Suppose you lift a bucket of water straight up using a rope attached to a pulley. But as you lift the bucket, it leaks water at a constant rate.

Suppose you lift a bucket of water straight up using a rope attached to a pulley. But as you lift the bucket, it leaks water at a constant rate. The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

Suppose you lift a bucket of water straight up using a rope attached to a pulley. But as you lift the bucket, it leaks water at a constant rate. The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

Answer: We do this problem in three parts, (1) the bucket, (2) the rope, and (3) the water.

Suppose you lift a bucket of water straight up using a rope attached to a pulley. But as you lift the bucket, it leaks water at a constant rate. The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

Answer: We do this problem in three parts, (1) the bucket, (2) the rope, and (3) the water.



Suppose you lift a bucket of water straight up using a rope attached to a pulley. But as you lift the bucket, it leaks water at a constant rate. The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

Answer: We do this problem in three parts, (1) the bucket, (2) the rope, and (3) the water. <sup>pulley</sup> (1) Bucket. The bucket exerts a force of 2 lbs, and is lifted 20 ft, so  $W_{bucket} = 2(20)$  ft-lbs.

Suppose you lift a bucket of water straight up using a rope attached to a pulley. But as you lift the bucket, it leaks water at a constant rate. The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

Answer: We do this problem in three parts, (1) the bucket, (2) the rope, and (3) the water.

<sup>pulley</sup> (1) Bucket. The bucket exerts a force of 2 lbs, and is lifted 20 ft, so  $W_{\text{bucket}} = 2(20)$  ft-lbs.

Suppose you lift a bucket of water straight up using a rope attached to a pulley. But as you lift the bucket, it leaks water at a constant rate. The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

Answer: We do this problem in three parts, (1) the bucket, (2) the rope, and (3) the water.

<sup>pulley</sup> (1) Bucket. The bucket exerts a force of 2 lbs, and is lifted 20 ft, so  $W_{\text{bucket}} = 2(20)$  ft-lbs. (2) Rope. Break the rope into vertical segments of length  $\Delta x$ . Each segment exerts a force of  $(10/20 \text{ lb/ft}) \Delta x$  ft, and the  $z_0$  bucket segment of rope at height x gets lifted x ft.  $W_{\text{rope}} = \int_0^{20} (10/20) x dx$ 

Suppose you lift a bucket of water straight up using a rope attached to a pulley. But as you lift the bucket, it leaks water at a constant rate. The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

Answer: We do this problem in three parts, (1) the bucket, (2) the rope, and (3) the water.

Suppose you lift a bucket of water straight up using a rope attached to a pulley. But as you lift the bucket, it leaks water at a constant rate. The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

Answer: We do this problem in three parts, (1) the bucket, (2) the rope, and (3) the water.

pulley (1) Bucket. The bucket exerts a force of 2 lbs, and is lifted 20 ft, so  $W_{\text{bucket}} = 2(20)$  ft-lbs. (2) Rope. Break the rope into vertical segments of length  $\Delta x$ . Each segment exerts a force of  $(10/20 \text{ lb/ft}) \Delta x$  ft, and the bucket segment of rope at height x gets lifted x ft.  $W_{\text{rope}} = \int_{0}^{20} (10/20) x dx = \frac{1}{2} (x^2/2) \Big|_{0}^{20} = \frac{1}{4} (20)^2.$ 

The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

$$W_{\text{bucket}} = 2(20)$$
  $W_{\text{rope}} = \frac{1}{4}(20)^2$ 

The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

$$W_{\text{bucket}} = 2(20)$$
  $W_{\text{rope}} = \frac{1}{4}(20)^2$ 

(3) Water. The work done to lift the water from height x to height  $x - \Delta x$  is  $f(x)\Delta x$ , where f(x) = weight of water remaining at position x

The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

$$W_{\text{bucket}} = 2(20)$$
  $W_{\text{rope}} = \frac{1}{4}(20)^2$ 

(3) Water. The work done to lift the water from height x to height  $x - \Delta x$  is  $f(x)\Delta x$ , where f(x) = weight of water remaining at position x, so that  $W_{\text{water}} = \int_0^{20} f(x) dx$ .

The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

$$W_{\text{bucket}} = 2(20)$$
  $W_{\text{rope}} = \frac{1}{4}(20)^2$ 

(3) Water. The work done to lift the water from height x to height  $x - \Delta x$  is  $f(x)\Delta x$ , where f(x) = weight of water remaining at position x, so that  $W_{water} = \int_0^{20} f(x)dx$ . As a function of time, starting from when the bucket begins to be lifted, the position of the bucket is x = 20 - 2t.

