \times \mathbf{B}.$$

33. Differentiable vector functions are continuous Show that if $\mathbf{r}(t) = f(t)\mathbf{i} + g(t)\mathbf{j} + h(t)\mathbf{k}$ is differentiable at $t = t_0$, then it is continuous at t_0 as well.

34. Constant Function Rule Prove that if $\mathbf{u}$ is the vector function with the constant value $\mathbf{C}$, then $d\mathbf{u}/dt = \mathbf{0}$.

COMPUTER EXPLORATIONS

Use a CAS to perform the following steps in Exercises 35–38.

a. Plot the space curve traced out by the position vector $\mathbf{r}$.

b. Find the components of the velocity vector $d\mathbf{r}/dt$.

c. Evaluate $d\mathbf{r}/dt$ at the given point t_0 and determine the equation of the tangent line to the curve at $\mathbf{r}(t_0)$.

d. Plot the tangent line together with the curve over the given interval.

35. $\mathbf{r}(t) = (\sin t - t\cos t)\mathbf{i} + (\cos t + t\sin t)\mathbf{j} + t^2\mathbf{k}$, $0 \le t \le 6\pi$, $t_0 = 3\pi/2$

36. $\mathbf{r}(t) = \sqrt{2}t\mathbf{i} + e^t\mathbf{j} + e^{-t}\mathbf{k}$, $-2 \le t \le 3$, $t_0 = 1$

37. $\mathbf{r}(t) = (\sin 2t)\mathbf{i} + (\ln(1 + t))\mathbf{j} + t\mathbf{k}$, $0 \le t \le 4\pi$, $t_0 = \pi/4$

38. $\mathbf{r}(t) = (\ln(t^2 + 2))\mathbf{i} + (\tan^{-1} 3t)\mathbf{j} + \sqrt{t^2 + 1}\,\mathbf{k}$, $-3 \le t \le 5$, $t_0 = 3$

In Exercises 39 and 40, you will explore graphically the behavior of the helix

$$\mathbf{r}(t) = (\cos at)\mathbf{i} + (\sin at)\mathbf{j} + bt\mathbf{k}$$

as you change the values of the constants a and b. Use a CAS to perform the steps in each exercise.

39. Set $b = 1$. Plot the helix $\mathbf{r}(t)$ together with the tangent line to the curve at $t = 3\pi/2$ for $a = 1, 2, 4,$ and 6 over the interval $0 \le t \le 4\pi$. Describe in your own words what happens to the graph of the helix and the position of the tangent line as a increases through these positive values.

40. Set $a = 1$. Plot the helix $\mathbf{r}(t)$ together with the tangent line to the curve at $t = 3\pi/2$ for $b = 1/4, 1/2, 2,$ and 4 over the interval $0 \le t \le 4\pi$. Describe in your own words what happens to the graph of the helix and the position of the tangent line as b increases through these positive values.

13.2 Integrals of Vector Functions; Projectile Motion

In this section we investigate integrals of vector functions and their application to motion along a path in space or in the plane.

Integrals of Vector Functions

A differentiable vector function $\mathbf{R}(t)$ is an **antiderivative** of a vector function $\mathbf{r}(t)$ on an interval I if $d\mathbf{R}/dt = \mathbf{r}$ at each point of I. If $\mathbf{R}$ is an antiderivative of $\mathbf{r}$ on I, it can be shown, working one component at a time, that every antiderivative of $\mathbf{r}$ on I has the form $\mathbf{R} + \mathbf{C}$ for some constant vector $\mathbf{C}$ (Exercise 41). The set of all antidervatives of $\mathbf{r}$ on I is the **indefinite integral** of $\mathbf{r}$ on I.

DEFINITION The **indefinite integral** of $\mathbf{r}$ with respect to t is the set of all antiderivatives of $\mathbf{r}$, denoted by $\int \mathbf{r}(t)\,dt$. If $\mathbf{R}$ is any antiderivative of $\mathbf{r}$, then

$$\int \mathbf{r}(t)\,dt = \mathbf{R}(t) + \mathbf{C}.$$

The usual arithmetic rules for indefinite integrals apply.

A second integration gives

$$\mathbf{r} = -\frac{1}{2}gt^2\mathbf{j} + \mathbf{v}_0 t + \mathbf{r}_0.$$

Substituting the values of $\mathbf{v}_0$ and $\mathbf{r}_0$ into the last equation gives the position vector of the baseball.

$$\begin{aligned}\mathbf{r} &= -\frac{1}{2}gt^2\mathbf{j} + \mathbf{v}_0 t + \mathbf{r}_0\\ &= -16t^2\mathbf{j} + (152\cos 20° - 8.8)t\mathbf{i} + (152\sin 20°)t\mathbf{j} + 3\mathbf{j}\\ &= (152\cos 20° - 8.8)t\mathbf{i} + \left(3 + (152\sin 20°)t - 16t^2\right)\mathbf{j}.\end{aligned}$$

(b) The baseball reaches its highest point when the vertical component of velocity is zero, or

$$\frac{dy}{dt} = 152\sin 20° - 32t = 0.$$

Solving for t we find

$$t = \frac{152\sin 20°}{32} \approx 1.62\text{ sec}.$$

Substituting this time into the vertical component for $\mathbf{r}$ gives the maximum height

$$\begin{aligned}y_{\max} &= 3 + (152\sin 20°)(1.62) - 16(1.62)^2\\ &\approx 45.2\text{ ft}.\end{aligned}$$

That is, the maximum height of the baseball is about 45.2 ft, reached about 1.6 sec after leaving the bat.

(c) To find when the baseball lands, we set the vertical component for $\mathbf{r}$ equal to 0 and solve for t:

$$\begin{aligned}3 + (152\sin 20°)t - 16t^2 &= 0\\ 3 + (51.99)t - 16t^2 &= 0.\end{aligned}$$

The solution values are about $t = 3.3$ sec and $t = -0.06$ sec. Substituting the positive time into the horizontal component for $\mathbf{r}$, we find the range

$$\begin{aligned}R &= (152\cos 20° - 8.8)(3.3)\\ &\approx 442\text{ ft}.\end{aligned}$$

Thus, the horizontal range is about 442 ft, and the flight time is about 3.3 sec. ■

In Exercises 37 and 38, we consider projectile motion when there is air resistance slowing down the flight.

Exercises 13.2

Integrating Vector-Valued Functions

Evaluate the integrals in Exercises 1–10.

