

Parametric Curves

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Curves in \mathbb{R}^3

There are three ways a curve can be described.

1) Implicit form

$$\text{Unit Circle: } x^2 + y^2 = 1$$

$$\text{Ellipse: } \left(\frac{x}{2}\right)^2 + \left(\frac{y}{3}\right)^2 = 1$$

Advantage: Single equation

Disadvantage: Not necessarily functions
so can't apply calculus
without pulling some major theorem
and appropriate restrictions on
the domain.

2) Explicit form

$$\text{Semicircle: } y = \sqrt{1-x^2}$$

Advantage: This is a function.
because we restrict the domain.

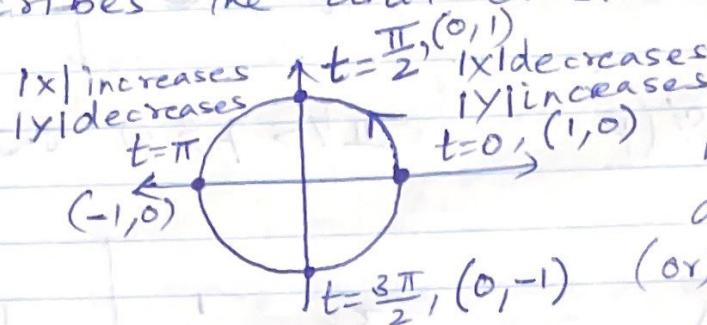
To describe a curve such as the unit circle, we need two separate functions $\pm \sqrt{1-x^2}$

3) Parametric form

Eg: $x = \cos(t)$, $y = \sin(t)$ $0 \leq t \leq 2\pi$
 Here t is called the parameter.

Since .

$x^2 + y^2 = \cos^2(t) + \sin^2(t) = 1$, the above describes the unit circle



being traced
anti-clockwise
(or) counter clockwise.

Advantage: an orientation
(or) direction of motion

so helpful to imagine a parametric curve as being the path of a particle in the plane (or) in space.

Definition: General form of a parametric curve

Let $x(t)$, $y(t)$, $z(t)$ be continuous functions of a real parameter t over a closed interval $[a, b]$, that is, over $a \leq t \leq b$.

Now, the vector function $\vec{g}: \mathbb{R} \rightarrow \mathbb{R}^3$ given by $\vec{X} = \vec{g}(t) = (x(t), y(t), z(t))$ where $a \leq t \leq b$

is the parametric form (or) parametrization of the curve specified by the points $x = x(t)$, ~~$y = y(t)$~~ , $z = z(t)$, $a \leq t \leq b$.

If the endpoints coincide, the curve is called a closed curve.

Examples Suppose that

$$x = \beta t + \cos t, y = \sin t, z = 0,$$

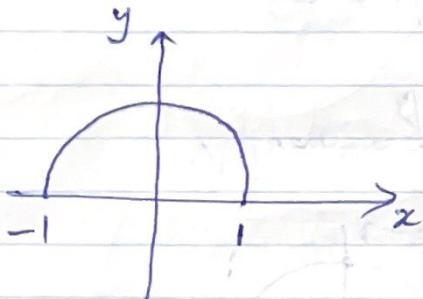
where β is a constant.

Since $z=0$, the curve lies in a plane
(the xy -plane in this case)

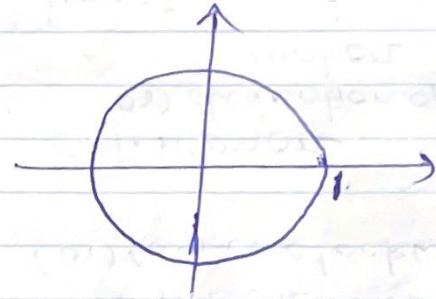
and is therefore called a plane curve.

Choosing different values of β and different t intervals, we obtain different curves.