The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

$$W_{\text{bucket}} = 2(20)$$
  $W_{\text{rope}} = \frac{1}{4}(20)^2$ 

(3) Water. The work done to lift the water from height x to height  $x - \Delta x$  is  $f(x)\Delta x$ , where f(x) = weight of water remaining at position x, so that  $W_{\text{water}} = \int_0^{20} f(x) dx$ . As a function of time, starting from when the bucket begins to be lifted, the position of the bucket is x = 20 - 2t. So time, as a function of position, is  $t = 10 - \frac{1}{2}x$ .

The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

$$W_{\text{bucket}} = 2(20)$$
  $W_{\text{rope}} = \frac{1}{4}(20)^2$ 

(3) Water. The work done to lift the water from height x to height  $x - \Delta x$  is  $f(x)\Delta x$ , where f(x) = weight of water remaining at position x, so that  $W_{\text{water}} = \int_0^{20} f(x) dx$ . As a function of time, starting from when the bucket begins to be lifted, the position of the bucket is x = 20 - 2t. So time, as a function of position, is  $t = 10 - \frac{1}{2}x$ . Also as a function of time, the weight of the bucket is 10 - (1/10)t.

The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

$$W_{\text{bucket}} = 2(20)$$
  $W_{\text{rope}} = \frac{1}{4}(20)^2$ 

(3) Water. The work done to lift the water from height x to height  $x - \Delta x$  is  $f(x)\Delta x$ , where f(x) = weight of water remaining at position x, so that  $W_{\text{water}} = \int_0^{20} f(x) dx$ . As a function of time, starting from when the bucket begins to be lifted, the position of the bucket is x = 20 - 2t. So time, as a function of position, is  $t = 10 - \frac{1}{2}x$ . Also as a function of time, the weight of the bucket is 10 - (1/10)t. So

$$f(x) = 10 - (1/10)t(x) = 10 - (1/10)(10 - \frac{1}{2}x) = 9 + \frac{1}{20}x.$$

The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

$$W_{\text{bucket}} = 2(20)$$
  $W_{\text{rope}} = \frac{1}{4}(20)^2$ 

(3) Water. The work done to lift the water from height x to height  $x - \Delta x$  is  $f(x)\Delta x$ , where f(x) = weight of water remaining at position x, so that  $W_{\text{water}} = \int_0^{20} f(x) dx$ . As a function of time, starting from when the bucket begins to be lifted, the position of the bucket is x = 20 - 2t. So time, as a function of position, is  $t = 10 - \frac{1}{2}x$ . Also as a function of time, the weight of the bucket is 10 - (1/10)t. So

$$f(x) = 10 - (1/10)t(x) = 10 - (1/10)(10 - \frac{1}{2}x) = 9 + \frac{1}{20}x.$$

So

$$W_{\rm water} = \int_0^{20} 9 + \tfrac{1}{20} x \ dx$$

The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

$$W_{\text{bucket}} = 2(20)$$
  $W_{\text{rope}} = \frac{1}{4}(20)^2$ 

(3) Water. The work done to lift the water from height x to height  $x - \Delta x$  is  $f(x)\Delta x$ , where f(x) = weight of water remaining at position x, so that  $W_{\text{water}} = \int_0^{20} f(x) dx$ . As a function of time, starting from when the bucket begins to be lifted, the position of the bucket is x = 20 - 2t. So time, as a function of position, is  $t = 10 - \frac{1}{2}x$ . Also as a function of time, the weight of the bucket is 10 - (1/10)t. So

$$f(x) = 10 - (1/10)t(x) = 10 - (1/10)(10 - \frac{1}{2}x) = 9 + \frac{1}{20}x.$$

So

$$W_{\text{water}} = \int_{0}^{20} 9 + \frac{1}{20}x \ dx = \left(9x + \frac{1}{40}x^{2}\right)\Big|_{0}^{20} = \boxed{9(20) + \frac{1}{40}(20)^{2}}.$$

The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

$$W_{\text{bucket}} = 2(20) \qquad W_{\text{rope}} = \frac{1}{4}(20)^2$$
$$W_{\text{water}} = 9(20) + \frac{1}{40}(20)^2$$