1. $\displaystyle\int_0^1 [t^3\mathbf{i} + 7\mathbf{j} + (t+1)\mathbf{k}]\,dt$

2. $\displaystyle\int_1^2 \left[(6-6t)\mathbf{i} + 3\sqrt{t}\,\mathbf{j} + \left(\frac{4}{t^2}\right)\mathbf{k}\right]dt$

3. $\displaystyle\int_{-\pi/4}^{\pi/4} [(\sin t)\mathbf{i} + (1+\cos t)\mathbf{j} + (\sec^2 t)\mathbf{k}]\,dt$

4. $\displaystyle\int_0^{\pi/3} [(\sec t\tan t)\mathbf{i} + (\tan t)\mathbf{j} + (2\sin t\cos t)\mathbf{k}]\,dt$

5. $\displaystyle\int_1^4 \left[\frac{1}{t}\mathbf{i} + \frac{1}{5-t}\mathbf{j} + \frac{1}{2t}\mathbf{k}\right]dt$

6. $\displaystyle\int_0^1 \left[\frac{2}{\sqrt{1-t^2}}\mathbf{i} + \frac{\sqrt{3}}{1+t^2}\mathbf{k}\right] dt$

7. $\displaystyle\int_0^1 [te^{t^2}\mathbf{i} + e^{-t}\mathbf{j} + \mathbf{k}]\, dt$

8. $\displaystyle\int_1^{\ln 3} [te^{t}\mathbf{i} + e^{t}\mathbf{j} + \ln t\,\mathbf{k}]\, dt$

9. $\displaystyle\int_0^{\pi/2} [\cos t\,\mathbf{i} - \sin 2t\,\mathbf{j} + \sin^2 t\,\mathbf{k}]\, dt$

10. $\displaystyle\int_0^{\pi/4} [\sec t\,\mathbf{i} + \tan^2 t\,\mathbf{j} - t\sin t\,\mathbf{k}]\, dt$

Initial Value Problems

Solve the initial value problems in Exercises 11–16 for $\mathbf{r}$ as a vector function of t.

11. Differential equation: $\dfrac{d\mathbf{r}}{dt} = -t\mathbf{i} - t\mathbf{j} - t\mathbf{k}$

    Initial condition: $\mathbf{r}(0) = \mathbf{i} + 2\mathbf{j} + 3\mathbf{k}$

12. Differential equation: $\dfrac{d\mathbf{r}}{dt} = (180t)\mathbf{i} + (180t - 16t^2)\mathbf{j}$

    Initial condition: $\mathbf{r}(0) = 100\mathbf{j}$

13. Differential equation: $\dfrac{d\mathbf{r}}{dt} = \dfrac{3}{2}(t+1)^{1/2}\mathbf{i} + e^{-t}\mathbf{j} + \dfrac{1}{t+1}\mathbf{k}$

    Initial condition: $\mathbf{r}(0) = \mathbf{k}$

14. Differential equation: $\dfrac{d\mathbf{r}}{dt} = (t^3 + 4t)\mathbf{i} + t\mathbf{j} + 2t^2\mathbf{k}$

    Initial condition: $\mathbf{r}(0) = \mathbf{i} + \mathbf{j}$

15. Differential equation: $\dfrac{d^2\mathbf{r}}{dt^2} = -32\mathbf{k}$

    Initial conditions: $\mathbf{r}(0) = 100\mathbf{k}$ and

    $\left.\dfrac{d\mathbf{r}}{dt}\right|_{t=0} = 8\mathbf{i} + 8\mathbf{j}$

16. Differential equation: $\dfrac{d^2\mathbf{r}}{dt^2} = -(\mathbf{i} + \mathbf{j} + \mathbf{k})$

    Initial conditions: $\mathbf{r}(0) = 10\mathbf{i} + 10\mathbf{j} + 10\mathbf{k}$ and

    $\left.\dfrac{d\mathbf{r}}{dt}\right|_{t=0} = \mathbf{0}$

Motion Along a Straight Line

17. At time $t = 0$, a particle is located at the point (1, 2, 3). It travels in a straight line to the point (4, 1, 4), has speed 2 at (1, 2, 3) and constant acceleration $3\mathbf{i} - \mathbf{j} + \mathbf{k}$. Find an equation for the position vector $\mathbf{r}(t)$ of the particle at time t.

18. A particle traveling in a straight line is located at the point $(1, -1, 2)$ and has speed 2 at time $t = 0$. The particle moves toward the point (3, 0, 3) with constant acceleration $2\mathbf{i} + \mathbf{j} + \mathbf{k}$. Find its position vector $\mathbf{r}(t)$ at time t.

Projectile Motion

Projectile flights in the following exercises are to be treated as ideal unless stated otherwise. All launch angles are assumed to be measured from the horizontal. All projectiles are assumed to be launched from the origin over a horizontal surface unless stated otherwise.

19. **Travel time** A projectile is fired at a speed of 840 m/sec at an angle of 60°. How long will it take to get 21 km downrange?

20. **Finding muzzle speed** Find the muzzle speed of a gun whose maximum range is 24.5 km.

21. **Flight time and height** A projectile is fired with an initial speed of 500 m/sec at an angle of elevation of 45°.
    a. When and how far away will the projectile strike?
    b. How high overhead will the projectile be when it is 5 km downrange?
    c. What is the greatest height reached by the projectile?

22. **Throwing a baseball** A baseball is thrown from the stands 32 ft above the field at an angle of 30° up from the horizontal. When and how far away will the ball strike the ground if its initial speed is 32 ft/sec?

23. **Firing golf balls** A spring gun at ground level fires a golf ball at an angle of 45°. The ball lands 10 m away.
    a. What was the ball's initial speed?
    b. For the same initial speed, find the two firing angles that make the range 6 m.

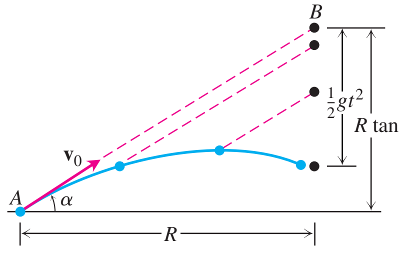
24. **Beaming electrons** An electron in a TV tube is beamed horizontally at a speed of 5×10^6 m/sec toward the face of the tube 40 cm away. About how far will the electron drop before it hits?

25. **Equal-range firing angles** What two angles of elevation will enable a projectile to reach a target 16 km downrange on the same level as the gun if the projectile's initial speed is 400 m/sec?

26. **Range and height versus speed**
    a. Show that doubling a projectile's initial speed at a given launch angle multiplies its range by 4.
    b. By about what percentage should you increase the initial speed to double the height and range?

