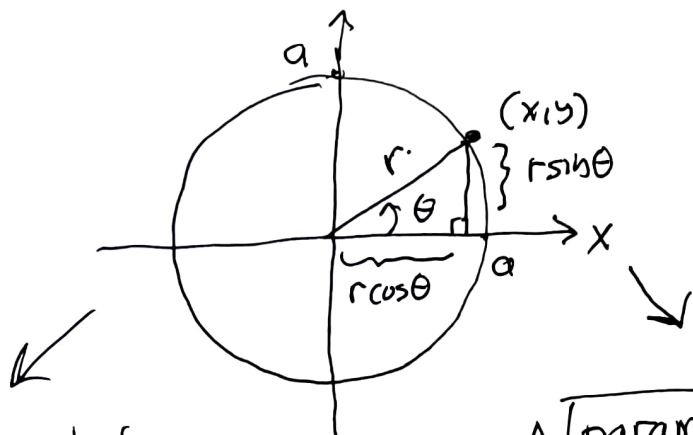


10.1 parametrized curves in the plane (calc 2 review detour)

Any single condition in (x,y) determines a curve in the plane consisting of all its solution points. On the other hand to describe the motion of a point in the plane (physics!), moving around as a function of time, we need parametrized curves. ①

Example



A **curve** is a set of points along a path.

$$x^2 + y^2 = a^2 \text{ (Cartesian coords)}$$

or
 $r = a$ (polar coords)

The set is a circle at the origin

A **parametrized curve**

is a way of tracing out a path.

$$x = a \cos \theta$$

$$y = a \sin \theta$$

↑
dependent variables

↑
independent var.
"parameter"

The default variable name for parametrized curve parameters in calc is "t" (often for time)

choose $0 \leq \theta \leq 2\pi$ to trace out the circle starting at $(a,0)$ and going around once counterclockwise.

$$x = a \cos t, y = a \sin t, 0 \leq t \leq 2\pi$$

indeed we can animate curves by correlating t with actual time to visualize tracing out the curve as the parameter increases "uniformly".

Eliminating the parameter

we can go backwards:

$$\frac{x}{a} = \cos t, \frac{y}{a} = \sin t \rightarrow 1 = \cos^2 t + \sin^2 t = \left(\frac{x}{a}\right)^2 + \left(\frac{y}{a}\right)^2 = \frac{x^2 + y^2}{a^2} \rightarrow x^2 + y^2 = a^2$$

In this case we recognize the circle and its location and radius from the corresponding **unparametrized curve**

10.1 parametrized curves in the plane

(2)

changing the parametrization changes how we trace out the curve.

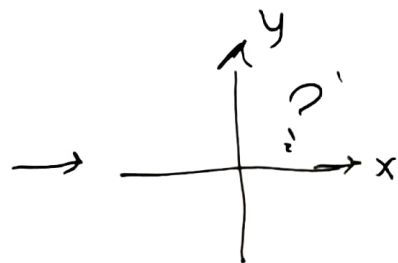
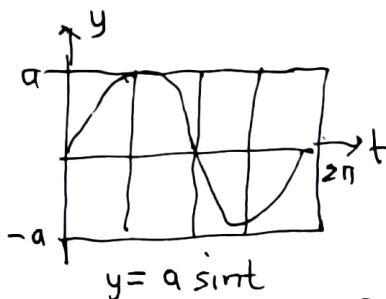
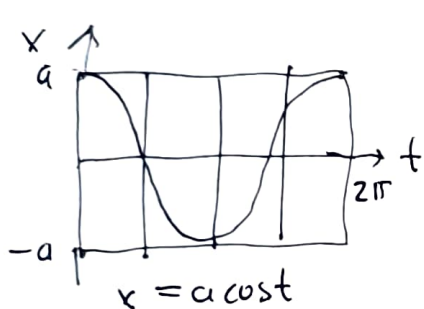
$$x = a \cos t, y = a \sin t \xrightarrow{\text{let } t \rightarrow -t} \begin{aligned} x &= a \cos(-t) = a \cos t \\ y &= a \sin(-t) = -a \sin t \end{aligned}$$

choose $0 \leq t \leq 2\pi$

now we start at $(a, 0)$ and move one revolution clockwise around the circle.

