

Homework # 4

Math 243 - Section 51

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1. The length of $\vec{r}(t)$ can be found through

$$s = \int_a^b \|\vec{r}'(t)\| dt$$

In this case, $a=0$, $b=\frac{\pi}{4}$.

$$\vec{r}'(t) = \left\langle -\sin t, \cos t, \frac{1}{\cos t} (-\sin t) \right\rangle$$

$$= \langle -\sin t, \cos t, -\tan t \rangle$$

$$\|\vec{r}'(t)\| = \sqrt{\sin^2 t + \cos^2 t + \tan^2 t}$$

$$= \sqrt{1 + \tan^2 t}$$

$$= \sqrt{\sec^2 t} = |\sec t| = \sec t, \quad 0 \leq t \leq \frac{\pi}{4}$$

$$s = \int_0^{\pi/4} \sec t \, dt = \ln |\sec t + \tan t| \Big|_0^{\pi/4}$$

$$= \ln \left| \sec \frac{\pi}{4} + \tan \frac{\pi}{4} \right|$$

$$- \ln |\sec 0 + \tan 0|$$

$$= \ln |\sqrt{2} + 1| - \ln |1|$$

$$= \ln(\sqrt{2} + 1)$$

$$2. \quad K(t) = \frac{\|\vec{r}'(t) \times \vec{r}''(t)\|}{\|\vec{r}'(t)\|^3}$$

$$\vec{r}'(t) = \langle \sqrt{2}, e^t, -e^{-t} \rangle$$

$$\vec{r}''(t) = \langle 0, e^t, e^{-t} \rangle$$

$$\vec{r}'(t) \times \vec{r}''(t) = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \sqrt{2} & e^t & -e^{-t} \\ 0 & e^t & e^{-t} \end{vmatrix} = (1+1)\hat{i} - (\sqrt{2}e^{-t})\hat{j} + (\sqrt{2}e^t)\hat{k}$$

$$= \langle 2, -\sqrt{2}e^{-t}, \sqrt{2}e^t \rangle$$

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$$\|\vec{r}'(t) \times \vec{r}''(t)\| = \sqrt{4 + 2e^{-2t} + 2e^{2t}} = \sqrt{2} \sqrt{2 + e^{2t} + e^{-2t}}$$

$$\|\vec{r}'(t)\| = \sqrt{2 + e^{2t} + e^{-2t}}$$

$$k(t) = \frac{\sqrt{2} \sqrt{2 + e^{2t} + e^{-2t}}}{(\sqrt{2 + e^{2t} + e^{-2t}})^3} = \frac{\sqrt{2}}{2 + e^{2t} + e^{-2t}}$$

$$3. \vec{r}(x) = \langle x, \sin x, 0 \rangle \Rightarrow$$

$$\vec{r}'(x) = \langle 1, \cos x, 0 \rangle$$

$$\vec{r}''(x) = \langle 0, -\sin x, 0 \rangle$$

$$\vec{r}'(x) \times \vec{r}''(x) = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & \cos x & 0 \\ 0 & -\sin x & 0 \end{vmatrix} = (0)\hat{i} - (0)\hat{j} + (-\sin x)\hat{k} = \langle 0, 0, -\sin x \rangle$$

$$\|\vec{r}'(x) \times \vec{r}''(x)\| = \sqrt{\sin^2 x} = |\sin x|$$

$$\|\vec{r}'(x)\| = \sqrt{1 + \cos^2 x}$$

$$k(x) = \frac{|\sin x|}{\sqrt{1 + \cos^2 x}} \Rightarrow$$

$k(x)$ is minimum when $|\sin x| = 0 \Rightarrow k(x)$ is minimum at $0, \pm\pi, \pm2\pi, \pm3\pi, \dots$

4. Say $y = f(x)$, then $\vec{r}(t) = \langle t, f(t), 0 \rangle$.

$$\vec{r}'(t) = \langle 1, f'(t), 0 \rangle$$

$$\vec{r}''(t) = \langle 0, f''(t), 0 \rangle$$

$$\vec{r}'(t) \times \vec{r}''(t) = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & f'(t) & 0 \\ 0 & f''(t) & 0 \end{vmatrix} = 0\hat{i} - 0\hat{j} + f''(t)\hat{k}$$

$$\|\vec{r}'(t) \times \vec{r}''(t)\| = \sqrt{(f''(t))^2} = |f''(t)|$$

$$\|\vec{r}'(t)\| = \sqrt{1 + (f'(t))^2} \Rightarrow$$

$$\kappa(t) = \frac{|f''(t)|}{(1 + f'(t))^{\frac{3}{2}}} \quad (1)$$

At an inflection point $f''(t) = 0 \Rightarrow \kappa(t) = 0$ according to (1). Thus, at an inflection point, the curvature of $f(x)$ is zero.