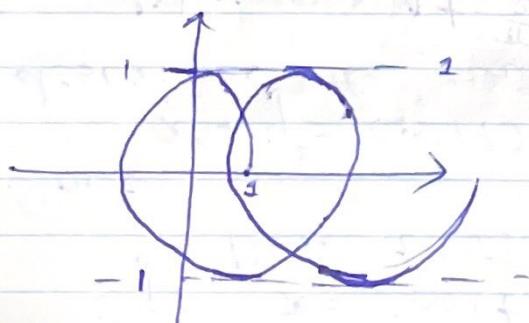
a) $\beta = 0, 0 \leq t \leq \pi$



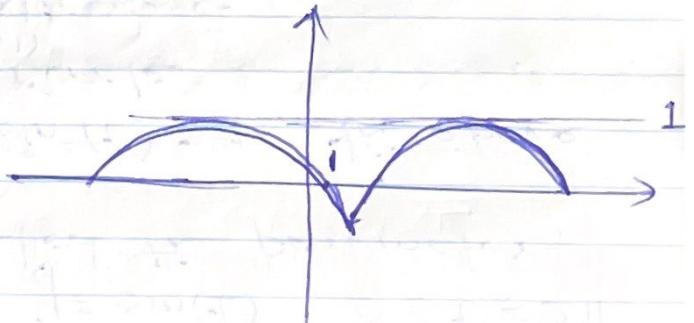
b) $\beta = 0; 0 \leq t \leq 2\pi$



c) $\beta = 0.2, 0 \leq t \leq 4\pi$



d) $\beta = -1, -\pi \leq t \leq \pi$



Example

What is the curve given by

$$\vec{x} = \vec{g}(t) = (\underbrace{b \cos(t)}_x, \underbrace{b \sin(t)}_y, \underbrace{kt}_z) \text{ where } b, k > 0 \text{ are constants?}$$

Soln.

Starting with x, y

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

represents a circle of radius b in \mathbb{R}^2

but represents a cylinder in \mathbb{R}^3 (surface)

\Rightarrow curve lies on cylinder.



Spiral (or) helix

$z = kt \Rightarrow z$ increases w.r.t t .

Example: Determine a parametric form for the curve that is the intersection of the sphere $x^2 + y^2 + z^2 = 1$ and the plane $z = \sqrt{3}y$

Solution. Plug $z = \sqrt{3}y$ into $x^2 + y^2 + z^2 = 1$ to get

$$x^2 + y^2 + (\sqrt{3}y)^2 = 1 \Rightarrow \underbrace{x^2 + 4y^2 = 1}_{\text{This is the projection of the circle}}$$

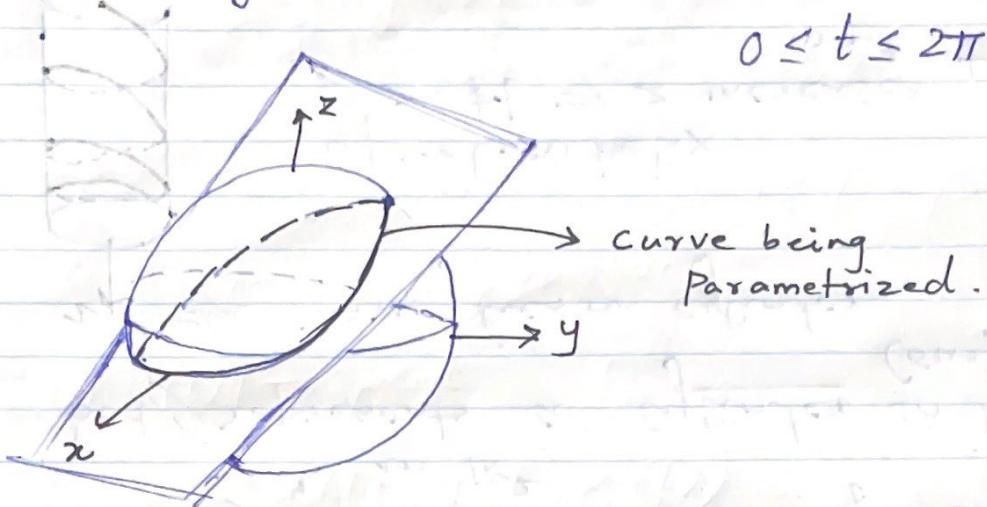
of intersection by the given sphere and the plane onto xy -plane

As such this projection is an ellipse, which we can parametrize by $x = \cos t$, $y = \frac{1}{2} \sin t$ for $0 \leq t \leq 2\pi$.

Putting back into $z = \sqrt{3}y$, we get $z = \frac{\sqrt{3}}{2} \sin t$.

Thus, our parametric form is :

$$\vec{x} = \vec{g}(t) = (\cos t, \frac{1}{2} \sin t, \frac{\sqrt{3}}{2} \sin t), \\ 0 \leq t \leq 2\pi$$



Note : parametrizations are not unique.

e.g. we could have taken

$$x = \sin(t)$$

$$y = \frac{1}{2} \cos(t), \quad 0 \leq t \leq 2\pi$$

$z = \frac{\sqrt{3}}{2} \cos(t)$ in the above example.

