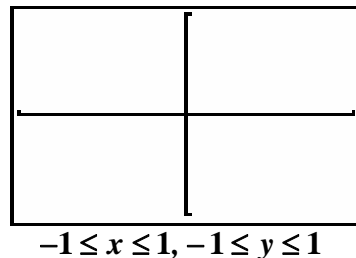


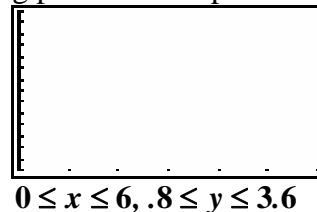
Assignment 24: Vector-Valued Functions (11.1-3) Name _____
Please provide a handwritten response.

1a. You can graph the vector-valued function $\vec{r}(t) = \langle \cos(3t), \sin(2t) \rangle$, $0 \leq t \leq 2\pi$ by putting your calculator in parametric mode and letting $\begin{cases} x = \cos(3t) \\ y = \sin(2t) \end{cases}$. Sketch the resulting curve, known as a “Lissajous curve” on the axes provided below.



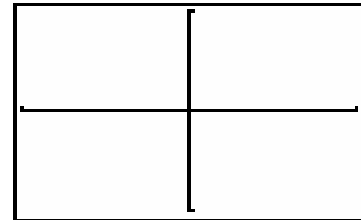
1b. You can easily list the points $\vec{r}(0), \vec{r}\left(\frac{\pi}{4}\right), \dots, \vec{r}\left(\frac{n\pi}{4}\right)$ $0 \leq n \leq 8$ using the table feature on your calculator. Press (TABLE) TBLST and set $\Delta Tbl = \frac{\pi}{4}$. Then press TABLE to find the points and their corresponding t value. Mark these coordinates on the graph and draw arrows to show the orientation of the curve.

1c. The velocity vector $\vec{v}(t) = \vec{r}'(t) = \langle -3\sin(3t), 2\cos(2t) \rangle$ is readily found by hand. The speed is given by $\|\vec{v}(t)\| = \sqrt{\vec{v}(t) \cdot \vec{v}(t)}$. Find the speed and record the result below. Sketch the graph of $\|\vec{v}(t)\| = \begin{cases} x = t \\ y = \sqrt{9(\sin(3t))^2 + 4(\cos(2t))^2} \end{cases}$ over $0 \leq t \leq 2\pi$ on the axes below. Based on this graph, does the moving point ever stop?



1d. Define the reparameterization of $\vec{r}_1(t) = \vec{r}(t + 3\sin t)$, $0 \leq t \leq 2\pi$ and graph the $\vec{r}_1(t)$ over $0 \leq t \leq 2\pi$. Achieve this by graphing $\begin{cases} X_{2T} = X_{1T}(t + 3\sin t) \\ Y_{2T} = Y_{1T}(t + 3\sin t) \end{cases}$. What is the

subtle difference between this graph and that in part **a**? Record the graph on the axes provided.



$$-1 \leq x \leq 1, -1 \leq y \leq 1$$

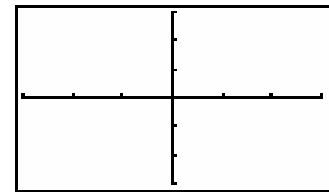
$$0 \leq t \leq 2\pi$$

1e. The velocity vector $\vec{v}(t) = \vec{r}'_1(t)$ is used to find the speed of a point moving under $\vec{r}_1(t)$. Plot the speed of

$$\vec{r}_1(t) = \langle -\sin(3t+9\sin(t))(3+9\cos(t)), \cos(2t+6\sin(t))(2+6\cos(t)) \rangle$$
 by imitating part **c**.

Note the approximate values of t where the speed is zero and use the **Solver** on your calculator setting **speed=0** to find more accurate values. What are the coordinates of these points where $\vec{r}_1(t)$ “stops”? Record your results below.

2a. Sketch the graph of $\vec{r}(t) = \langle 2\cos t + \sin 2t, 2\sin t + \cos 2t \rangle$, $0 \leq t \leq 2\pi$ on the axes provided below.



$$-3 \leq x \leq 3, -3 \leq y \leq 3$$

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

2b. Find and mark on the graph any stationary points of $\vec{r}(t)$, as above.

2c. Define the reparameterization of $\vec{r}_1(t) = \vec{r}(t + \sin t)$, $0 \leq t \leq 2\pi$ and graph $\vec{r}_1(t)$ over $0 \leq t \leq 2\pi$. Check for stationary points. How do the results compare with part **b**?

2d. Repeat part **c** with $\vec{r}_1(t) = \vec{r}(t^2)$, $0 \leq t \leq \sqrt{2\pi}$.