18.02A Topic 21: Parametric equations.

Read: TB: 17.1, 17.2 to middle of page 598, 18.4

Parametric Equations

Circles

$$x(t) = a \cos t$$

$$y(t) = a \sin t$$

$$x(t) = a \cos t$$

$$x(t) = a \cos t$$

$$y(t) = b \sin t$$

$$\Rightarrow \text{ ellipse } \frac{x^2}{a^2} + \frac{y^2}{b^2} = 1$$

Lines

parametric form (t=param.) symmetric form $\overrightarrow{X} = \overrightarrow{A} + t \overrightarrow{v}$ $\Leftrightarrow \begin{pmatrix} x = a_1 + v_1 t \\ y = a_2 + v_2 t \end{pmatrix} \Leftrightarrow \frac{x - a_1}{v_1} = \frac{y - a_2}{v_2}$

Example: Find the line through (0, -2, 1) and (1, 0, 2) (Some students have trouble with the idea that $\overrightarrow{\mathbf{PQ}} = \overrightarrow{\mathbf{Q}} - \overrightarrow{\mathbf{P}}$) $\overrightarrow{\mathbf{v}} = \overrightarrow{\mathbf{PQ}} = \langle 1, 2, 1 \rangle$

$$\Rightarrow \overrightarrow{\mathbf{X}} = \begin{pmatrix} 0 \\ -2 \\ 1 \end{pmatrix} + t \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} = \langle t, -2 + 2t, 1 + t \rangle = t \, \widehat{\mathbf{i}} + (-2 + 2t) \, \widehat{\mathbf{j}} + (1 + t) \, \widehat{\mathbf{k}}$$

General parametric equations:

Notation: $\overrightarrow{\mathbf{r}}(t) = \langle x(t), y(t) \rangle = x(t) \, \hat{\mathbf{i}} + y(t) \, \hat{\mathbf{j}} = \mathbf{Position}$ vector

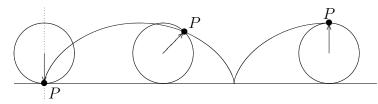
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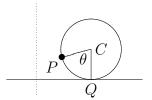
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Example: Cycloid (will use this often)

Roll a wheel (circle or radius a) along the x-axis and follow the trajectory of a point on the wheel –this is a cycloid.

Brachistochrone -Bernouilli, Tautochrone -Huygens





To find parametric equations we use vectors:

$$\overrightarrow{\mathbf{r}}(\theta) = \overrightarrow{\mathbf{OQ}} + \overrightarrow{\mathbf{QC}} + \overrightarrow{\mathbf{CP}}$$

$$\overrightarrow{\mathbf{OQ}} = \langle a\theta, 0 \rangle = \text{amount rolled } (a = \text{radius})$$

$$\overrightarrow{\mathbf{QC}} = \langle 0, a \rangle$$

$$\overrightarrow{\mathbf{CP}} = \langle -a\sin\theta, -a\cos\theta \rangle$$

$$\Rightarrow \overrightarrow{\mathbf{r}}(\theta) = \langle a\theta - a\sin\theta, a - a\cos\theta \rangle$$

$$= a\langle \theta - \sin\theta, 1 - \cos\theta \rangle$$

$$= a(\langle \theta - \sin\theta \rangle \hat{\mathbf{i}} + \langle 1 - \cos\theta \rangle \hat{\mathbf{j}} \rangle$$

NOTE: symmetric form of equations is hard to write down

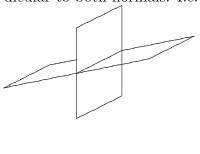
Example: Where symmetric form loses information $x = a \cos^2 t$, $y = a \sin^2 t \Leftrightarrow x + y = a$, x, y non-negative

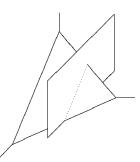
Elimination loses information. I.e. the parametric equations show how the curve is traced out.



Intersection of two planes:

If $\overrightarrow{\mathbf{N}}_1$ and $\overrightarrow{\mathbf{N}}_2$ are the normals to the planes then the line of intersection is perpendicular to both normals. I.e. it has direction vector $= \overrightarrow{\mathbf{N}}_1 \times \overrightarrow{\mathbf{N}}_2$





Example: Find the intersection of the planes x + y + z = 1 and y = 2.

Normals: $\overrightarrow{\mathbf{N}}_1 = \langle 1, 1, 1 \rangle$ and $\overrightarrow{\mathbf{N}}_2 = \langle 0, 1, 0 \rangle$.

Direction vector: $\overrightarrow{\mathbf{v}} = \overrightarrow{\mathbf{N}}_1 \times \overrightarrow{\mathbf{N}}_2 = \widehat{\mathbf{i}} - \widehat{\mathbf{k}} = \langle 1, 0, -1 \rangle$.

One point of intersection: (by elimintation) $y = 2 \implies x + 2 + z = 3 \implies P = (1, 2, 0)$.

Answer: The intersection is the line $\langle 1, 2, 0 \rangle + t \langle 1, -1, 0 \rangle$.