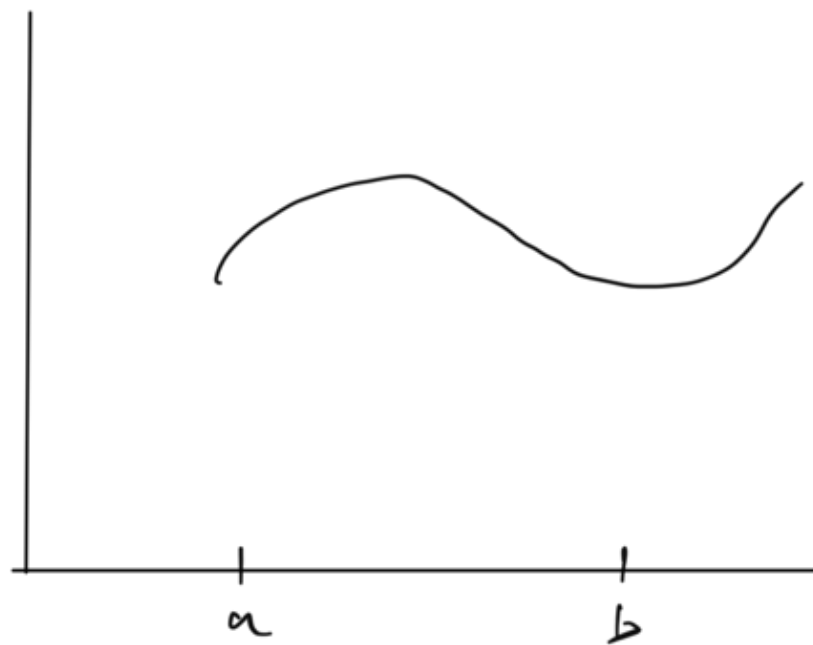


13.3 Arc Length/Curvature

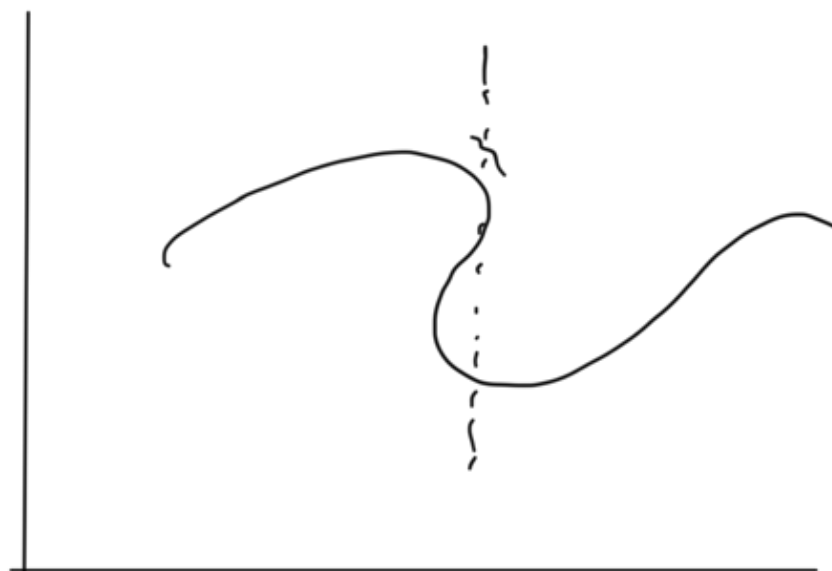
Recall previous concepts of arc length from calc 2