$$5. \vec{a}(t) = \langle 2, 6t, 12t^2 \rangle$$

$$\vec{v}(t) = \int \vec{a}(t) dt = \langle 2t, 3t^2, 4t^3 \rangle + \vec{C}$$

Since $\vec{v}(0) = \hat{i}$:

$$\vec{v}(0) = \langle 0, 0, 0 \rangle + \vec{C} = \hat{i} \Rightarrow \vec{C} = \hat{i}$$

So, $\vec{v}(t) = \langle 2t+1, 3t^2, 4t^3 \rangle$

Now,

$$\vec{r}(t) = \int \vec{v}(t) dt = \langle t^2+t, t^3, t^4 \rangle + \vec{D}$$

Since $\vec{r}(0) = \hat{j} - \hat{k}$:

$$\vec{r}(0) = \langle 0, 0, 0 \rangle + \vec{D} = \hat{j} - \hat{k}$$

we have

$\vec{r}(t) = \langle t^2+t, t^3+1, t^4-1 \rangle$

$$6. \vec{r}(t) = \langle t^2 - t, \cos t, \sin t \rangle$$

$$\vec{r}'(t) = \langle 2t - 1, -\sin t, \cos t \rangle$$

$$\begin{aligned} \|\vec{r}'(t)\| &= \sqrt{(2t-1)^2 + \sin^2 t + \cos^2 t} \\ &= \sqrt{(2t-1)^2 + 1} \end{aligned}$$

The speed will be minimum at t_m such that

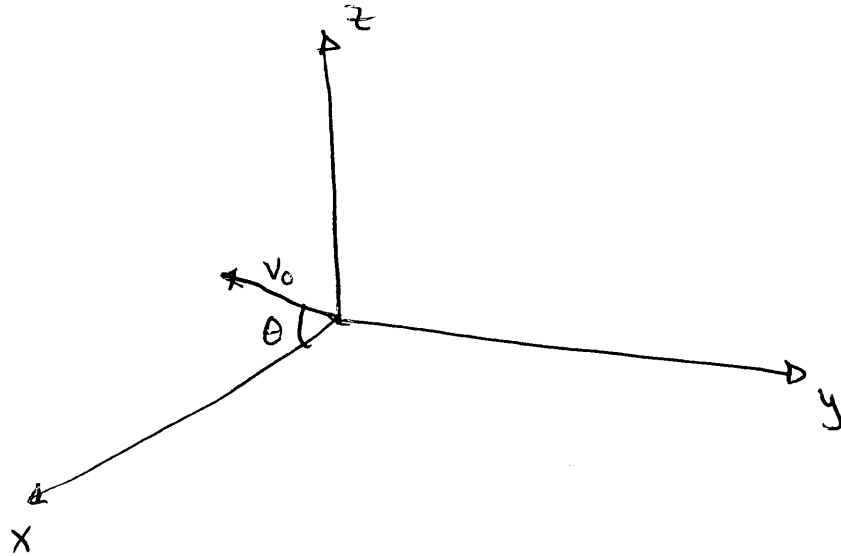
$$\left. \frac{d}{dt} \|\vec{r}'(t)\| \right|_{t_m} = 0$$

$$\frac{d}{dt} \sqrt{(2t-1)^2 + 1} = \frac{1}{2} ((2t-1)^2 + 1)^{-\frac{1}{2}} (2(2t-1))(2)$$

$$= \frac{4t-2}{\sqrt{(2t-1)^2 + 1}} \Rightarrow \underline{t_m = \frac{1}{2}}$$

t_m is the point in time at which $\|\vec{r}'(t)\|$ is minimum because for $t < t_m$ $\frac{d}{dt} \|\vec{r}'(t)\| < 0$ and for $t > t_m$ $\frac{d}{dt} \|\vec{r}'(t)\| > 0$

7. Assuming that only the gravitational acceleration is acting on the projectile, then $\vec{a}(t) = \langle 0, 0, -g \rangle$. If the initial position of the particle is at the origin, then



where $\vec{v}(0) = \langle v_0 \cos \theta, 0, v_0 \sin \theta \rangle$, v_0 is the initial speed and θ is the angle at which the projectile is shot with respect to the horizon.

