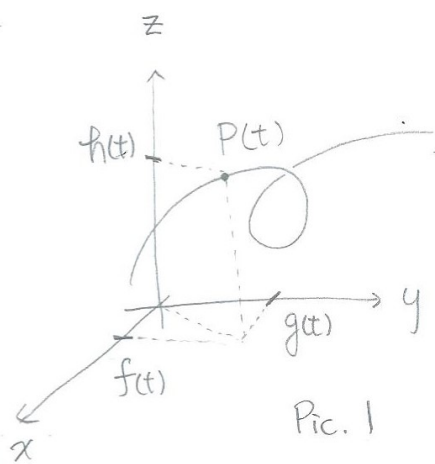


§ Curves and their tangents

Let $t \in \mathbb{R}$ be time variable. For each t , we can define a position function in \mathbb{R}^3 :

$$P(t) = (f(t), g(t), h(t)) \quad \text{see. Pic. 1}$$



$t = \text{parameter}$

If $f(t), g(t), h(t)$ are continuous,
then $C = \{P(t) \mid t \in \mathbb{R}\}$
is a continuous curve.

Again, for each curve $C \subset \mathbb{R}^3$, the choice of parametrization is not unique.

Define $\vec{v}(t) = (f'(t), g'(t), h'(t))$ to be the velocity of P .
(tangent vector)

$|\vec{v}(t)| = |\vec{v}(t)|$ to be the speed of P .

By fundamental theorem of calculus:

$$P(0) + \int_0^t \vec{v}(t) dt = P(t) \quad : \text{position at time } t.$$

where $\int_0^t \vec{v}(t) dt = \int_0^t (f'(t), g'(t), h'(t)) dt$

$$= \left(\int_0^t f(t) dt, \int_0^t g(t) dt, \int_0^t h(t) dt \right).$$

Generally, we call the type of function $\begin{matrix} \{ \\ v(t) \end{matrix} P(t)$ a vector value function. It will satisfy the following properties:

Properties: • $(r(t) \cdot \vec{v}(t))' = r'(t) \cdot \vec{v}(t) + r(t) (\vec{v}'(t))$

where $r(t)$ is a scalar function.

• (Linearity) $(\vec{v} + c\vec{w})' = \vec{v}' + c\vec{w}'$

for any two vector value function

\vec{v}, \vec{w} and $c \in \mathbb{R}$.

• (Dot product) $(\vec{u} \cdot \vec{v})' = \vec{u}' \cdot \vec{v} + \vec{u} \cdot \vec{v}'$

• (Cross product) $(\vec{u} \times \vec{v})' = \vec{u}' \times \vec{v} + \vec{u} \times \vec{v}'$

• (Chain rule):

$$(\vec{u}(r(t)))' = \frac{d}{dt} (\vec{u}(r(t))) = r'(t) \vec{u}'(r(t))$$

Arc length along a space curve:

Let $r(t) = (x(t), y(t), z(t))$

then the arc length from $r(a)$ to $r(b)$ is

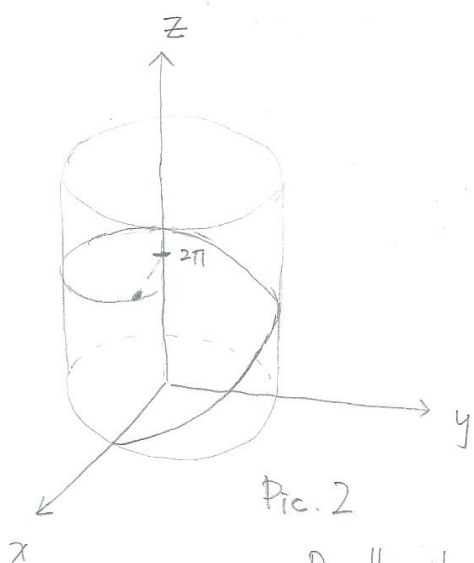
$$L_{ab} = \int_a^b |r'(t)| dt.$$

Example: (Helix)

$$r(t) = (\cos t, \sin t, t)$$

The arc length of $C = \{r(t)\}$ from $r(0)$ to $r(2\pi)$ is

$$\begin{aligned} L_{0,2\pi} &= \int_0^{2\pi} |r'(t)| dt = \int_0^{2\pi} [(-\sin)^2(t) + \cos^2 t + 1]^{1/2} dt \\ &= \int_0^{2\pi} \sqrt{2} dt = 2\sqrt{2} \pi. \end{aligned}$$



Pic. 2

Rmk • If we regard $r(t)$ to be the position function of a particle, then $|r'(t)|$ is the speed. The arc length integral of $|r'(t)|$.