27. Verify the results given in the text (following Example 4) for the maximum height, flight time, and range for ideal projectile motion.

28. **Colliding marbles** The accompanying figure shows an experiment with two marbles. Marble A was launched toward marble B with launch angle α and initial speed v_0. At the same instant, marble B was released to fall from rest at $R\tan\alpha$ units directly above a spot R units downrange from A. The marbles were found to collide regardless of the value of v_0. Was this mere coincidence, or must this happen? Give reasons for your answer.



29. **Firing from (x_0, y_0)** Derive the equations

$$x = x_0 + (v_0\cos\alpha)t,$$
$$y = y_0 + (v_0\sin\alpha)t - \frac{1}{2}gt^2$$

(see Equation (7) in the text) by solving the following initial value problem for a vector $\mathbf{r}$ in the plane.

Differential equation: $\dfrac{d^2\mathbf{r}}{dt^2} = -g\mathbf{j}$

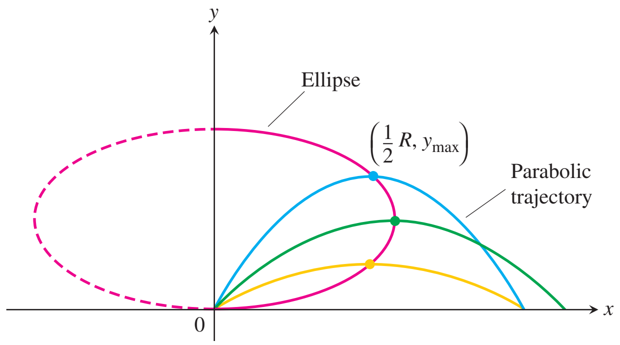
Initial conditions: $\mathbf{r}(0) = x_0\mathbf{i} + y_0\mathbf{j}$

$$\frac{d\mathbf{r}}{dt}(0) = (v_0 \cos\alpha)\mathbf{i} + (v_0 \sin\alpha)\mathbf{j}$$

30. Where trajectories crest For a projectile fired from the ground at launch angle α with initial speed v_0, consider α as a variable and v_0 as a fixed constant. For each α, $0 < \alpha < \pi/2$, we obtain a parabolic trajectory as shown in the accompanying figure. Show that the points in the plane that give the maximum heights of these parabolic trajectories all lie on the ellipse

$$x^2 + 4\left(y - \frac{v_0^2}{4g}\right)^2 = \frac{v_0^4}{4g^2},$$

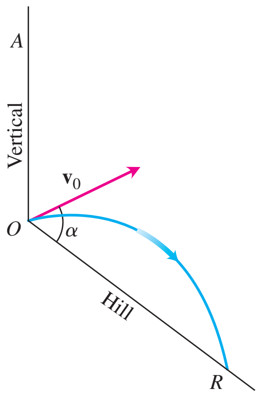
where $x \geq 0$.



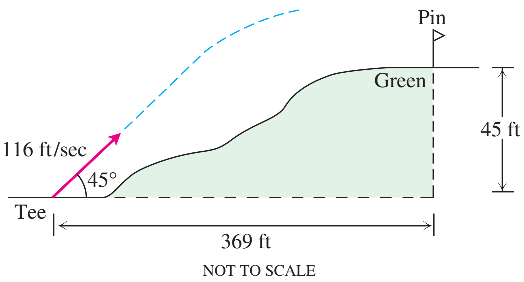
31. Launching downhill An ideal projectile is launched straight down an inclined plane as shown in the accompanying figure.

a. Show that the greatest downhill range is achieved when the initial velocity vector bisects angle *AOR*.

b. If the projectile were fired uphill instead of down, what launch angle would maximize its range? Give reasons for your answer.



32. Elevated green A golf ball is hit with an initial speed of 116 ft/sec at an angle of elevation of 45° from the tee to a green that is elevated 45 ft above the tee as shown in the diagram. Assuming that the pin, 369 ft downrange, does not get in the way, where will the ball land in relation to the pin?



33. Volleyball A volleyball is hit when it is 4 ft above the ground and 12 ft from a 6-ft-high net. It leaves the point of impact with an initial velocity of 35 ft/sec at an angle of 27° and slips by the opposing team untouched.

a. Find a vector equation for the path of the volleyball.

b. How high does the volleyball go, and when does it reach maximum height?

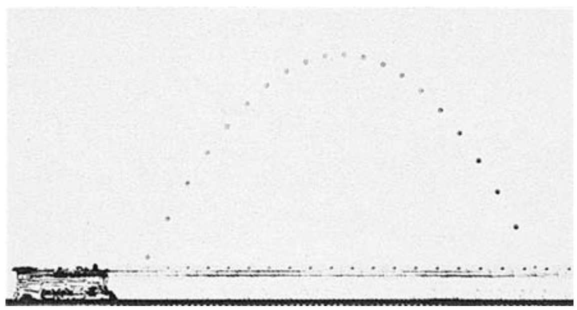
c. Find its range and flight time.

d. When is the volleyball 7 ft above the ground? How far (ground distance) is the volleyball from where it will land?

e. Suppose that the net is raised to 8 ft. Does this change things? Explain.

34. Shot put In Moscow in 1987, Natalya Lisouskaya set a women's world record by putting an 8 lb 13 oz shot 73 ft 10 in. Assuming that she launched the shot at a 40° angle to the horizontal from 6.5 ft above the ground, what was the shot's initial speed?

35. Model train The accompanying multiflash photograph shows a model train engine moving at a constant speed on a straight horizontal track. As the engine moved along, a marble was fired into the air by a spring in the engine's smokestack. The marble, which continued to move with the same forward speed as the engine, rejoined the engine 1 sec after it was fired. Measure the angle the marble's path made with the horizontal and use the information to find how high the marble went and how fast the engine was moving.



36. Hitting a baseball under a wind gust A baseball is hit when it is 2.5 ft above the ground. It leaves the bat with an initial velocity of 145 ft/sec at a launch angle of 23°. At the instant the ball is hit, an instantaneous gust of wind blows against the ball, adding a component of $-14\mathbf{i}$ (ft/sec) to the ball's initial velocity. A 15-ft-high fence lies 300 ft from home plate in the direction of the flight.

a. Find a vector equation for the path of the baseball.

b. How high does the baseball go, and when does it reach maximum height?