So,

$$\vec{v}(t) = \int \vec{a}(t) dt = \langle 0, 0, -gt \rangle + \vec{c}$$

Since $\vec{v}(0) = \langle v_0 \cos \theta, 0, v_0 \sin \theta \rangle$, then

$$\vec{c} = \langle v_0 \cos \theta, 0, v_0 \sin \theta \rangle$$

So

$$\vec{v}(t) = \langle v_0 \cos \theta, 0, v_0 \sin \theta - gt \rangle$$

Then

$$\vec{r}(t) = \int \vec{v}(t) dt = \left\langle v_0 \cos \theta t, 0, v_0 \sin \theta t - \frac{g}{2} t^2 \right\rangle + \vec{D}$$

Since $\vec{r}(0) = \vec{0}$, $\vec{D} = \vec{0}$ and

$$\vec{r}(t) = \left\langle v_0 \cos \theta t, 0, v_0 \sin \theta t - \frac{g}{2} t^2 \right\rangle$$

The maximum height is reached when the z-component of the velocity is zero, thus

$$v_0 \sin \theta - g t_m = 0 \Rightarrow t_m = \frac{v_0 \sin \theta}{g}$$

Therefore, the maximum height reached by the projectile is equal to the z-component of the position vector function evaluated at t_m :

$$\begin{aligned} h_m &= v_0 \sin \theta t_m - \frac{g}{2} t_m^2 \\ &= v_0 \sin \theta \left(\frac{v_0 \sin \theta}{g} \right) - \frac{g}{2} \left(\frac{v_0 \sin \theta}{g} \right)^2 \\ &= \frac{v_0^2 \sin^2 \theta}{g} - \frac{v_0^2 \sin^2 \theta}{2g} = \frac{v_0^2 \sin^2 \theta}{2g} \end{aligned}$$

Now

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$$\frac{3}{4} h_m = \frac{3V_0^2 \sin^2 \theta}{8g}$$

This height is reached at some t_q . From the position vector function:

$$V_0 \sin \theta t_q - \frac{g}{2} t_q^2 = \frac{3V_0^2 \sin^2 \theta}{8g}$$

multiplying by $8g$:

$$8g V_0 \sin \theta t_q - 4g^2 t_q^2 = 3V_0^2 \sin^2 \theta$$

Rewriting:

$$4g^2 t_q^2 - 8g V_0 \sin \theta t_q + 3V_0^2 \sin^2 \theta = 0$$

Using the quadratic formula:

$$t_q = \frac{8g V_0 \sin \theta \pm \sqrt{64g^2 V_0^2 \sin^2 \theta - 4(4g^2)(3V_0^2 \sin^2 \theta)}}{8g^2}$$

$$= \frac{V_0 \sin \theta}{8g} (8 \pm 4)$$

This means that $\frac{3}{4} h_m$ is reached twice, which makes sense: one time on the way up and once more on the way down

So, focusing on the trajectory upward:

$$t_f = \frac{v_0 \sin \theta}{g} (4) = \frac{v_0 \sin \theta}{2g} = \frac{t_m}{2}$$