The bucket weights 2 lbs, the rope is 20 ft long and weights a total of 10 lbs. The rope is wound around the pulley at a rate of 2 ft/s. The bucket starts out holding 15 lb of water and leaks at a rate of 1/10 lb/s. How much work is required to lift the bucket to the top?

$$W_{\text{bucket}} = 2(20) \qquad \qquad W_{\text{rope}} = \frac{1}{4}(20)^2 \\ W_{\text{water}} = 9(20) + \frac{1}{40}(20)^2$$

So in total,

$$W = W_{\text{bucket}} + W_{\text{rope}} + W_{\text{water}} = \left| 2(20) + \frac{1}{4}(20)^2 + 9(20) + \frac{1}{40}(20)^2 \right|$$

In the water portion of the previous problem, position and weight started out as functions of time:

$$x(t) = 20 - 2t$$
 and  $f(t) = 10 - (1/10)t$ .

In the water portion of the previous problem, position and weight started out as functions of time:

x(t) = 20 - 2t and f(t) = 10 - (1/10)t.

These are called parametric equations, with parameter t.

In the water portion of the previous problem, position and weight started out as functions of time:

$$x(t) = 20 - 2t$$
 and  $f(t) = 10 - (1/10)t$ .

These are called parametric equations, with parameter t. Separately, they're just two functions of time. But together, they are coupled by their common parameter.

In the water portion of the previous problem, position and weight started out as functions of time:

$$x(t) = 20 - 2t$$
 and  $f(t) = 10 - (1/10)t$ .

These are called parametric equations, with parameter t. Separately, they're just two functions of time. But together, they are coupled by their common parameter. We can thus graph fversus x by varying t.

In the water portion of the previous problem, position and weight started out as functions of time:

$$x(t) = 20 - 2t$$
 and  $f(t) = 10 - (1/10)t$ .

These are called parametric equations, with parameter t. Separately, they're just two functions of time. But together, they are coupled by their common parameter. We can thus graph fversus x by varying t.



In the water portion of the previous problem, position and weight started out as functions of time:

$$x(t) = 20 - 2t$$
 and  $f(t) = 10 - (1/10)t$ .

These are called parametric equations, with parameter t. Separately, they're just two functions of time. But together, they are coupled by their common parameter. We can thus graph fversus x by varying t.

To find the equation for f as a function of x, we solved x for t, and plugged that into f:



In the water portion of the previous problem, position and weight started out as functions of time:

$$x(t) = 20 - 2t$$
 and  $f(t) = 10 - (1/10)t$ .

These are called parametric equations, with parameter t. Separately, they're just two functions of time. But together, they are coupled by their common parameter. We can thus graph fversus x by varying t.

To find the equation for f as a function of x, we solved x for t, and plugged that into f:

$$t = 10 - \frac{1}{2}x,$$



In the water portion of the previous problem, position and weight started out as functions of time:

$$x(t) = 20 - 2t$$
 and  $f(t) = 10 - (1/10)t$ .

These are called parametric equations, with parameter t. Separately, they're just two functions of time. But together, they are coupled by their common parameter. We can thus graph fversus x by varying t.

To find the equation for f as a function of x, we solved x for t, and plugged that into f:

$$t = 10 - \frac{1}{2}x$$

so

$$f = 10 - (1/10)(10 - \frac{1}{2}x) = 9 + \frac{1}{20}x$$



$$x(t) = t^2 - 2t,$$
  $y(t) = t + 1.$ 

$$x(t) = t^2 - 2t,$$
  $y(t) = t + 1.$ 

Plotting the curve: Pick a sample of values for *t*:

t	x	y
-2	8	-1
-1	3	0
0	0	1
1	-1	2
2	0	3
3	3	4
4	8	5

$$x(t) = t^2 - 2t,$$
  $y(t) = t + 1.$ 

Plotting the curve: Pick a sample of values for *t*:



$$x(t) = t^2 - 2t,$$
  $y(t) = t + 1.$ 

Plotting the curve: Pick a sample of values for *t*:



This curve is suited best writing x as a function of y, so solve for t in terms of y and plug in:

$$x(t) = t^2 - 2t,$$
  $y(t) = t + 1.$ 

Plotting the curve: Pick a sample of values for *t*:



This curve is suited best writing x as a function of y, so solve for t in terms of y and plug in:

t = y - 1,

$$x(t) = t^2 - 2t,$$
  $y(t) = t + 1.$ 

Plotting the curve: Pick a sample of values for *t*:



This curve is suited best writing x as a function of y, so solve for t in terms of y and plug in:

$$t = y - 1$$
, so  $x = (y - 1)^2 - 2(y - 1)$ 

$$x(t) = t^2 - 2t,$$
  $y(t) = t + 1.$ 

Plotting the curve: Pick a sample of values for *t*:



This curve is suited best writing x as a function of y, so solve for t in terms of y and plug in:

$$t = y - 1$$
, so  $x = (y - 1)^2 - 2(y - 1) = (y - 2)^2 - 1$ .

$$x(t) = t^2 - 2t,$$
  $y(t) = t + 1.$ 



Writing the function just in terms of x and y loses some information.

$$x(t) = t^2 - 2t,$$
  $y(t) = t + 1.$ 



Writing the function just in terms of x and y loses some information. If we're thinking about the parametric function as a particle traveling on the x-y plane over time, we calculated that it traces the curve  $x = (y - 2)^2 - 1$ , but it doesn't tell us what direction or how fast.

$$x(t) = t^2 - 2t,$$
  $y(t) = t + 1.$ 



Writing the function just in terms of x and y loses some information. If we're thinking about the parametric function as a particle traveling on the x-y plane over time, we calculated that it traces the curve  $x = (y - 2)^2 - 1$ , but it doesn't tell us what direction or how fast. Further, we have put no restriction on t.

$$x(t) = t^2 - 2t,$$
  $y(t) = t + 1.$ 



Writing the function just in terms of x and y loses some information. If we're thinking about the parametric function as a particle traveling on the x-y plane over time, we calculated that it traces the curve  $x = (y - 2)^2 - 1$ , but it doesn't tell us what direction or how fast. Further, we have put no restriction on t.



Writing the function just in terms of x and y loses some information. If we're thinking about the parametric function as a particle traveling on the x-y plane over time, we calculated that it traces the curve  $x = (y - 2)^2 - 1$ , but it doesn't tell us what direction or how fast. Further, we have put no restriction on t.

$$x(t) = \cos(t) \quad y(t) = \sin(t), \quad 0 \le t \le 2\pi$$





This curve traces out a circle! (Recall the unit circle)



This curve traces out a circle! (Recall the unit circle)

> Converting to a function of just x and y:

$$x^2 + y^2 = \cos^2(t) + \sin^2(t)$$



You try: Graph and compare the following parametric curves to each other and the example above.

(1) 
$$x(t) = \cos(2t), y(t) = \sin(2t), \quad 0 \le t \le 2\pi;$$
  
(2)  $x(t) = \cos(t/3), y(t) = \sin(t/3), \quad 0 \le t \le 2\pi.$ 

Since a parametric curve gives the x and y coordinates separately, transformations are a little more straightforward.

Since a parametric curve gives the x and y coordinates separately, transformations are a little more straightforward.

Example: We saw that  $x(t) = \cos(t)$ ,  $y(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is the unit circle centered at the origin.

Since a parametric curve gives the x and y coordinates separately, transformations are a little more straightforward. Example: We saw that  $x(t) = \cos(t)$ ,  $u(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is

Example: We saw that  $x(t) = \cos(t)$ ,  $y(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is the unit circle centered at the origin.

If I want a circle centered at the point (2,5), that's the same as shifting all the *x*-coordinates right by 3 and all the *y*-coordinates up by 5:

Since a parametric curve gives the x and y coordinates separately, transformations are a little more straightforward.

Example: We saw that  $x(t) = \cos(t)$ ,  $y(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is the unit circle centered at the origin.

If I want a circle centered at the point (2,5), that's the same as shifting all the *x*-coordinates right by 3 and all the *y*-coordinates up by 5:

 $x(t) = \cos(t) + 2$   $y(t) = \sin(t) + 5$ ,  $0 \le t \le 2\pi$ .

Since a parametric curve gives the x and y coordinates separately, transformations are a little more straightforward. Example: We saw that  $x(t) = \cos(t)$ ,  $u(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is

Example: We saw that  $x(t) = \cos(t)$ ,  $y(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is the unit circle centered at the origin.

If I want a circle centered at the point (2,5), that's the same as shifting all the *x*-coordinates right by 3 and all the *y*-coordinates up by 5:

 $x(t) = \cos(t) + 2$   $y(t) = \sin(t) + 5$ ,  $0 \le t \le 2\pi$ .