$$[f: \mathbb{R} \rightarrow \mathbb{R}]$$

For $f(x)$, function of single variable

$$\star \int_a^b \sqrt{1 + [f'(x)]^2} dx$$



$$\{ x = f(x) \}$$

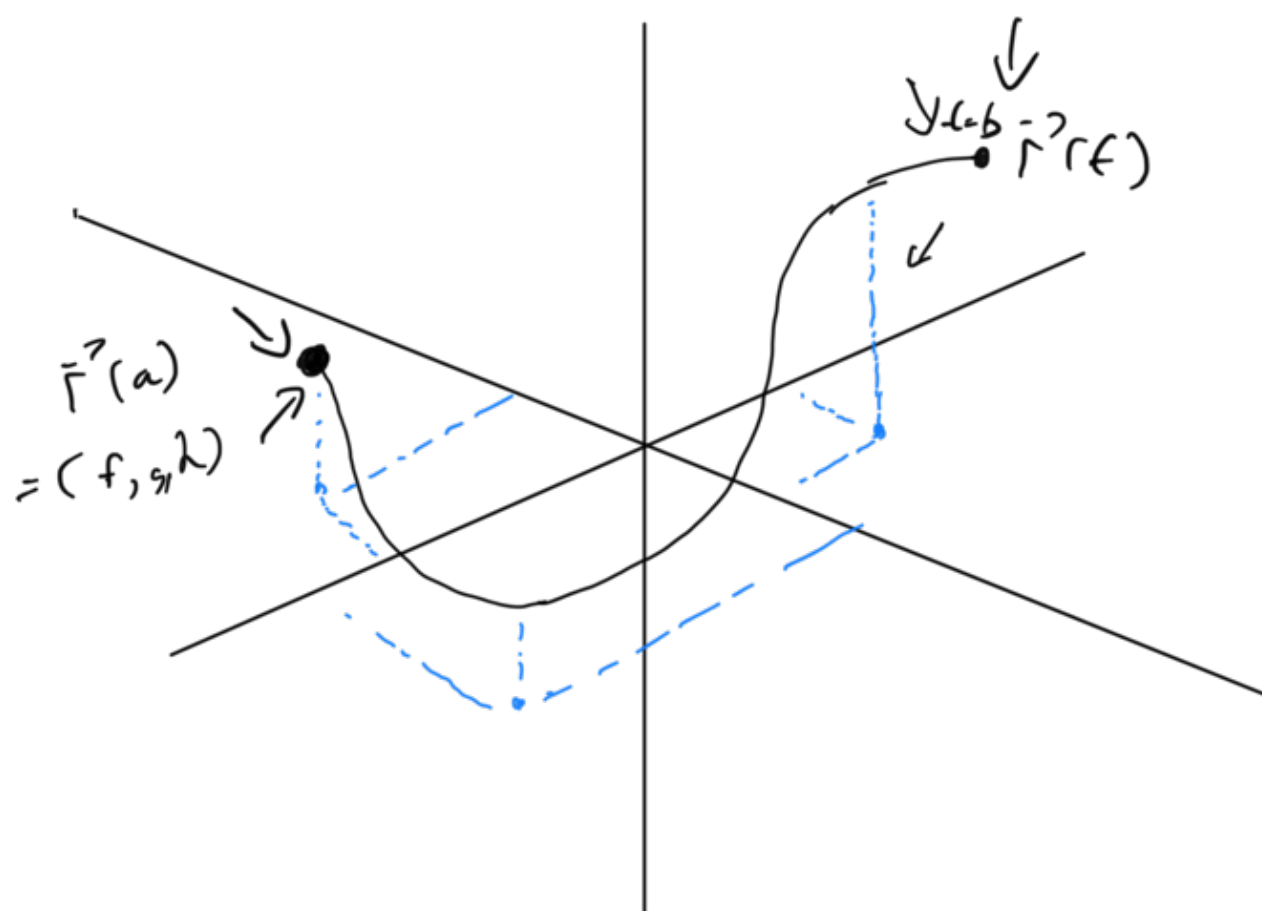
For parametric equations $\begin{matrix} x = f(t) \\ y = g(t) \end{matrix}$ $f(t), g(t)$

$$\int_c^d \sqrt{[f'(t)]^2 + [g'(t)]^2} dt$$

Recall we can think of vector valued function $\vec{r}: \mathbb{R} \rightarrow \mathbb{R}^n$ as parametric equations

$$\star \vec{r}(t) = \langle f(t), g(t), \underline{h(t)} \rangle$$

$$\vec{r}: \mathbb{R} \rightarrow \mathbb{R}^3 \quad \begin{cases} x = f(t) \\ y = g(t) \\ z = h(t) \end{cases}$$



