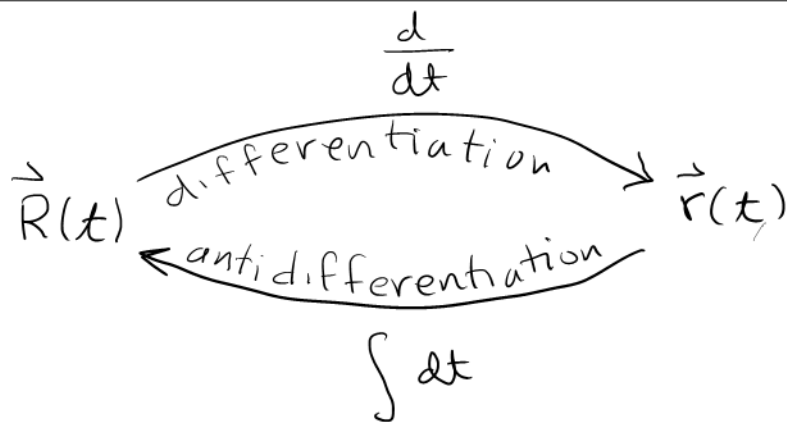


Section 13.2 Integrals of Vector-Valued Functions.

Recall: $\frac{d}{dt} [\langle f(t), g(t), h(t) \rangle] = \langle f'(t), g'(t), h'(t) \rangle$

Similarly $\int \langle f(t), g(t), h(t) \rangle dt = \langle \int f(t) dt, \int g(t) dt, \int h(t) dt \rangle$

Today's Goal Develop a notion of the antiderivative or integral of $\vec{r}(t)$



Definition $R(t)$ is an antiderivative of $r(t)$ provided $\frac{d}{dt} [R(t)] = r(t)$. We express this as $R(t) = \int r(t) dt$.

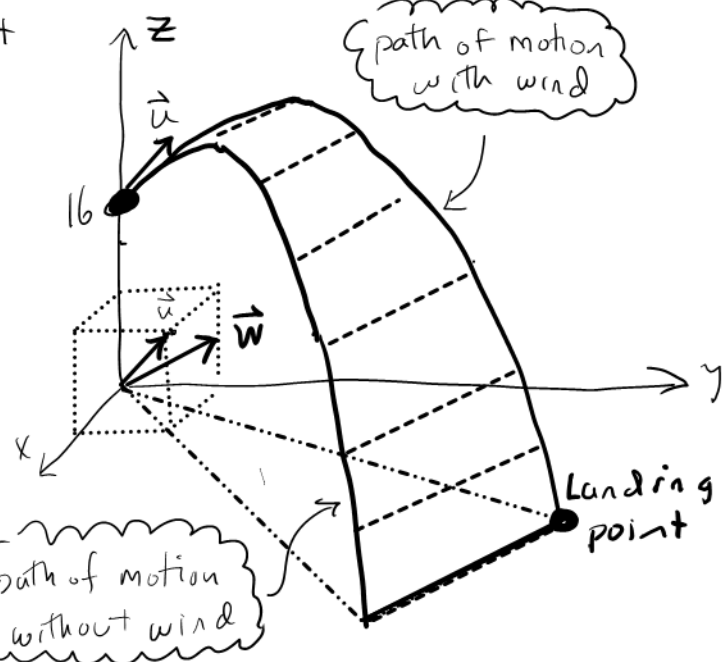
Example $\int \langle t^2, 1, \cos(t) \rangle dt = \langle \frac{t^3}{3} + c_1, t + c_2, \sin t + c_3 \rangle$
 $= \langle \frac{t^3}{3}, t, \sin t \rangle + \langle c_1, c_2, c_3 \rangle$
 $= \langle \frac{t^3}{3}, t, \sin t \rangle + \vec{C}$

In general $\int \vec{r}(t) dt = \vec{R}(t) + \vec{C}$ where $\vec{R}'(t) = \vec{r}(t)$