• Recall that the parametrizations of a curve is not unique. We can always choose one that $|r'(t)| \equiv 1$. In this case, the arc length

$$L_{ab} = \int_a^b 1 dt = |b-a|.$$

Curvature: Consider a plane curve $r(t) = (x(t), y(t))$, with

$|r'(t)| \equiv 1$. Then we define

$$K(t) = |r''(t)|$$

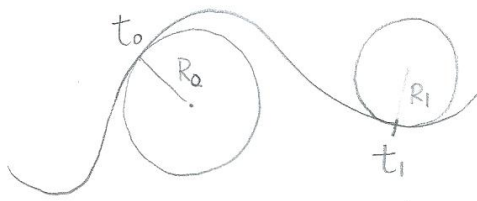
Never forget the condition $|r'(t)| \equiv 1$.

P4.

Geometric meaning: $K = \frac{1}{R}$, where R is the radius of the approximation circle (circle of curvature, osculating circle)

See Pic 3.

pf:



Pic 3.

Let $C = \{C(t)\}$ be the osculating circle with

$$\begin{cases} |C'(t_0)| = 1 = |r'(t_0)| \\ |C''(t_0)| = K = |r''(t_0)| \\ C(t_0) = r(t_0) \text{ for some } t_0. \end{cases}$$

Since $C(t)$ is a circle, we can take

$$C(t) = (R \cos(\alpha t + \beta) + P_1, R \sin(\alpha t + \beta) + P_2)$$

$$\text{Now, } |C'(t_0)| = 1 \Rightarrow \left[\alpha^2 R^2 \sin^2(\alpha t_0 + \beta) + \alpha^2 R^2 \cos^2(\alpha t_0 + \beta) \right]^{1/2}$$

$$= |\alpha| |R| = 1 \quad \therefore |\alpha| = \frac{1}{R}$$

$$\therefore |C''(t_0)| = \left[\alpha^4 R^2 \cos^2(\alpha t_0 + \beta) + \alpha^4 R^2 \sin^2(\alpha t_0 + \beta) \right]^{1/2}$$

$$= |\alpha^2 R| = \frac{1}{R}$$

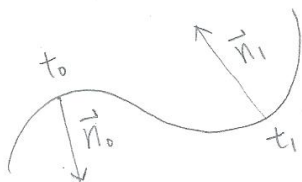
In particular, the curvature of a circle of radius R is a constant function $K = \frac{1}{R}$.

Normal vector: For a plane curve $r(t) = (x(t), y(t))$, with $|r'(t)| = 1$, we have

$$\begin{aligned} \frac{d}{dt} |r'(t)|^2 &= \frac{d}{dt} (r'(t) \cdot r'(t)) \\ &= 2 r''(t) \cdot r'(t) = 0 \end{aligned}$$

$\therefore r''(t) \perp r'(t)$

So we call $\vec{n} = \frac{r''(t)}{|r''(t)|}$ the Principal unit normal of $r(t)$. see. Pic.4

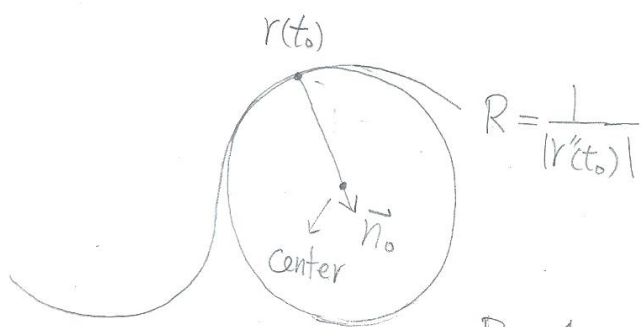


Now, the center of the osculating circle is on $\{r(t_0) + s \cdot \vec{n}_0, \text{ for } s > 0\}$