So, no surprise that length of curve in 3-D is

$$\int_a^b \sqrt{[f'(t)]^2 + [g'(t)]^2 + [h'(t)]^2} dt$$

$$\vec{r}(t) = \langle f(t), g(t), h(t) \rangle$$

Note that $\sqrt{[f'(t)]^2 + [g'(t)]^2 + [h'(t)]^2}$
is exactly $|\vec{r}'(t)|$.

So can rewrite integral as

$$\int_a^b |\vec{r}'(t)| dt$$

↓
arc length
from $t=a$ to $t=b$

Ex: Find length of curve

$$\vec{r}(t) = \langle t, 3 \cos(t), 3 \sin(t) \rangle$$

for $\underline{-5 \leq t \leq 5}$

$$\vec{r}'(t) = \langle 1, -3 \sin t, 3 \cos t \rangle$$

$$\int |\vec{r}'(t)|$$

$$L = \int_{-5}^5 \sqrt{1^2 + 9 \sin^2 t + 9 \cos^2 t} dt$$

$$= \int_{-5}^5 \sqrt{1+9} \, dt$$

$$L = 10\sqrt{10}$$

Arc Length Function

$$s(t) = \int_a^t |\vec{r}'(u)| \, du \quad \star$$

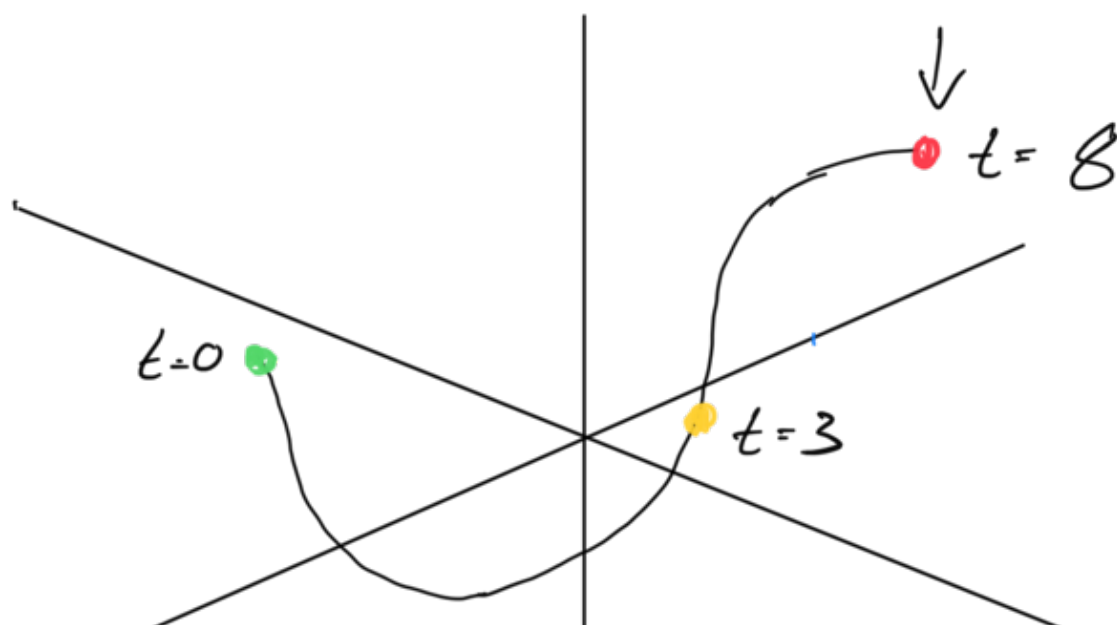
arc length of $\vec{r}'(t)$ starting at
initial value a , up til value t

Parameters

The parameter in our vector valued
function may represent something concrete
or something very abstract