8. The domain of $f(x,y) = \sqrt{xy}$ is the set of points (x,y) such that

$$xy \geq 0$$

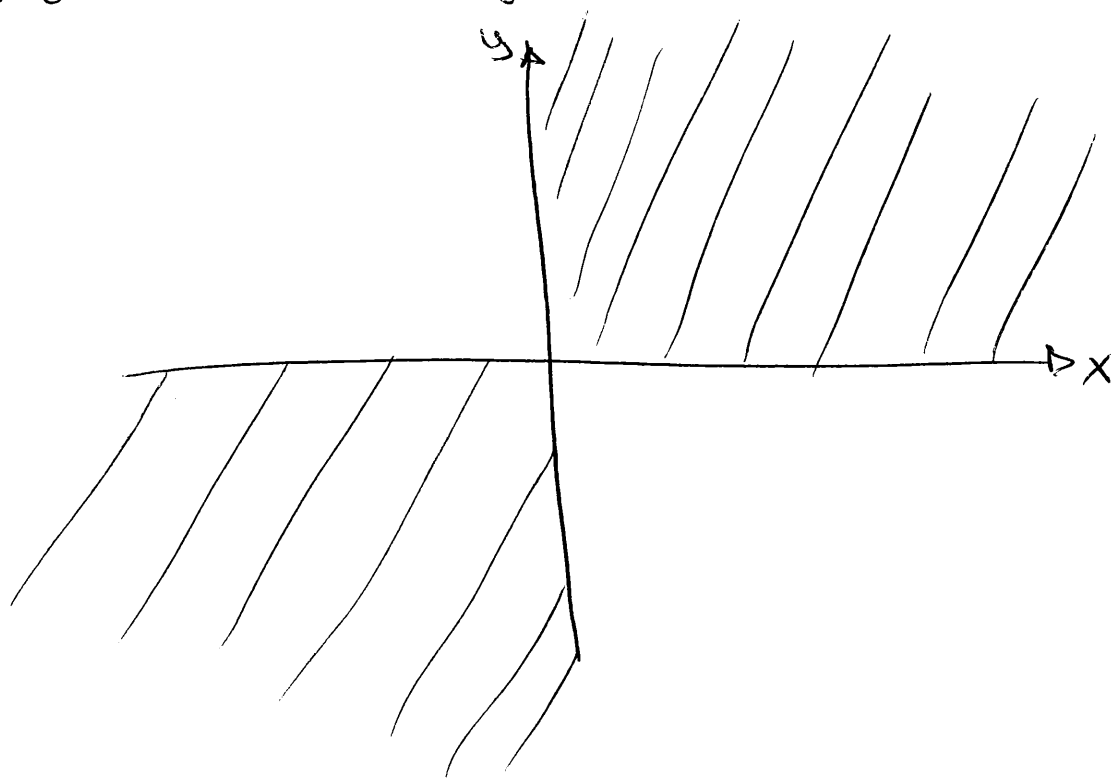
This region is

$$x \geq 0 \text{ \& } y \geq 0$$

or

$$x \leq 0 \text{ \& } y \leq 0$$

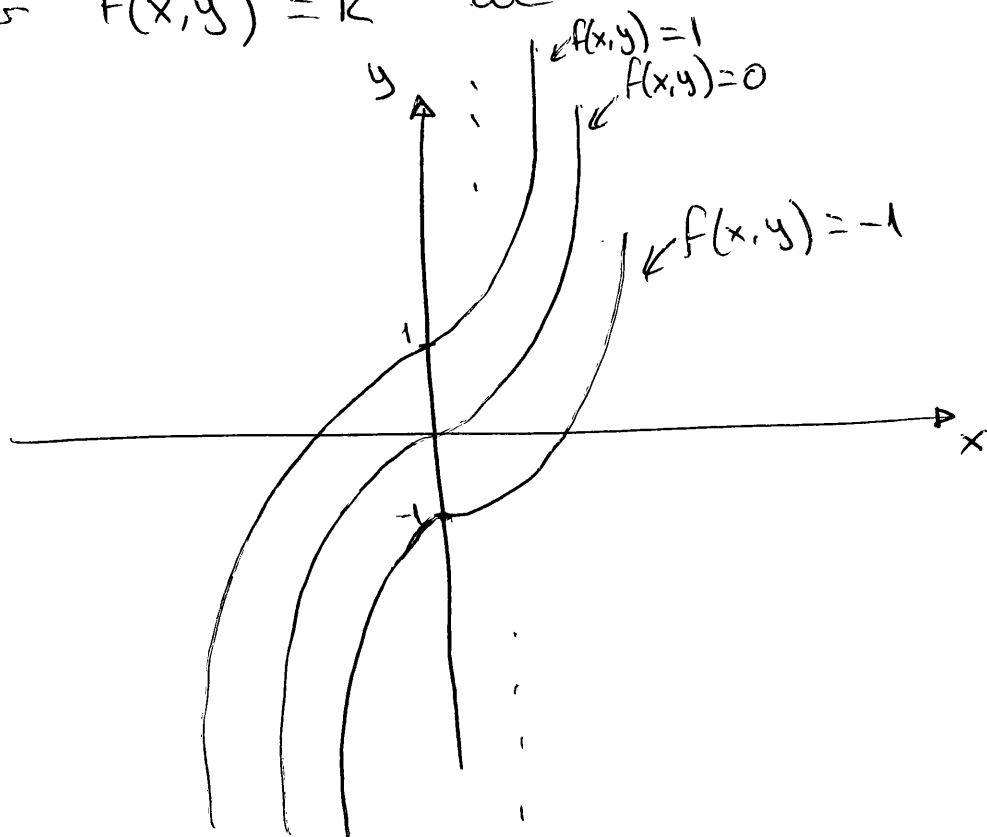
A sketch of this region is



9. $f(x,y) = x^3 - y$

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So, for $f(x,y) = k$ we have



10. A level surface for $f(x,y,z) = (x-z)^2 + y^2 + z^2$ is a surface that satisfies $(x-z)^2 + y^2 + z^2 = k$. It is possible to show that such an equation describes a sphere centered at $(z, 0, 0)$ with radius \sqrt{k} . Thus, the level surfaces of $f(x,y,z)$ are concentric spheres of various radii centered at $(z, 0, 0)$.