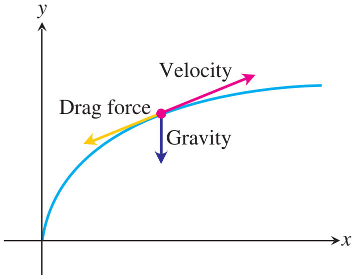
c. Find the range and flight time of the baseball, assuming that the ball is not caught.

d. When is the baseball 20 ft high? How far (ground distance) is the baseball from home plate at that height?

e. Has the batter hit a home run? Explain.

Projectile Motion with Linear Drag

The main force affecting the motion of a projectile, other than gravity, is air resistance. This slowing down force is **drag force**, and it acts in a direction *opposite* to the velocity of the projectile (see accompanying figure). For projectiles moving through the air at relatively low speeds, however, the drag force is (very nearly) proportional to the speed (to the first power) and so is called **linear**.



37. Linear drag Derive the equations

$$x = \frac{v_0}{k}(1 - e^{-kt})\cos\alpha$$

$$y = \frac{v_0}{k}(1 - e^{-kt})(\sin\alpha) + \frac{g}{k^2}(1 - kt - e^{-kt})$$

by solving the following initial value problem for a vector $\mathbf{r}$ in the plane.

Differential equation: $\quad \dfrac{d^2\mathbf{r}}{dt^2} = -g\mathbf{j} - k\mathbf{v} = -g\mathbf{j} - k\dfrac{d\mathbf{r}}{dt}$

Initial conditions: $\quad \mathbf{r}(0) = \mathbf{0}$

$$\left.\frac{d\mathbf{r}}{dt}\right|_{t=0} = \mathbf{v}_0 = (v_0\cos\alpha)\mathbf{i} + (v_0\sin\alpha)\mathbf{j}$$

The **drag coefficient** k is a positive constant representing resistance due to air density, v_0 and α are the projectile's initial speed and launch angle, and g is the acceleration of gravity.

38. Hitting a baseball with linear drag Consider the baseball problem in Example 5 when there is linear drag (see Exercise 37). Assume a drag coefficient $k = 0.12$, but no gust of wind.

a. From Exercise 37, find a vector form for the path of the baseball.

b. How high does the baseball go, and when does it reach maximum height?

c. Find the range and flight time of the baseball.

d. When is the baseball 30 ft high? How far (ground distance) is the baseball from home plate at that height?

e. A 10-ft-high outfield fence is 340 ft from home plate in the direction of the flight of the baseball. The outfielder can jump and catch any ball up to 11 ft off the ground to stop it from going over the fence. Has the batter hit a home run?

Theory and Examples

39. Establish the following properties of integrable vector functions.

a. The *Constant Scalar Multiple Rule:*

$$\int_a^b k\mathbf{r}(t)\,dt = k\int_a^b \mathbf{r}(t)\,dt \quad (\text{any scalar } k)$$

The *Rule for Negatives,*

$$\int_a^b (-\mathbf{r}(t))\,dt = -\int_a^b \mathbf{r}(t)\,dt,$$

is obtained by taking $k = -1$.

b. The *Sum and Difference Rules:*

$$\int_a^b (\mathbf{r}_1(t) \pm \mathbf{r}_2(t))\,dt = \int_a^b \mathbf{r}_1(t)\,dt \pm \int_a^b \mathbf{r}_2(t)\,dt$$

c. The *Constant Vector Multiple Rules:*

$$\int_a^b \mathbf{C}\cdot\mathbf{r}(t)\,dt = \mathbf{C}\cdot\int_a^b \mathbf{r}(t)\,dt \quad (\text{any constant vector } \mathbf{C})$$

and

$$\int_a^b \mathbf{C}\times\mathbf{r}(t)\,dt = \mathbf{C}\times\int_a^b \mathbf{r}(t)\,dt \quad (\text{any constant vector } \mathbf{C})$$

40. Products of scalar and vector functions Suppose that the scalar function $u(t)$ and the vector function $\mathbf{r}(t)$ are both defined for $a \le t \le b$.

a. Show that $u\mathbf{r}$ is continuous on $[a, b]$ if u and $\mathbf{r}$ are continuous on $[a, b]$.

b. If u and $\mathbf{r}$ are both differentiable on $[a, b]$, show that $u\mathbf{r}$ is differentiable on $[a, b]$ and that

$$\frac{d}{dt}(u\mathbf{r}) = u\frac{d\mathbf{r}}{dt} + \mathbf{r}\frac{du}{dt}.$$

41. Antiderivatives of vector functions

a. Use Corollary 2 of the Mean Value Theorem for scalar functions to show that if two vector functions $\mathbf{R}_1(t)$ and $\mathbf{R}_2(t)$ have identical derivatives on an interval I, then the functions differ by a constant vector value throughout I.

b. Use the result in part (a) to show that if $\mathbf{R}(t)$ is any antiderivative of $\mathbf{r}(t)$ on I, then any other antiderivative of $\mathbf{r}$ on I equals $\mathbf{R}(t) + \mathbf{C}$ for some constant vector $\mathbf{C}$.

42. The Fundamental Theorem of Calculus The Fundamental Theorem of Calculus for scalar functions of a real variable holds for vector functions of a real variable as well. Prove this by using the theorem for scalar functions to show first that if a vector function $\mathbf{r}(t)$ is continuous for $a \le t \le b$, then

$$\frac{d}{dt}\int_a^t \mathbf{r}(\tau)\,d\tau = \mathbf{r}(t)$$

at every point t of (a, b). Then use the conclusion in part (b) of Exercise 41 to show that if $\mathbf{R}$ is any antiderivative of $\mathbf{r}$ on $[a, b]$ then

$$\int_a^b \mathbf{r}(t)\,dt = \mathbf{R}(b) - \mathbf{R}(a).$$

43. Hitting a baseball with linear drag under a wind gust Consider again the baseball problem in Example 5. This time assume a drag coefficient of 0.08 *and* an instantaneous gust of wind that adds a component of $-17.6\mathbf{i}$ (ft/sec) to the initial velocity at the instant the baseball is hit.

a. Find a vector equation for the path of the baseball.

b. How high does the baseball go, and when does it reach maximum height?

c. Find the range and flight time of the baseball.

d. When is the baseball 35 ft high? How far (ground distance) is the baseball from home plate at that height?

e. A 20-ft-high outfield fence is 380 ft from home plate in the direction of the flight of the baseball. Has the batter hit a home run? If "yes," what change in the horizontal component of the ball's initial velocity would have kept the ball in the park? If "no," what change would have allowed it to be a home run?