If instead I still want a circle centered at (0,0), but I want its radius dilated to 3, I want to multiply the x and y coordinates all by 3:

Since a parametric curve gives the x and y coordinates separately, transformations are a little more straightforward. Example: We can that  $x(t) = \cos(t) \cdot u(t) = \sin(t) \cdot 0 < t < 2\pi$  is

Example: We saw that  $x(t) = \cos(t)$ ,  $y(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is the unit circle centered at the origin.

If I want a circle centered at the point (2,5), that's the same as shifting all the *x*-coordinates right by 3 and all the *y*-coordinates up by 5:

 $x(t) = \cos(t) + 2$   $y(t) = \sin(t) + 5$ ,  $0 \le t \le 2\pi$ .

If instead I still want a circle centered at (0,0), but I want its radius dilated to 3, I want to multiply the x and y coordinates all by 3:

 $x(t) = 3\cos(t)$   $y(t) = 3\sin(t), \quad 0 \le t \le 2\pi.$ 

Since a parametric curve gives the x and y coordinates separately, transformations are a little more straightforward. Example: We saw that  $x(t) = \cos(t)$ ,  $y(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is

Example: We saw that  $x(t) = \cos(t)$ ,  $y(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is the unit circle centered at the origin.

If I want a circle centered at the point (2,5), that's the same as shifting all the *x*-coordinates right by 3 and all the *y*-coordinates up by 5:

 $x(t) = \cos(t) + 2$   $y(t) = \sin(t) + 5$ ,  $0 \le t \le 2\pi$ .

If instead I still want a circle centered at (0,0), but I want its radius dilated to 3, I want to multiply the x and y coordinates all by 3:  $x(t) = 3\cos(t)$   $y(t) = 3\sin(t)$ ,  $0 \le t \le 2\pi$ .

If I want a bigger circle that's also shifted, dilate first and then shift (just as before).

Since a parametric curve gives the x and y coordinates separately, transformations are a little more straightforward. Example: We saw that  $x(t) = \cos(t)$ ,  $u(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is

Example: We saw that  $x(t) = \cos(t)$ ,  $y(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is the unit circle centered at the origin.

If I want a circle centered at the point (2,5), that's the same as shifting all the *x*-coordinates right by 3 and all the *y*-coordinates up by 5:

 $x(t) = \cos(t) + 2$   $y(t) = \sin(t) + 5$ ,  $0 \le t \le 2\pi$ .

If instead I still want a circle centered at (0,0), but I want its radius dilated to 3, I want to multiply the x and y coordinates all by 3:  $x(t) = 3\cos(t)$   $y(t) = 3\sin(t)$ ,  $0 \le t \le 2\pi$ .

If I want a bigger circle that's also shifted, dilate first and then shift (just as before). A circle of radius r, centered at (a, b) is given by  $x(t) = r\cos(t) + a$   $y(t) = r\sin(t) + b$ ,  $0 \le t \le 2\pi$ .

Since a parametric curve gives the x and y coordinates separately, transformations are a little more straightforward. Example: We saw that  $x(t) = \cos(t)$ ,  $u(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is

Example: We saw that  $x(t) = \cos(t)$ ,  $y(t) = \sin(t)$ ,  $0 \le t \le 2\pi$  is the unit circle centered at the origin.

If I want a circle centered at the point (2,5), that's the same as shifting all the *x*-coordinates right by 3 and all the *y*-coordinates up by 5:

 $x(t) = \cos(t) + 2$   $y(t) = \sin(t) + 5$ ,  $0 \le t \le 2\pi$ .

If instead I still want a circle centered at (0,0), but I want its radius dilated to 3, I want to multiply the x and y coordinates all by 3:  $x(t) = 3\cos(t)$   $y(t) = 3\sin(t)$ ,  $0 \le t \le 2\pi$ .

If I want a bigger circle that's also shifted, dilate first and then shift (just as before). A circle of radius r, centered at (a, b) is given by  $x(t) = r\cos(t) + a$   $y(t) = r\sin(t) + b$ ,  $0 \le t \le 2\pi$ . Check:

$$(x-a)^2 + (y-b)^2 = (r\cos(t))^2 + (r\sin(t))^2 = r^2(\cos^2(t) + \sin^2(t)) = r^2$$
.

# You try:

Sketch the following curves and give a formula for their shape just in terms of x and y.

(Hint: Think about graph transformations, and scaling or shifting either or both coordinates to get them to fit the pythagorean identity.) Give an example of a domain for t that would trace the curve exactly once.

