

Parameterisations:

- curves can be parameterised in more than one way. (actually in *infinitely* many ways)
 For instance, the circle S^1 can be parameterised by
 $r_1(t) = (\cos t, \sin t)$ or $r_2(t) = (\cos t^3, \sin t^3)$.
 Both go around the circle but do so at different speeds at different times.
- We say a parameterisation $r(t)$ is an arclength parameterisation if $\|r'(t)\| = 1$ for all t .
- Given a parameterisation $r(t)$, the arclength ^(from 0 to time t) is given by the function

$$g(t) = \int_0^t \|r'(u)\| du$$
 we can then construct an arclength parameterisation by

$$v_1(s) = r(g^{-1}(s)).$$

Example: $r(t) = \langle \cos 4t, \sin 4t, 3t \rangle$ we find an arclength param.

$$\begin{aligned} g(t) &= \int_0^t \|r'(u)\| du \\ &= \int_0^t \| \langle -4\sin 4u, 4\cos 4u, 3 \rangle \| du \\ &= \int_0^t \sqrt{16\sin^2 4u + 16\cos^2 4u + 9} du \\ &= \int_0^t 5 du = 5t \quad \text{so} \quad g^{-1}(s) = \frac{s}{5} \end{aligned}$$

Hence arclength param $v_1(s) = r(g^{-1}(s)) = \langle \cos \frac{4}{5}s, \sin \frac{4}{5}s, \frac{3}{5}s \rangle$.

Question:

25. Let $\mathbf{r}(t) = \langle 3t + 1, 4t - 5, 2t \rangle$.

(a) Evaluate the arc length integral $s(t) = \int_0^t \|\mathbf{r}'(u)\| du$.

(b) Find the inverse $g(s)$ of $s(t)$.

(c) Verify that $\mathbf{r}_1(s) = \mathbf{r}(g(s))$ is an arc length parametrization.

$$\begin{aligned} \text{(a)} \quad s(t) &= \int_0^t \|\langle 3, 4, 2 \rangle\| du \\ &= \int_0^t \sqrt{9+16+4} du \\ &= \sqrt{29}t \quad \Rightarrow \quad t = \frac{s}{\sqrt{29}}. \end{aligned}$$

$$\text{(b)} \quad \text{Hence } g(s) = \frac{s}{\sqrt{29}}$$

$$\text{(c)} \quad \mathbf{r}_1(s) = \mathbf{r}\left(\frac{s}{\sqrt{29}}\right) = \left\langle \frac{3}{\sqrt{29}}s + 1, \frac{4}{\sqrt{29}}s - 5, \frac{2}{\sqrt{29}}s \right\rangle$$

$$\text{and } \mathbf{r}'_1(s) = \frac{1}{\sqrt{29}} \langle 3, 4, 2 \rangle$$

$\|\mathbf{r}'_1(s)\| = 1$. Hence arc length param.

Curvature:

The curvature $K(t)$ is a measurement of how much a curve bends at a point. There are a few ways to calculate it but in practice, the easiest way is given by formula.

$$K(t) = \frac{\|\mathbf{r}'(t) \times \mathbf{r}''(t)\|}{\|\mathbf{v}'(t)\|^3} \quad \text{where } \mathbf{r}(t) \text{ is some param.}$$

Example: (or Q!) $\mathbf{r}(t) = \langle r \cos t, r \sin t, 0 \rangle$ circle of radius r .

$$\text{Then } \mathbf{r}'(t) = \langle -r \sin t, r \cos t, 0 \rangle$$

$$r''(t) = \langle -r \cos t, -r \sin t, 0 \rangle$$

$$r'(t) \times r''(t) = \begin{vmatrix} i & j & k \\ -r \sin t & r \cos t & 0 \\ -r \cos t & -r \sin t & 0 \end{vmatrix} = \langle 0, 0, r^2 \rangle$$

$$\text{so } k(t) = \frac{\|r'(t) \times r''(t)\|}{\|r'(t)\|^3} = \frac{r^2}{r^3} = \frac{1}{r}$$

Question: Given a graph $y = f(x)$. This is a curve in the xy -plane which we can consider as the xy -plane in 3-space. What is the curvature of a graph?

Answer: We can parameterize a graph by $x=t$, $y=f(t)$, $z=0$.
i.e. $r(t) = \langle t, f(t), 0 \rangle$.

$$\text{Hence, } r'(t) = \langle 1, f'(t), 0 \rangle$$

$$r''(t) = \langle 0, f''(t), 0 \rangle$$

$$r'(t) \times r''(t) = \begin{vmatrix} i & j & k \\ 1 & f'(t) & 0 \\ 0 & f''(t) & 0 \end{vmatrix} = f''(t) \mathbf{j} \times \mathbf{k} = f''(t) \mathbf{i}$$

$$\text{Hence, } k(t) = \frac{\|r'(t) \times r''(t)\|}{\|r'(t)\|^3} = \frac{|f''(t)|}{(1 + f'(t)^2)^{3/2}}$$

Question: Find the curvature of the Cornu Spiral
 $x(t) = \int_0^t \sin \frac{u^2}{2} du$ $y(t) = \int_0^t \cos \left(\frac{u^2}{2} \right) du$.