44. Height versus time Show that a projectile attains three-quarters of its maximum height in half the time it takes to reach the maximum height.

13.3 Arc Length in Space

In this and the next two sections, we study the mathematical features of a curve's shape that describe the sharpness of its turning and its twisting.

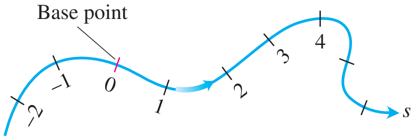


FIGURE 13.12 Smooth curves can be scaled like number lines, the coordinate of each point being its directed distance along the curve from a preselected base point.

Arc Length Along a Space Curve

One of the features of smooth space and plane curves is that they have a measurable length. This enables us to locate points along these curves by giving their directed distance s along the curve from some base point, the way we locate points on coordinate axes by giving their directed distance from the origin (Figure 13.12). This is what we did for plane curves in Section 11.2.

To measure distance along a smooth curve in space, we add a z-term to the formula we use for curves in the plane.

DEFINITION The **length** of a smooth curve $\mathbf{r}(t) = x(t)\mathbf{i} + y(t)\mathbf{j} + z(t)\mathbf{k}$, $a \le t \le b$, that is traced exactly once as t increases from $t = a$ to $t = b$, is

$$L = \int_a^b \sqrt{\left(\frac{dx}{dt}\right)^2 + \left(\frac{dy}{dt}\right)^2 + \left(\frac{dz}{dt}\right)^2}\, dt. \tag{1}$$

Just as for plane curves, we can calculate the length of a curve in space from any convenient parametrization that meets the stated conditions. We omit the proof.

The square root in Equation (1) is $|\mathbf{v}|$, the length of a velocity vector $d\mathbf{r}/dt$. This enables us to write the formula for length a shorter way.

Arc Length Formula

$$L = \int_a^b |\mathbf{v}|\, dt \tag{2}$$

EXAMPLE 1 A glider is soaring upward along the helix $\mathbf{r}(t) = (\cos t)\mathbf{i} + (\sin t)\mathbf{j} + t\mathbf{k}$. How long is the glider's path from $t = 0$ to $t = 2\pi$?

The velocity vector is the change in the position vector $\mathbf{r}$ with respect to time t, but how does the position vector change with respect to arc length? More precisely, what is the derivative $d\mathbf{r}/ds$? Since $ds/dt > 0$ for the curves we are considering, s is one-to-one and has an inverse that gives t as a differentiable function of s (Section 3.8). The derivative of the inverse is

$$\frac{dt}{ds} = \frac{1}{ds/dt} = \frac{1}{|\mathbf{v}|}.$$

This makes $\mathbf{r}$ a differentiable function of s whose derivative can be calculated with the Chain Rule to be

$$\frac{d\mathbf{r}}{ds} = \frac{d\mathbf{r}}{dt}\frac{dt}{ds} = \mathbf{v}\frac{1}{|\mathbf{v}|} = \frac{\mathbf{v}}{|\mathbf{v}|} = \mathbf{T}. \tag{5}$$

This equation says that $d\mathbf{r}/ds$ is the unit tangent vector in the direction of the velocity vector $\mathbf{v}$ (Figure 13.15).

Exercises 13.3

Finding Tangent Vectors and Lengths

In Exercises 1–8, find the curve's unit tangent vector. Also, find the length of the indicated portion of the curve.

1. $\mathbf{r}(t) = (2\cos t)\mathbf{i} + (2\sin t)\mathbf{j} + \sqrt{5}t\mathbf{k}, \quad 0 \le t \le \pi$
2. $\mathbf{r}(t) = (6\sin 2t)\mathbf{i} + (6\cos 2t)\mathbf{j} + 5t\mathbf{k}, \quad 0 \le t \le \pi$
3. $\mathbf{r}(t) = t\mathbf{i} + (2/3)t^{3/2}\mathbf{k}, \quad 0 \le t \le 8$
4. $\mathbf{r}(t) = (2 + t)\mathbf{i} - (t + 1)\mathbf{j} + t\mathbf{k}, \quad 0 \le t \le 3$
5. $\mathbf{r}(t) = (\cos^3 t)\mathbf{j} + (\sin^3 t)\mathbf{k}, \quad 0 \le t \le \pi/2$
6. $\mathbf{r}(t) = 6t^3\mathbf{i} - 2t^3\mathbf{j} - 3t^3\mathbf{k}, \quad 1 \le t \le 2$
7. $\mathbf{r}(t) = (t\cos t)\mathbf{i} + (t\sin t)\mathbf{j} + \left(2\sqrt{2}/3\right)t^{3/2}\mathbf{k}, \quad 0 \le t \le \pi$
8. $\mathbf{r}(t) = (t\sin t + \cos t)\mathbf{i} + (t\cos t - \sin t)\mathbf{j}, \quad \sqrt{2} \le t \le 2$
9. Find the point on the curve
$$\mathbf{r}(t) = (5\sin t)\mathbf{i} + (5\cos t)\mathbf{j} + 12t\mathbf{k}$$
at a distance 26π units along the curve from the point $(0, 5, 0)$ in the direction of increasing arc length.
10. Find the point on the curve
$$\mathbf{r}(t) = (12\sin t)\mathbf{i} - (12\cos t)\mathbf{j} + 5t\mathbf{k}$$
at a distance 13π units along the curve from the point $(0, -12, 0)$ in the direction opposite to the direction of increasing arc length.

Arc Length Parameter

In Exercises 11–14, find the arc length parameter along the curve from the point where $t = 0$ by evaluating the integral

$$s = \int_0^t |\mathbf{v}(\tau)|\,d\tau$$

from Equation (3). Then find the length of the indicated portion of the curve.