Also $\int_a^b \langle f(t), g(t), h(t) \rangle dt = \langle \int_a^b f(t) dt, \int_a^b g(t) dt, \int_a^b h(t) dt \rangle$
 $= \langle F(b) - F(a), G(b) - G(a), H(b) - H(a) \rangle$
 $= \langle F(b), G(b), H(b) \rangle - \langle F(a), G(a), H(a) \rangle$

ie $\int_a^b \vec{r}(t) dt = \vec{R}(b) - \vec{R}(a)$ where $\vec{R}(t) = \int \vec{r}(t) dt$
 i.e. $\vec{R}'(t) = \vec{r}(t)$

Example At time $t=0$, object launched from point $(0, 0, 16)$ with a velocity of 90 ft/sec in the direction of $\langle 1, 2, 2 \rangle$. Wind is 10 ft/sec from S. E. [Object has no power source or engine - only acceleration is due to gravity.]



Find position and velocity functions. Where does it land?

Position $\vec{s}(t) = ?$ $\vec{s}(0) = \langle 0, 0, 16 \rangle$

Velocity $\vec{v}(t) = ?$ $\vec{v}(0) = (\text{launch}) + (\text{wind})$

Accel. $\vec{a}(t) = \langle 0, 0, -32 \rangle \text{ ft/sec/sec}$

Wind velocity: $10 \frac{\langle -1, 1, 0 \rangle}{|\langle -1, 1, 0 \rangle|} = \left\langle \frac{-10}{\sqrt{2}}, \frac{10}{\sqrt{2}}, 0 \right\rangle$

Launch velocity: $90 \frac{\langle 1, 2, 2 \rangle}{|\langle 1, 2, 2 \rangle|} = \langle 30, 60, 60 \rangle$

Initial velocity: $\vec{v}(0) = (\text{launch}) + (\text{wind}) = \left\langle 30 - \frac{10}{\sqrt{2}}, 60 + \frac{10}{\sqrt{2}}, 60 \right\rangle$

$\vec{v}(t) = \int \vec{a}(t) dt = \int \langle 0, 0, -32 \rangle dt = \langle 0, 0, -32t \rangle + \vec{C}$

$\vec{v}(0) = \langle 0, 0, -32 \cdot 0 \rangle + \vec{C} = \left\langle 30 - \frac{10}{\sqrt{2}}, 60 + \frac{10}{\sqrt{2}}, 60 \right\rangle$ (this is C)

$\vec{v}(t) = \langle 0, 0, -32t \rangle + \vec{C} = \left\langle 30 - \frac{10}{\sqrt{2}}, 60 + \frac{10}{\sqrt{2}}, 60 - 32t \right\rangle$

$s(t) = \int \vec{v}(t) dt = \left\langle \left(30 - \frac{10}{\sqrt{2}}\right)t, \left(60 + \frac{10}{\sqrt{2}}\right)t, 60t - 16t^2 \right\rangle + \vec{C}$

$\langle 0, 0, 16 \rangle = \vec{s}(0) = \langle 0, 0, 0 \rangle + \vec{C} \rightsquigarrow \vec{C} = \langle 0, 0, 16 \rangle$ (New C)

$\vec{s}(t) = \left\langle \left(30 - \frac{10}{\sqrt{2}}\right)t, \left(60 + \frac{10}{\sqrt{2}}\right)t, 60t - 16t^2 + 16 \right\rangle$

Hits ground when $z=0$: $16t^2 - 60t - 16 = 0$
 $4t^2 - 15t - 4 = 0$
 $(4t+1)(t-4) = 0$
 $t = -\frac{1}{4} \text{ sec}$ $t = 4 \text{ sec}$ } Hits ground at $t=4$ seconds

Lands at $\vec{s}(4) = \left\langle \left(30 - \frac{10}{\sqrt{2}}\right)4, \left(60 + \frac{10}{\sqrt{2}}\right)4, 0 \right\rangle \approx \langle 91.63, 268.36, 0 \rangle$