

Tu 13 Oct. 2020 Math 281

①

$$\frac{z}{3} = \frac{x^2}{2^2} + \frac{y^2}{4^2}$$

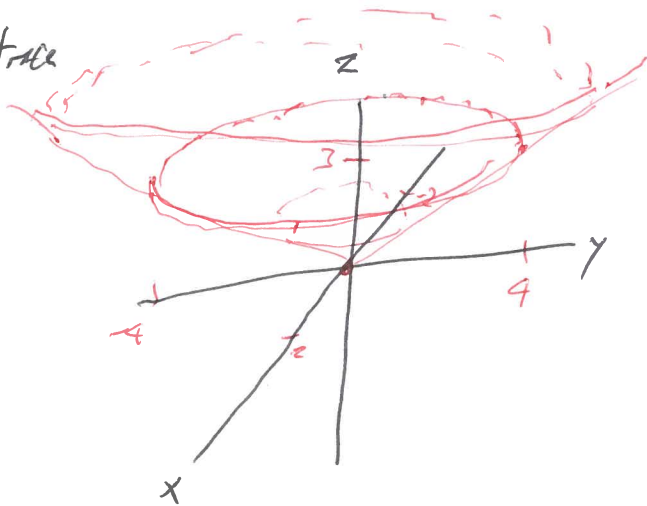
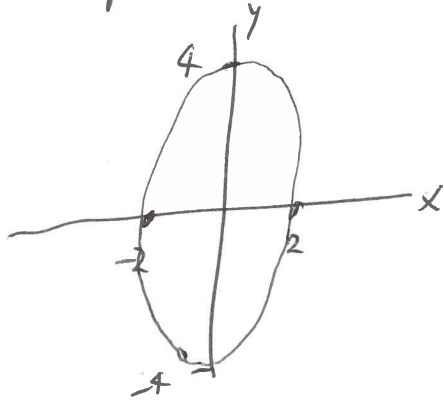
$$\frac{z}{3} = \left(\frac{x}{2}\right)^2 + \left(\frac{y}{4}\right)^2$$

2 and 4 are the half of the two axes of one of traces (in ellipse), namely at $z=3$,

At $z=3$: $\frac{x^2}{2^2} + \frac{y^2}{4^2} = 1$

Hence the points $(\pm 2, 0, 3)$ and $(0, \pm 4, 3)$ are on the surface.

In the plane $z=3$ we get trace



Hyperbolic paraboloid, basic example is $z = x^2 - y^2$.

Others: $\frac{z}{3} = \frac{y^2}{4} - \frac{x^2}{16} = \left(\frac{y}{4}\right)^2 - \left(\frac{x}{4}\right)^2$

Picture: see book. (mine is too messy to make sense of)

Vertical traces, in planes parallel to xz plane or yz planes will be parabolas, some facing up, some down.

In boxed eqn: if ~~z=3~~ fix $x=3$ get

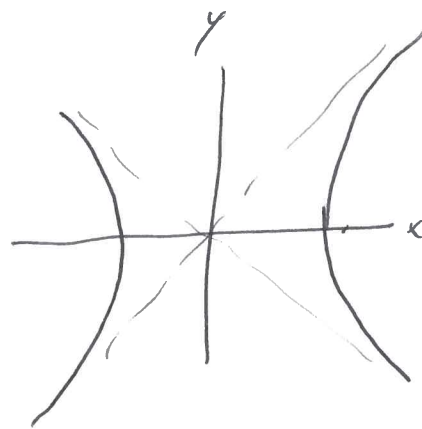
$$\frac{z}{3} = \frac{9}{4} - \frac{y^2}{16} \quad \text{so} \quad z = \frac{9}{2} - \frac{y^2}{8} \quad \text{parabola facing down.}$$

If take $y=4$, get $\frac{z}{3} = \frac{x^2}{4} - 1$, or $z = \frac{3}{4}x^2 - 3$, parabola facing up.

The surface is shaped like a saddle
Horizontal traces will be hyperbolas.

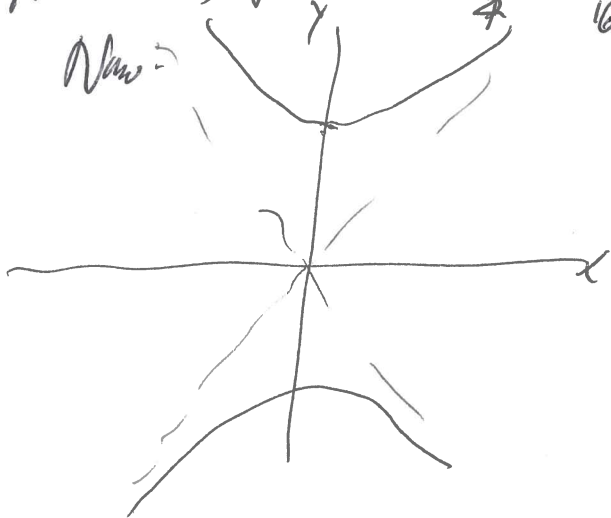
At $z=3$, get $1 = \left(\frac{x}{2}\right)^2 - \left(\frac{y}{4}\right)^2$

(2)



At $z=-6$, get $-2 = \frac{x^2}{4} - \frac{y^2}{16}$

Now:



In both pictures, scales not the same on the two axes.