11. $\mathbf{r}(t) = (4\cos t)\mathbf{i} + (4\sin t)\mathbf{j} + 3t\mathbf{k}, \quad 0 \le t \le \pi/2$
12. $\mathbf{r}(t) = (\cos t + t\sin t)\mathbf{i} + (\sin t - t\cos t)\mathbf{j}, \quad \pi/2 \le t \le \pi$
13. $\mathbf{r}(t) = (e^t\cos t)\mathbf{i} + (e^t\sin t)\mathbf{j} + e^t\mathbf{k}, \quad -\ln 4 \le t \le 0$
14. $\mathbf{r}(t) = (1 + 2t)\mathbf{i} + (1 + 3t)\mathbf{j} + (6 - 6t)\mathbf{k}, \quad -1 \le t \le 0$

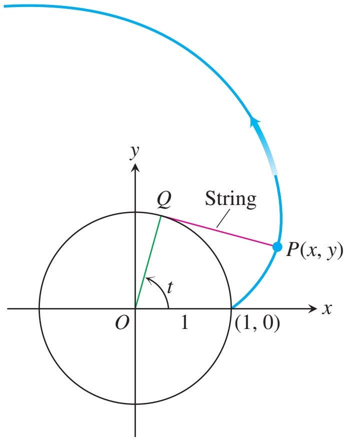
Theory and Examples

15. **Arc length** Find the length of the curve
$$\mathbf{r}(t) = \left(\sqrt{2}t\right)\mathbf{i} + \left(\sqrt{2}t\right)\mathbf{j} + (1 - t^2)\mathbf{k}$$
from $(0, 0, 1)$ to $\left(\sqrt{2}, \sqrt{2}, 0\right)$.
16. **Length of helix** The length $2\pi\sqrt{2}$ of the turn of the helix in Example 1 is also the length of the diagonal of a square 2π units on a side. Show how to obtain this square by cutting away and flattening a portion of the cylinder around which the helix winds.
17. **Ellipse**
    a. Show that the curve $\mathbf{r}(t) = (\cos t)\mathbf{i} + (\sin t)\mathbf{j} + (1 - \cos t)\mathbf{k}$, $0 \le t \le 2\pi$, is an ellipse by showing that it is the intersection of a right circular cylinder and a plane. Find equations for the cylinder and plane.
    b. Sketch the ellipse on the cylinder. Add to your sketch the unit tangent vectors at $t = 0, \pi/2, \pi$, and $3\pi/2$.
    c. Show that the acceleration vector always lies parallel to the plane (orthogonal to a vector normal to the plane). Thus, if you draw the acceleration as a vector attached to the ellipse, it will lie in the plane of the ellipse. Add the acceleration vectors for $t = 0, \pi/2, \pi$, and $3\pi/2$ to your sketch.
    d. Write an integral for the length of the ellipse. Do not try to evaluate the integral; it is nonelementary.
    T e. **Numerical integrator** Estimate the length of the ellipse to two decimal places.
18. **Length is independent of parametrization** To illustrate that the length of a smooth space curve does not depend on the parametrization you use to compute it, calculate the length of one turn of the helix in Example 1 with the following parametrizations.
    a. $\mathbf{r}(t) = (\cos 4t)\mathbf{i} + (\sin 4t)\mathbf{j} + 4t\mathbf{k}, \quad 0 \le t \le \pi/2$
    b. $\mathbf{r}(t) = [\cos(t/2)]\mathbf{i} + [\sin(t/2)]\mathbf{j} + (t/2)\mathbf{k}, \quad 0 \le t \le 4\pi$
    c. $\mathbf{r}(t) = (\cos t)\mathbf{i} - (\sin t)\mathbf{j} - t\mathbf{k}, \quad -2\pi \le t \le 0$

19. The involute of a circle If a string wound around a fixed circle is unwound while held taut in the plane of the circle, its end P traces an *involute* of the circle. In the accompanying figure, the circle in question is the circle $x^2 + y^2 = 1$ and the tracing point starts at $(1, 0)$. The unwound portion of the string is tangent to the circle at Q, and t is the radian measure of the angle from the positive x-axis to segment OQ. Derive the parametric equations

$$x = \cos t + t \sin t, \quad y = \sin t - t \cos t, \quad t > 0$$

of the point $P(x, y)$ for the involute.



20. (*Continuation of Exercise 19.*) Find the unit tangent vector to the involute of the circle at the point $P(x, y)$.

21. Distance along a line Show that if $\mathbf{u}$ is a unit vector, then the arc length parameter along the line $\mathbf{r}(t) = P_0 + t\mathbf{u}$ from the point $P_0(x_0, y_0, z_0)$ where $t = 0$, is t itself.

22. Use Simpson's Rule with $n = 10$ to approximate the length of arc of $\mathbf{r}(t) = t\mathbf{i} + t^2\mathbf{j} + t^3\mathbf{k}$ from the origin to the point $(2, 4, 8)$.

13.4 Curvature and Normal Vectors of a Curve

In this section we study how a curve turns or bends. We look first at curves in the coordinate plane, and then at curves in space.

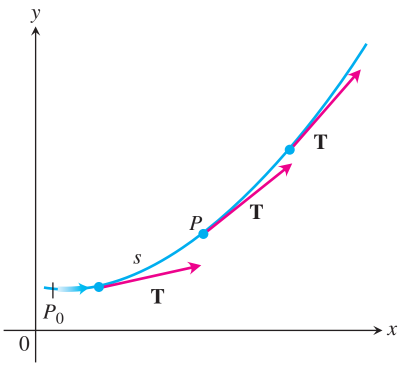


FIGURE 13.17 As P moves along the curve in the direction of increasing arc length, the unit tangent vector turns. The value of $|d\mathbf{T}/ds|$ at P is called the *curvature* of the curve at P.

Curvature of a Plane Curve

As a particle moves along a smooth curve in the plane, $\mathbf{T} = d\mathbf{r}/ds$ turns as the curve bends. Since $\mathbf{T}$ is a unit vector, its length remains constant and only its direction changes as the particle moves along the curve. The rate at which $\mathbf{T}$ turns per unit of length along the curve is called the *curvature* (Figure 13.17). The traditional symbol for the curvature function is the Greek letter κ ("kappa").

DEFINITION If $\mathbf{T}$ is the unit vector of a smooth curve, the **curvature** function of the curve is

$$\kappa = \left|\frac{d\mathbf{T}}{ds}\right|.$$

If $|d\mathbf{T}/ds|$ is large, $\mathbf{T}$ turns sharply as the particle passes through P, and the curvature at P is large. If $|d\mathbf{T}/ds|$ is close to zero, $\mathbf{T}$ turns more slowly and the curvature at P is smaller.

EXAMPLE 6 Find **N** for the helix in Example 5 and describe how the vector is pointing.