Answer: $r(t) = \left\langle \int_0^t \sin \frac{u^2}{2} du, \int_0^t \cos \frac{u^2}{2} du, 0 \right\rangle$

$$r'(t) = \left\langle \sin \frac{t^2}{2}, \cos \frac{t^2}{2}, 0 \right\rangle$$

$$r''(t) = \left\langle t \cos \frac{t^2}{2}, -t \sin \frac{t^2}{2}, 0 \right\rangle$$

$$r'(t) \times r''(t) = \begin{vmatrix} i & j & k \\ \sin \frac{t^2}{2} & \cos \frac{t^2}{2} & 0 \\ t \cos \frac{t^2}{2} & -t \sin \frac{t^2}{2} & 0 \end{vmatrix} = -t$$

Hence,
$$k(t) = \frac{\|r'(t) \times r''(t)\|}{\|r'(t)\|^3} = |k|.$$

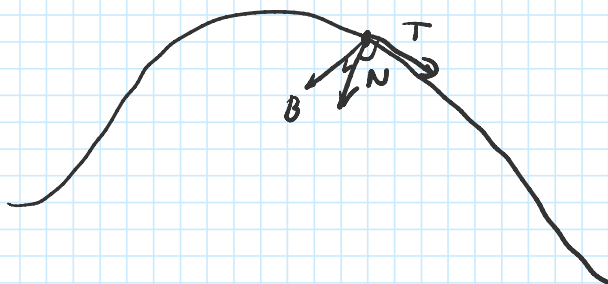
• Given a parameterization $r(t)$, we have

• unit tangent vector $T(t) = \frac{r'(t)}{\|r'(t)\|}$

• unit normal vector $N(t) = \frac{T'(t)}{\|T'(t)\|}$

• The binormal vector $B(t) = T(t) \times N(t)$.

These form a right handed system $\{T, N, B\}$.



Question: Find T, N, B for $r(t) = \langle t, t, e^t \rangle$ at $(0, 0, 1)$

Answer: $r'(t) = \langle 1, 1, e^t \rangle$. $\|r'(t)\| = \sqrt{2 + e^{2t}}$

Answer: $r'(t) = \langle 1, 1, e^t \rangle$. $\|r'(t)\| = \sqrt{2+e^{2t}}$

Hence $T(t) = \frac{1}{\sqrt{2+e^{2t}}} \langle 1, 1, e^t \rangle$

$$T'(t) = \frac{-1 \cdot 2e^{2t}}{2(2+e^{2t})^{3/2}} \langle 1, 1, e^t \rangle + \frac{1}{\sqrt{2+e^{2t}}} \langle 0, 0, e^t \rangle$$

$$T'(0) = \frac{-1}{3^{3/2}} \langle 1, 1, 1 \rangle + \frac{1}{\sqrt{3}} \langle 0, 0, 1 \rangle$$

$$= \frac{1}{3\sqrt{3}} (-\langle 1, 1, 1 \rangle + \langle 0, 0, 3 \rangle)$$

$$= \frac{1}{3\sqrt{3}} \langle -1, -1, 2 \rangle$$

$$\|T'(0)\| = \frac{\sqrt{4+2}}{3\sqrt{3}} = \frac{\sqrt{2}}{3}$$

Hence $N(0) = \frac{T'(0)}{\|T'(0)\|} = \frac{1}{\sqrt{6}} \langle -1, -1, 2 \rangle$

and $B(0) = T(0) \times N(0) = \left(\frac{1}{\sqrt{3}} \langle 1, 1, 1 \rangle \right) \times \left(\frac{1}{\sqrt{6}} \langle -1, -1, 2 \rangle \right)$

$$= \frac{1}{3\sqrt{2}} \langle 1, 1, 1 \rangle \times \langle -1, -1, 2 \rangle$$

$$\langle 1, 1, 1 \rangle \times \langle -1, -1, 2 \rangle = \begin{vmatrix} i & j & k \\ 1 & 1 & 1 \\ -1 & -1 & 2 \end{vmatrix} = \langle 3, -3, 0 \rangle$$

Hence, $B(0) = \frac{1}{3\sqrt{2}} \langle 3, -3, 0 \rangle$

Hence, $\{T, N, B\}$ at $t=0$ is $\left\{ \frac{1}{\sqrt{3}} \langle 1, 1, 1 \rangle, \frac{1}{\sqrt{6}} \langle -1, -1, 2 \rangle, \frac{1}{3\sqrt{2}} \langle 3, -3, 0 \rangle \right\}$

Question:

56. (a) What does it mean for a space curve to have a constant unit tangent vector T ?

(b) What does it mean for a space curve to have a constant normal vector N ?

(c) What does it mean for a space curve to have a constant binormal vector B ?

(a) If T is constant, it must be moving in a line.

(b) Since $\|T\|=1 \Rightarrow T'$ is perpendicular to T . Moreover, N is always pointing towards the centre of the oscillating circle so it follows that T must also be constant, since if this changes, it must do so in the plane perpendicular to N but then the oscillating circle would be in this plane.

(c) The curve must stay in the plane perpendicular to B and the bending of the curve must be on the same side as the direction always.