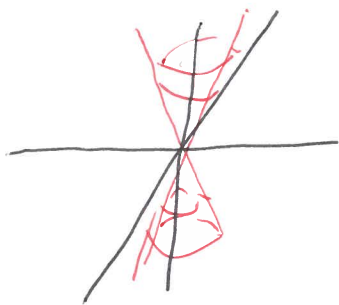
At $z=0$ get $\frac{x^2}{4} = \frac{y^2}{16}$, the lines which cross: $4x = \pm y$
 $y = \pm 4x$.

(Opp) is a ~~saddle~~ saddle point
(also; looks like a mountain pass).

Cone (really; a double cone).

Basic eq is $z^2 = x^2 + y^2$

Two cones which meet at the origin.



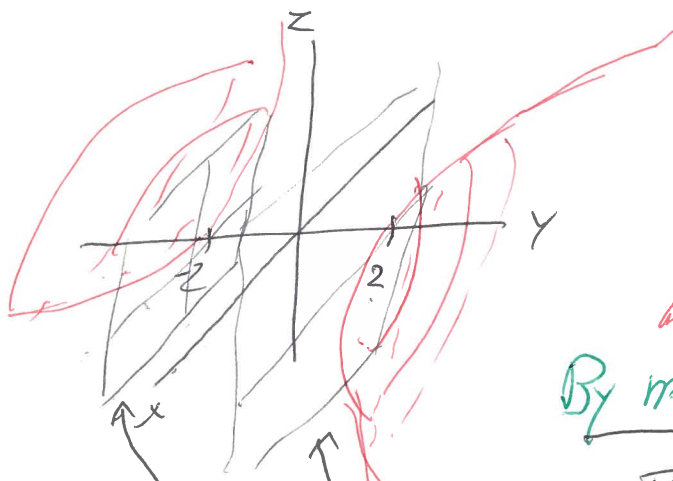
Example Identify and draw ~~the~~ $y^2 = x^2 + 4z^2 + 2x + 5$.

(3)

Complete the square in x . $y^2 = (x+1)^2 + 4z^2 + 4$.

$$y^2 - (x+1)^2 - 4z^2 = 4$$

Observe that $-2 < y < 2$ is not possible: so hyperboloid of two sheets.



No part of surface
between these two planes

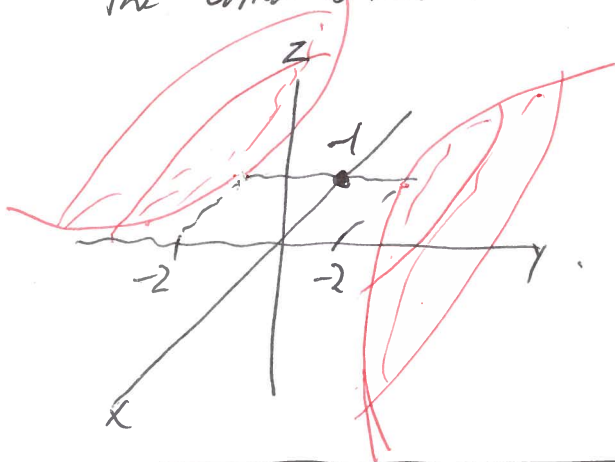
The surface is in red.

It opens up in directions of positive
and negative z -axes.

By mistake, I drew a picture of $y^2 - x^2 - 4z^2 = 4$.

~~If had $y^2 = (x+1)^2$~~

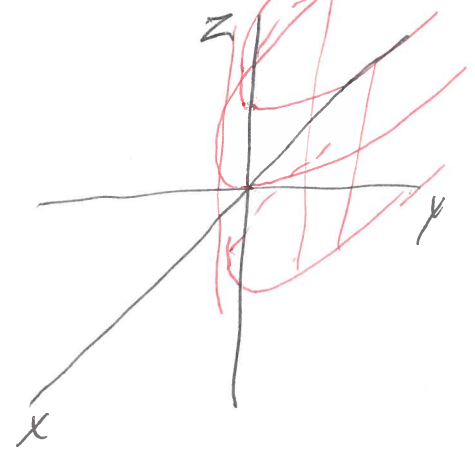
The correct surface has center at $(-1, 0, 0)$ not at $(0, 0, 0)$.



"Cylinders" not necessarily quadratic.

Any surface which depends on only two of the three coordinates.