So we can write down the eq:

$$C_{t_0} = \left\{ \left(\underbrace{\frac{1}{|r''(t_0)|}}_{\parallel R} \cos(t), \frac{1}{|r''(t_0)|} \sin(t) \right) + \underbrace{r(t_0) + \frac{r''(t_0)}{|r''(t_0)|^2}}_{\parallel \text{center}} \right\}$$

See. Pic.4



Pic. 4

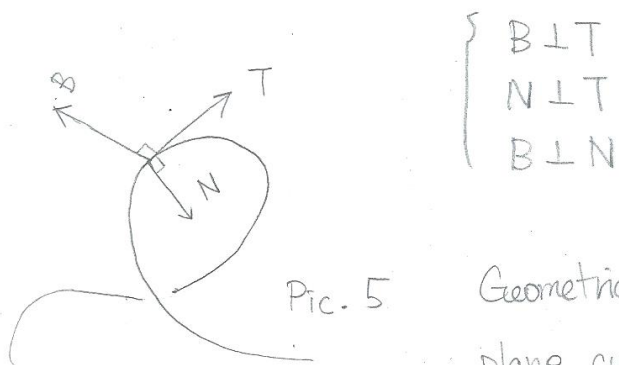
Space curve : Normal & Binormal :

Let $r(t) = (x(t), y(t), z(t))$ be a space curve, with

$|r'(t)| \equiv 1$. We have $T := r'(t)$: ^{unit} tangent vector

$N := \frac{r''(t)}{|r''(t)|}$: ^{unit} normal vector

Define: $B := T \times N$ to be the Binormal vector see Pic. 5

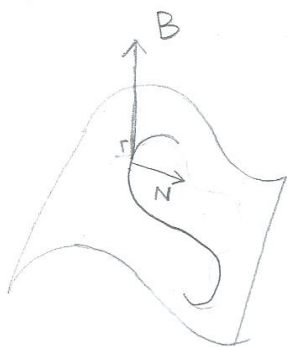


Pic. 5

$$\begin{cases} B \perp T \\ N \perp T \\ B \perp N \end{cases}$$

Geometrically, if we have a plane curve on a sheet of paper.

N will be on this paper and B will be perpendicular to this paper. see Pic. 6



Pic. 6

Acceleration: Let $r(t) = (x(t), y(t), z(t))$ (Now we don't have

Recall that $\vec{v} = \frac{dr}{dt}$: velocity $|r'(t)| = 1$

Change the parameter. $t \rightarrow s$ s.t. $|r'(s)| = 1$, we have

$$T = \frac{dr}{ds} : \begin{array}{l} \text{unit} \\ \text{tangent vector} \end{array}$$

Acceleration:

Chain rule

$$\vec{a} = \frac{d}{dt}(\vec{v}) = \frac{d}{dt} \left(\frac{dr}{ds} \cdot \frac{ds}{dt} \right) = \frac{d}{dt} \left(T \cdot \frac{ds}{dt} \right)$$

$$= \frac{d^2s}{dt^2} \cdot T + \frac{dT}{dt} \cdot \frac{ds}{dt}$$

$$= \frac{d^2s}{dt^2} \cdot T + \frac{dT}{ds} \left(\frac{ds}{dt} \right)^2$$

$$= \frac{d^2s}{dt^2} \cdot T + \left(\frac{ds}{dt} \right)^2 \cdot \kappa N$$

$$= a_T T + a_N N$$

where $\begin{cases} a_T = \frac{d^2s}{dt^2} & \text{tangent scalar component of } \vec{a} \\ a_N = \left(\frac{ds}{dt} \right)^2 \cdot \kappa & \text{normal scalar component of } \vec{a} \end{cases}$

No Binormal component.

How to find the parameter s s.t. $|r'(s)| \equiv 1$?

Suppose we have $r(t) = (x(t), y(t), z(t))$.

let $t = t(s)$.

$$\begin{aligned} \left| \frac{d}{ds}(r(t(s))) \right| &= \left| (x'(t) \cdot t'(s), y'(t) \cdot t'(s), z'(t) \cdot t'(s)) \right| \\ &= |t'(s) r'(t)| = 1 \end{aligned}$$

$$\text{so } t'(s) = \frac{1}{|r'(t)|} = \frac{dt}{ds}$$

$$\Rightarrow \frac{ds}{dt} = |r'(t)|, \text{ take } s = \int_0^t |r'(t)|,$$

We have the parameter for s .

Namely, we should parametrize a curve by its arclength.