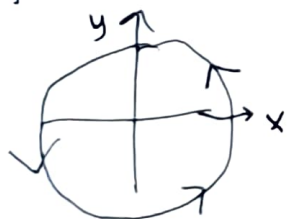
A parametrization "orients" a curve giving it a forward direction (increasing t) at each point as it is being traced out.

We need technology to help us visualize curves in general.



not easy to see how x & y versus t translate to y versus x !

A **directed curve** has a unique forward direction at each point



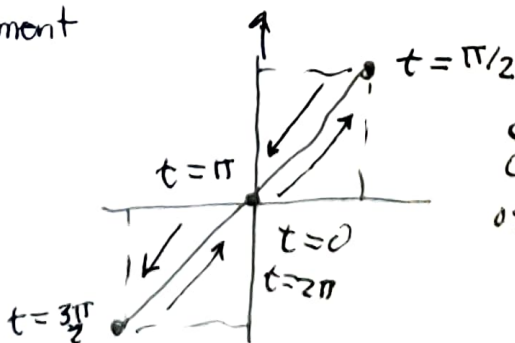
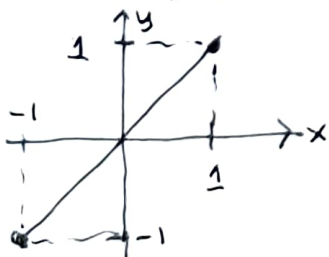
but a parametrized curve can change direction if it retraces the same pts.

example $x = \sin t, y = \sin t, t = 0, 2\pi$

Maple notation: $\overset{\text{start}}{\downarrow} \overset{\text{finish}}{\downarrow} a \dots b$
2 dots

eliminate t : $y = x$

but $|x| \leq 1, |y| \leq 1$ so line segment



one complete oscillation

10.1 parametrized curves in the plane

3

example
$$\begin{cases} x = t^2 - 2t = t(t-2) \\ y = t+1 \\ t = 0 \dots 4 \end{cases}$$

Key points to label in graphs:

y-intercepts: $x=0 = t(t-2) \rightarrow t=0, 2 \rightarrow y=1, 3: (0,1), (2,3)$

x-intercepts: $y=0 = t+1 \rightarrow t=-1 \rightarrow x=1-2(-1)=3$
outside parameter range

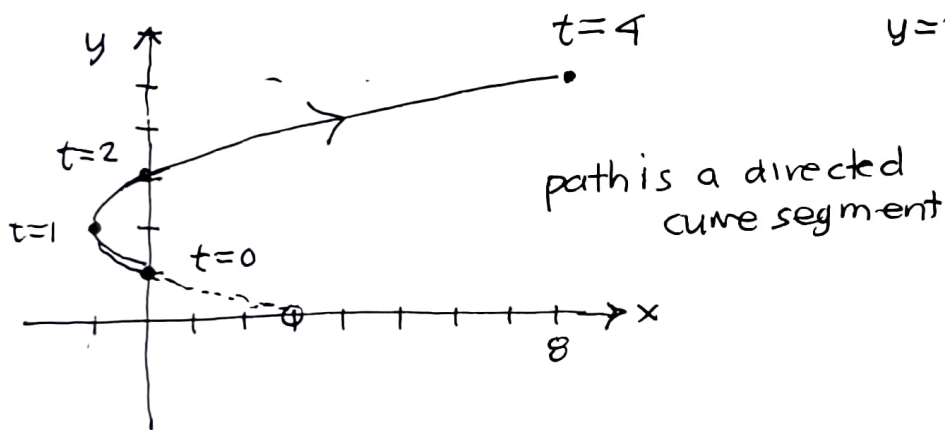
endpoints: $t=0: x=0, y=1: (0,1)$
 $t=4: x=16-2(4)=8: (8,5)$
 $y=4+1=5$

eliminate parameter:

$$\begin{aligned} y = t+1 \rightarrow t = y-1 \rightarrow x &= (y-1)^2 - 2(y-1) = y^2 - 2y + 1 - 2y + 2 \\ &= y^2 - 4y + 3 \quad \text{parabola!} \\ &= (y-2)^2 - 4 + 3 \quad \text{on its} \\ &= (y-2)^2 - 1 \quad \text{side} \end{aligned}$$

minimum value at

$$y=2 \text{ (vertex)} : x=-1 \\ (-1, 2) \quad t=1$$



example

$$x = t - \sin t, \quad y = 1 - \cos t, \quad t = 0 \dots \infty$$

cannot eliminate parameter

[see Maple]