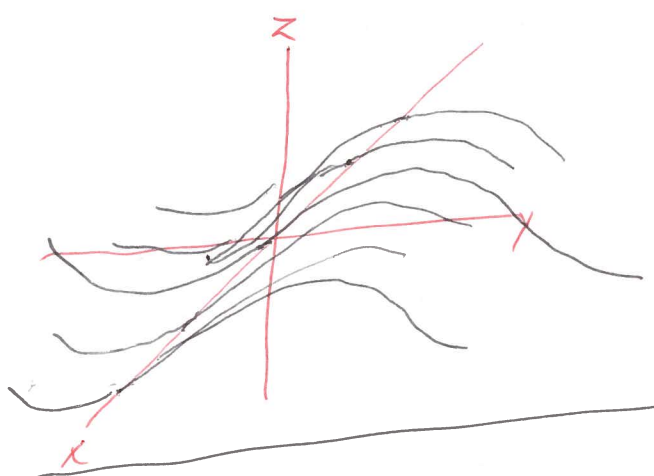
Ex. ~~0~~ $x + y^2 = 0$, or $x = -y^2$



Traces in all horizontal
 planes are parabolas,
 always the same:
 $x = -y^2$

"Cylinder" is strange terminology, but is standard (not just here)

Ex $z = \sin(y)$



Now independent of x .
 Traces in planes " $x = \text{constant}$ "
 are copies of $z = \sin(y)$

Still called a ~~open~~ cylinder. (!)

The conventional kind of cylinder is called here a
 "right circular cylinder", ~~only right~~ here only get the infinitely long version.
 ↑
 right angle involved.

Sec 13.1 Vector valued functions.

In one variable calculus, have for example a function like

$f(x) = \frac{1}{\sqrt{4-x^2}}$ with domain $(-2, 2)$, and values in \mathbb{R} .

$$f: (-2, 2) \rightarrow \mathbb{R}$$

domain

where the values are

(standard abbreviation; not in book)

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Several ways to generalize:

$$r: (-2, 2) \rightarrow \mathbb{R}^2 \quad \text{or} \quad (-2, 2) \rightarrow \mathbb{R}^3$$

Values are ~~now~~ now vectors (or points)

$$r(t) = \langle \sqrt{1-t^2}, e^{-t}, \frac{1}{\sqrt{t}} \rangle$$

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Can consider $f: \mathbb{R}^3 \rightarrow \mathbb{R}$, a function of three variables

Ex: $r(t) = \langle \sqrt{1-t^2}, e^{-t}, \frac{1}{\sqrt{t}} \rangle$ This is a function from some subset of \mathbb{R} to \mathbb{R}^3 , a vector valued function of one variable.

It might describe the position of a particle at time t .

What is its domain? Need $t > 0$ because of the last coordinate.

and need $-1 \leq t \leq 1$ because of first coordinate. So domain is

$(0, 1]$. (Use both conditions)

Example function of several variables.

$$f(x, y, z) = e^{-x+y^2} + (1+xz)^4(1+\cos(y+z))$$

A function $\mathbb{R}^3 \rightarrow \mathbb{R}^3$ has three coordinate functions, each of which is a function of three variables \leftarrow could be the force at position (x, y, z)

density of something at position (x, y, z) .

Vector valued functions of one variable are simpler than functions of several variables.

Let's take for a while $r(t) = \langle f(t), g(t), h(t) \rangle$

$\uparrow \quad \uparrow \quad \uparrow$
Component functions.

Almost everything reduces to the behavior of f, g, h , as in one variable calculus

Ex $\lim_{t \rightarrow t_0} r(t) = \langle \lim_{t \rightarrow t_0} f(t), \lim_{t \rightarrow t_0} g(t), \lim_{t \rightarrow t_0} h(t) \rangle$, Need all three

limits on the right to exist. (This is a theorem)

Ex $\lim_{t \rightarrow 0} \left[t^3 i - \frac{e^t - 1}{t} j + \frac{1}{\cos(2t)} k \right]$

$$\lim_{t \rightarrow 0} t^3 = 0, \quad \lim_{t \rightarrow 0} \frac{e^t - 1}{t} = 1, \quad \text{and} \quad \lim_{t \rightarrow 0} \frac{1}{\cos(2t)} = 1.$$

use L'H rule,

or recognize defn of deriv. of e^t at 0.

So answer is $-j + k$.

Thm r as above is continuous at t_0 if and only if f, g, h are all continuous at t_0 .

The \tan in previous example is continuous on its domain, which is

all real numbers except 0, and $\frac{\pi}{4}, \frac{\pi}{2} + \frac{\pi}{4}, \pi + \frac{\pi}{4}, \frac{3\pi}{2} + \frac{\pi}{4}, \dots$

as well as $-\frac{\pi}{4}, -\frac{\pi}{2} - \frac{\pi}{4}, \dots$