(Or) $x = \sin(t^2)$

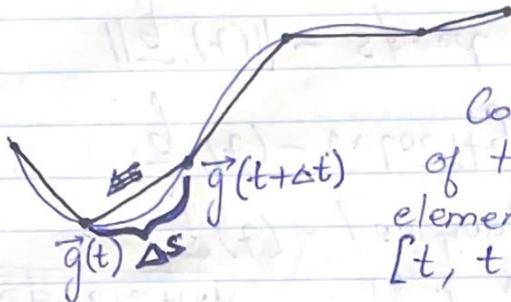
$$y = \frac{1}{2} \cos(t^2), \quad 0 \leq t \leq \sqrt{2\pi}$$

$$z = \frac{\sqrt{3}}{2} \cos(t^2)$$

Arc length:

Given a parametric curve $C: \vec{x} = \vec{g}(t)$ on $a \leq t \leq b$, how do we find the length of C ?

We know what we mean by the length of a straight line, but what is the length of a curved arc? As is done so often in mathematics, we use the limit concept to define this "new" quantity as the limit of a sequence of "old" quantities. Specifically, we approximate the curve by a system of linear segments.



Consider a short segment of the curve with arc length element Δs on the time interval $[t, t + \Delta t]$.

If the interval is sufficiently small, then

$$\Delta s \approx \| \vec{g}(t + \Delta t) - \vec{g}(t) \|$$

Recall that the derivative provides a linear approximation:

$$\vec{g}(t + \Delta t) - \vec{g}(t) \approx \vec{g}'(t) \Delta t$$

Thus $\Delta s \approx \| \vec{g}'(t) \| \Delta t$

Thus, the limiting process of summation described above leads to (i.e.) summing over all the elements and taking the limit as the subinterval

length approaches zero ($\Delta t \rightarrow 0$) (so the $\Delta \rightarrow d$), we obtain $s = \int ds$, we get

Arc length formula

The arc length of a curve $C: \vec{x} = \vec{g}(t)$, $a \leq t \leq b$ is given by:

$$s = \int_a^b \| \vec{g}'(t) \| dt.$$

Interpretation: as t varies,

$\vec{g}(t)$ - position/displacement of a particle

$\vec{g}'(t)$ - velocity vector

$\| \vec{g}'(t) \|$ - speed

$$\vec{g}'(t) = (x'(t), y'(t), z'(t))$$

$$\text{where } x'(t) = \lim_{\Delta t \rightarrow 0} \frac{x(t+\Delta t) - x(t)}{\Delta t}$$

$\vec{g}''(t)$ is the acceleration of the particle at time t .

distance travelled by particle is
the integral of the speed function.

Example: What is the arc length of

$$\vec{x} = \vec{g}(t) = (\cos t, \frac{1}{2} \sin t, \frac{\sqrt{3}}{2} \sin t),$$

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

Soln.

$$\text{Formula } S = \int_0^{2\pi} \|\vec{g}'(t)\| dt.$$

$$\text{Computing } \vec{g}'(t) = (-\sin t, \frac{1}{2} \cos t, \frac{\sqrt{3}}{2} \cos t)$$

$$\|\vec{g}'(t)\| = \sqrt{(-\sin t)^2 + (\frac{1}{2} \cos t)^2 + (\frac{\sqrt{3}}{2} \cos t)^2}$$

$$= \sqrt{\sin^2 t + \cos^2 t}$$

$$= 1$$

$$\therefore S = \int_0^{2\pi} dt = 2\pi. \quad (\text{It's a great circle of radius 1 on the sphere example above})$$

Example

Find the arc length of

$$\vec{x} = \vec{g}(t) = (b \cos t, b \sin t, kt) \quad \text{for } 0 \leq t \leq 4\pi?$$

Soln.

$$\text{To Compute: } S = \int_0^{4\pi} \|\vec{g}'(t)\| dt$$

$$\vec{g}'(t) = (-b \sin t, b \cos t, k)$$

$$\Rightarrow \|\vec{g}'(t)\| = \sqrt{b^2 \sin^2 t + b^2 \cos^2 t + k^2} \\ = \sqrt{b^2 + k^2}$$

$$\Rightarrow S = \int_0^{4\pi} \sqrt{b^2 + k^2} dt = \sqrt{b^2 + k^2} \int_0^{4\pi} dt = 4\pi \sqrt{b^2 + k^2}$$