Solution We have

$$\frac{d\mathbf{T}}{dt} = -\frac{1}{\sqrt{a^2 + b^2}}[(a\cos t)\mathbf{i} + (a\sin t)\mathbf{j}] \qquad \text{Example 5}$$

$$\left|\frac{d\mathbf{T}}{dt}\right| = \frac{1}{\sqrt{a^2 + b^2}}\sqrt{a^2\cos^2 t + a^2\sin^2 t} = \frac{a}{\sqrt{a^2 + b^2}}$$

$$\mathbf{N} = \frac{d\mathbf{T}/dt}{|d\mathbf{T}/dt|} \qquad \text{Eq. (4)}$$

$$= -\frac{\sqrt{a^2 + b^2}}{a} \cdot \frac{1}{\sqrt{a^2 + b^2}}[(a\cos t)\mathbf{i} + (a\sin t)\mathbf{j}]$$

$$= -(\cos t)\mathbf{i} - (\sin t)\mathbf{j}.$$

Thus, **N** is parallel to the xy-plane and always points toward the z-axis. ■

Exercises 13.4

Plane Curves

Find **T**, **N**, and κ for the plane curves in Exercises 1–4.

1. $\mathbf{r}(t) = t\mathbf{i} + (\ln\cos t)\mathbf{j}, \quad -\pi/2 < t < \pi/2$
2. $\mathbf{r}(t) = (\ln\sec t)\mathbf{i} + t\mathbf{j}, \quad -\pi/2 < t < \pi/2$
3. $\mathbf{r}(t) = (2t + 3)\mathbf{i} + (5 - t^2)\mathbf{j}$
4. $\mathbf{r}(t) = (\cos t + t\sin t)\mathbf{i} + (\sin t - t\cos t)\mathbf{j}, \quad t > 0$
5. **A formula for the curvature of the graph of a function in the *xy*-plane**
   a. The graph $y = f(x)$ in the xy-plane automatically has the parametrization $x = x, y = f(x)$, and the vector formula $\mathbf{r}(x) = x\mathbf{i} + f(x)\mathbf{j}$. Use this formula to show that if f is a twice-differentiable function of x, then
   $$\kappa(x) = \frac{|f''(x)|}{\left[1 + (f'(x))^2\right]^{3/2}}.$$
   b. Use the formula for κ in part (a) to find the curvature of $y = \ln(\cos x), -\pi/2 < x < \pi/2$. Compare your answer with the answer in Exercise 1.
   c. Show that the curvature is zero at a point of inflection.
6. **A formula for the curvature of a parametrized plane curve**
   a. Show that the curvature of a smooth curve $\mathbf{r}(t) = f(t)\mathbf{i} + g(t)\mathbf{j}$ defined by twice-differentiable functions $x = f(t)$ and $y = g(t)$ is given by the formula
   $$\kappa = \frac{|\dot{x}\ddot{y} - \dot{y}\ddot{x}|}{(\dot{x}^2 + \dot{y}^2)^{3/2}}.$$
   The dots in the formula denote differentiation with respect to t, one derivative for each dot. Apply the formula to find the curvatures of the following curves.
   b. $\mathbf{r}(t) = t\mathbf{i} + (\ln\sin t)\mathbf{j}, \quad 0 < t < \pi$
   c. $\mathbf{r}(t) = [\tan^{-1}(\sinh t)]\mathbf{i} + (\ln\cosh t)\mathbf{j}.$
7. **Normals to plane curves**
   a. Show that $\mathbf{n}(t) = -g'(t)\mathbf{i} + f'(t)\mathbf{j}$ and $-\mathbf{n}(t) = g'(t)\mathbf{i} - f'(t)\mathbf{j}$ are both normal to the curve $\mathbf{r}(t) = f(t)\mathbf{i} + g(t)\mathbf{j}$ at the point $(f(t), g(t))$.

   To obtain **N** for a particular plane curve, we can choose the one of **n** or $-$**n** from part (a) that points toward the concave side of the curve, and make it into a unit vector. (See Figure 13.19.) Apply this method to find **N** for the following curves.
   b. $\mathbf{r}(t) = t\mathbf{i} + e^{2t}\mathbf{j}$
   c. $\mathbf{r}(t) = \sqrt{4 - t^2}\,\mathbf{i} + t\mathbf{j}, \quad -2 \le t \le 2$
8. (*Continuation of Exercise 7.*)
   a. Use the method of Exercise 7 to find **N** for the curve $\mathbf{r}(t) = t\mathbf{i} + (1/3)t^3\mathbf{j}$ when $t < 0$; when $t > 0$.
   b. Calculate **N** for $t \neq 0$ directly from **T** using Equation (4) for the curve in part (a). Does **N** exist at $t = 0$? Graph the curve and explain what is happening to **N** as t passes from negative to positive values.

Space Curves

Find **T**, **N**, and κ for the space curves in Exercises 9–16.

9. $\mathbf{r}(t) = (3\sin t)\mathbf{i} + (3\cos t)\mathbf{j} + 4t\mathbf{k}$
10. $\mathbf{r}(t) = (\cos t + t\sin t)\mathbf{i} + (\sin t - t\cos t)\mathbf{j} + 3\mathbf{k}$
11. $\mathbf{r}(t) = (e^t\cos t)\mathbf{i} + (e^t\sin t)\mathbf{j} + 2\mathbf{k}$
12. $\mathbf{r}(t) = (6\sin 2t)\mathbf{i} + (6\cos 2t)\mathbf{j} + 5t\mathbf{k}$
13. $\mathbf{r}(t) = (t^3/3)\mathbf{i} + (t^2/2)\mathbf{j}, \quad t > 0$
14. $\mathbf{r}(t) = (\cos^3 t)\mathbf{i} + (\sin^3 t)\mathbf{j}, \quad 0 < t < \pi/2$
15. $\mathbf{r}(t) = t\mathbf{i} + (a\cosh(t/a))\mathbf{j}, \quad a > 0$
16. $\mathbf{r}(t) = (\cosh t)\mathbf{i} - (\sinh t)\mathbf{j} + t\mathbf{k}$

More on Curvature

17. Show that the parabola $y = ax^2, a \neq 0$, has its largest curvature at its vertex and has no minimum curvature. (*Note:* Since the curvature of a curve remains the same if the curve is translated or rotated, this result is true for any parabola.)

18. Show that the ellipse $x = a\cos t$, $y = b\sin t$, $a > b > 0$, has its largest curvature on its major axis and its smallest curvature on its minor axis. (As in Exercise 17, the same is true for any ellipse.)

19. Maximizing the curvature of a helix In Example 5, we found the curvature of the helix $\mathbf{r}(t) = (a\cos t)\mathbf{i} + (a\sin t)\mathbf{j} + bt\mathbf{k}$ $(a, b \ge 0)$ to be $\kappa = a/(a^2 + b^2)$. What is the largest value κ can have for a given value of b? Give reasons for your answer.