1. 
$$x(t) = 2\cos(t), y(t) = \sin(t).$$
  
2.  $x(t) = \cos(t), y(t) = 3\sin(t).$   
3.  $x(t) = \cos(t), y(t) = \sin(-t).$   
4.  $x(t) = 5\cos(2t), y(t) = 3\sin(2t).$   
5.  $x(t) = \cos(t), y(t) = \sin(-t).$   
6.  $x(t) = \sin(t), y(t) = \cos(t).$   
7.  $x(t) = 2\cos(t) + 1, y(t) = 3(\sin(t) - 4).$   
8.  $x(t) = 5\cos(-t) + 1, y(t) = 2\sin(t) + 5.$ 

#### Example: Sketch

$$x(t) = \sin(t), \quad y(t) = \sin^2(t).$$

$$x(t) = \sin(t), \quad y(t) = \sin^2(t).$$

We could solve for t from one and plug it into the other. But as a shortcut, it's clear to see that  $y = \sin^2(t) = x^2$ .

$$x(t) = \sin(t), \quad y(t) = \sin^2(t).$$

We could solve for t from one and plug it into the other. But as a shortcut, it's clear to see that  $y = \sin^2(t) = x^2$ . So this curve appears to be a parabola.



$$x(t) = \sin(t), \quad y(t) = \sin^2(t).$$

We could solve for t from one and plug it into the other. But as a shortcut, it's clear to see that  $y = \sin^2(t) = x^2$ . So this curve appears to be a parabola.



But  $-1 \le \sin(x) \le 1$ , so the x values can't go outside these bounds.

$$x(t) = \sin(t), \quad y(t) = \sin^2(t).$$

We could solve for t from one and plug it into the other. But as a shortcut, it's clear to see that  $y = \sin^2(t) = x^2$ . So this curve appears to be a parabola.



But  $-1 \leq \sin(x) \leq 1$ , so the x values can't go outside these bounds. This is actually a curve traced out by a particle bouncing back and forth between (-1, 1) and (1, 1) along the curve  $y = x^2$ .





This curve is called a cycloid.



This curve is called a cycloid. To calculate its formula, we'll use a param. curve:





This curve is called a cycloid. To calculate its formula, we'll use a param. curve:

Parameter:  $\theta$ , the rot'l angle of circle.





This curve is called a cycloid. To calculate its formula, we'll use a param. curve:



Parameter:  $\theta$ , the rot'l angle of circle. Center: The edge of the circle has all touched the ground. So the distance of the center from the *y*-axis is the arc length of the circle with angle  $\theta$ . So the center is at  $C = (r\theta, r)$ .



This curve is called a cycloid. To calculate its formula, we'll use a param. curve:



Parameter:  $\theta$ , the rot'l angle of circle. Center: The edge of the circle has all touched the ground. So the distance of the center from the *y*-axis is the arc length of the circle with angle  $\theta$ . So the center is at  $C = (r\theta, r)$ .

Then

x = |OT| - |PQ|



This curve is called a cycloid. To calculate its formula, we'll use a param. curve:



Parameter:  $\theta$ , the rot'l angle of circle. Center: The edge of the circle has all touched the ground. So the distance of the center from the *y*-axis is the arc length of the circle with angle  $\theta$ . So the center is at  $C = (r\theta, r)$ .

Then

 $x = |OT| - |PQ| = r\theta - r\sin\theta,$ 



This curve is called a cycloid. To calculate its formula, we'll use a param. curve:



Parameter:  $\theta$ , the rot'l angle of circle. Center: The edge of the circle has all touched the ground. So the distance of the center from the *y*-axis is the arc length of the circle with angle  $\theta$ . So the center is at  $C = (r\theta, r)$ .

Then

x

$$\begin{aligned} x &= |OT| - |PQ| = r\theta - r\sin\theta, \\ y &= |TC| - |QC| \end{aligned}$$



This curve is called a cycloid. To calculate its formula, we'll use a param. curve:



Parameter:  $\theta$ , the rot'l angle of circle. Center: The edge of the circle has all touched the ground. So the distance of the center from the *y*-axis is the arc length of the circle with angle  $\theta$ . So the center is at  $C = (r\theta, r)$ .

Then

$$\begin{aligned} x &= |OT| - |PQ| = r\theta - r\sin\theta, \\ y &= |TC| - |QC| = r - r\cos\theta. \end{aligned}$$