20. Total curvature We find the **total curvature** of the portion of a smooth curve that runs from $s = s_0$ to $s = s_1 > s_0$ by integrating κ from s_0 to s_1. If the curve has some other parameter, say t, then the total curvature is

$$K = \int_{s_0}^{s_1} \kappa\, ds = \int_{t_0}^{t_1} \kappa \frac{ds}{dt}\, dt = \int_{t_0}^{t_1} \kappa |\mathbf{v}|\, dt,$$

where t_0 and t_1 correspond to s_0 and s_1. Find the total curvatures of

a. The portion of the helix $\mathbf{r}(t) = (3\cos t)\mathbf{i} + (3\sin t)\mathbf{j} + t\mathbf{k}$, $0 \le t \le 4\pi$.

b. The parabola $y = x^2$, $-\infty < x < \infty$.

21. Find an equation for the circle of curvature of the curve $\mathbf{r}(t) = t\mathbf{i} + (\sin t)\mathbf{j}$ at the point $(\pi/2, 1)$. (The curve parametrizes the graph of $y = \sin x$ in the xy-plane.)

22. Find an equation for the circle of curvature of the curve $\mathbf{r}(t) = (2\ln t)\mathbf{i} - [t + (1/t)]\mathbf{j}$, $e^{-2} \le t \le e^2$, at the point $(0, -2)$, where $t = 1$.

T The formula

$$\kappa(x) = \frac{|f''(x)|}{\left[1 + (f'(x))^2\right]^{3/2}},$$

derived in Exercise 5, expresses the curvature $\kappa(x)$ of a twice-differentiable plane curve $y = f(x)$ as a function of x. Find the curvature function of each of the curves in Exercises 23–26. Then graph $f(x)$ together with $\kappa(x)$ over the given interval. You will find some surprises.

23. $y = x^2$, $-2 \le x \le 2$

24. $y = x^4/4$, $-2 \le x \le 2$

25. $y = \sin x$, $0 \le x \le 2\pi$

26. $y = e^x$, $-1 \le x \le 2$

COMPUTER EXPLORATIONS

In Exercises 27–34 you will use a CAS to explore the osculating circle at a point P on a plane curve where $\kappa \ne 0$. Use a CAS to perform the following steps:

a. Plot the plane curve given in parametric or function form over the specified interval to see what it looks like.

b. Calculate the curvature κ of the curve at the given value t_0 using the appropriate formula from Exercise 5 or 6. Use the parametrization $x = t$ and $y = f(t)$ if the curve is given as a function $y = f(x)$.

c. Find the unit normal vector $\mathbf{N}$ at t_0. Notice that the signs of the components of $\mathbf{N}$ depend on whether the unit tangent vector $\mathbf{T}$ is turning clockwise or counterclockwise at $t = t_0$. (See Exercise 7.)

d. If $\mathbf{C} = a\mathbf{i} + b\mathbf{j}$ is the vector from the origin to the center (a, b) of the osculating circle, find the center $\mathbf{C}$ from the vector equation

$$\mathbf{C} = \mathbf{r}(t_0) + \frac{1}{\kappa(t_0)}\mathbf{N}(t_0).$$

The point $P(x_0, y_0)$ on the curve is given by the position vector $\mathbf{r}(t_0)$.

e. Plot implicitly the equation $(x - a)^2 + (y - b)^2 = 1/\kappa^2$ of the osculating circle. Then plot the curve and osculating circle together. You may need to experiment with the size of the viewing window, but be sure it is square.

27. $\mathbf{r}(t) = (3\cos t)\mathbf{i} + (5\sin t)\mathbf{j}$, $0 \le t \le 2\pi$, $t_0 = \pi/4$

28. $\mathbf{r}(t) = (\cos^3 t)\mathbf{i} + (\sin^3 t)\mathbf{j}$, $0 \le t \le 2\pi$, $t_0 = \pi/4$

29. $\mathbf{r}(t) = t^2\mathbf{i} + (t^3 - 3t)\mathbf{j}$, $-4 \le t \le 4$, $t_0 = 3/5$

30. $\mathbf{r}(t) = (t^3 - 2t^2 - t)\mathbf{i} + \dfrac{3t}{\sqrt{1 + t^2}}\mathbf{j}$, $-2 \le t \le 5$, $t_0 = 1$

31. $\mathbf{r}(t) = (2t - \sin t)\mathbf{i} + (2 - 2\cos t)\mathbf{j}$, $0 \le t \le 3\pi$, $t_0 = 3\pi/2$

32. $\mathbf{r}(t) = (e^{-t}\cos t)\mathbf{i} + (e^{-t}\sin t)\mathbf{j}$, $0 \le t \le 6\pi$, $t_0 = \pi/4$

33. $y = x^2 - x$, $-2 \le x \le 5$, $x_0 = 1$

34. $y = x(1 - x)^{2/5}$, $-1 \le x \le 2$, $x_0 = 1/2$

13.5 Tangential and Normal Components of Acceleration

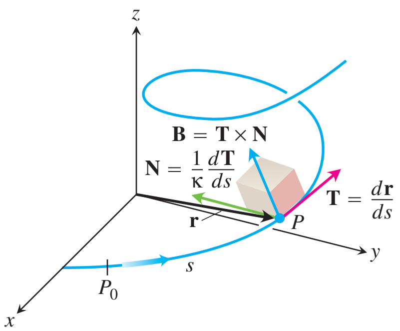


FIGURE 13.23 The **TNB** frame of mutually orthogonal unit vectors traveling along a curve in space.

If you are traveling along a space curve, the Cartesian **i**, **j**, and **k** coordinate system for representing the vectors describing your motion is not truly relevant to you. What is meaningful instead are the vectors representative of your forward direction (the unit tangent vector **T**), the direction in which your path is turning (the unit normal vector **N**), and the tendency of your motion to "twist" out of the plane created by these vectors in the direction perpendicular to this plane (defined by the *unit binormal vector* $\mathbf{B} = \mathbf{T} \times \mathbf{N}$). Expressing the acceleration vector along the curve as a linear combination of this **TNB** frame of mutually orthogonal unit vectors traveling with the motion (Figure 13.23) is particularly revealing of the nature of the path and motion along it.

The TNB Frame

The **binormal vector** of a curve in space is $\mathbf{B} = \mathbf{T} \times \mathbf{N}$, a unit vector orthogonal to both **T** and **N** (Figure 13.24). Together **T**, **N**, and **B** define a moving right-handed vector frame that plays a significant role in calculating the paths of particles moving through space. It is called the **Frenet** ("fre-*nay*") **frame** (after Jean-Frédéric Frenet, 1816–1900), or the **TNB frame**.