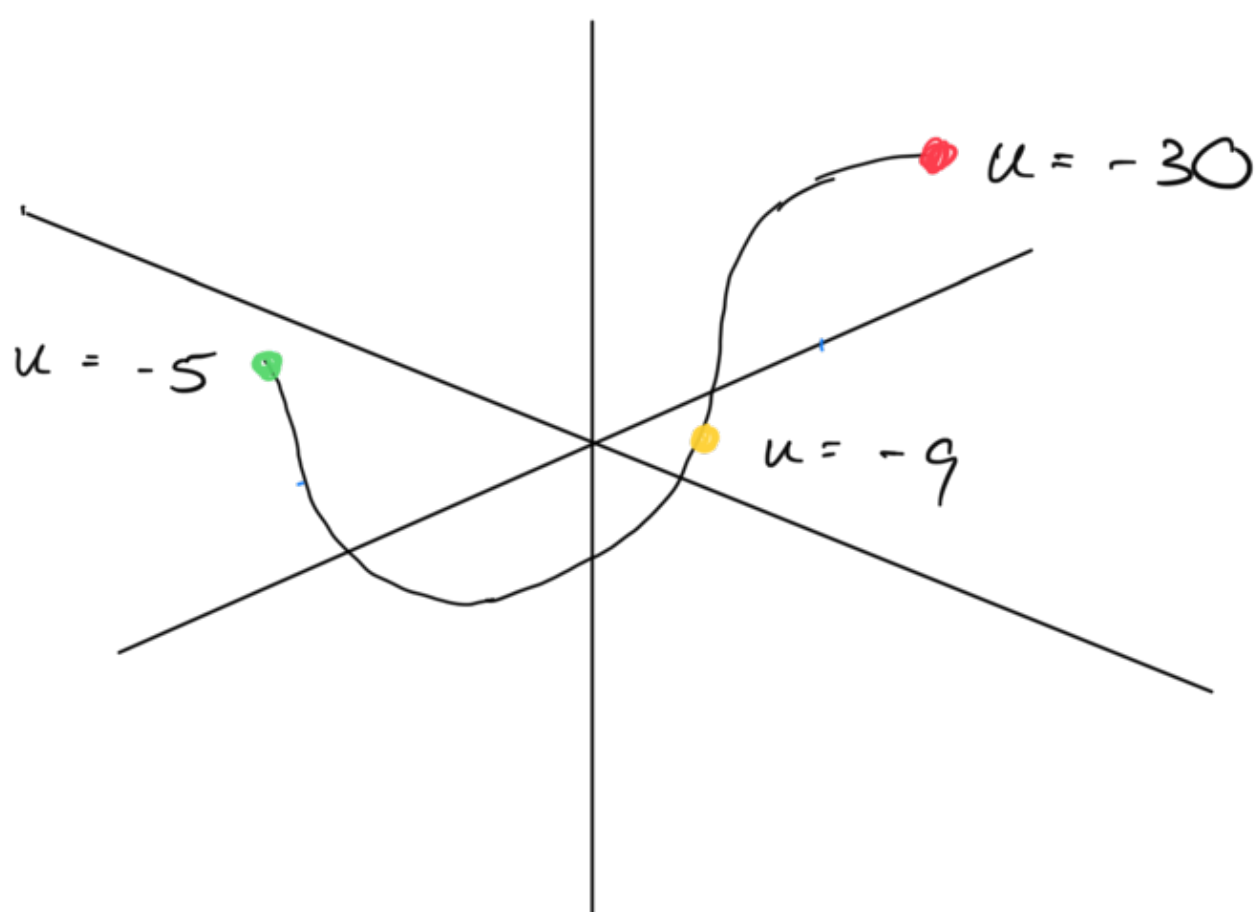
Ex: t may represent "time"

$$\star \quad \vec{r}(t) = \langle f(t), g(t), h(t) \rangle$$



We could just as easily use some other parameterization

$$\vec{r}(u) = \langle f(u), g(u), h(u) \rangle$$



Can even switch between different parameterizations using essentially u -substitution

Lets

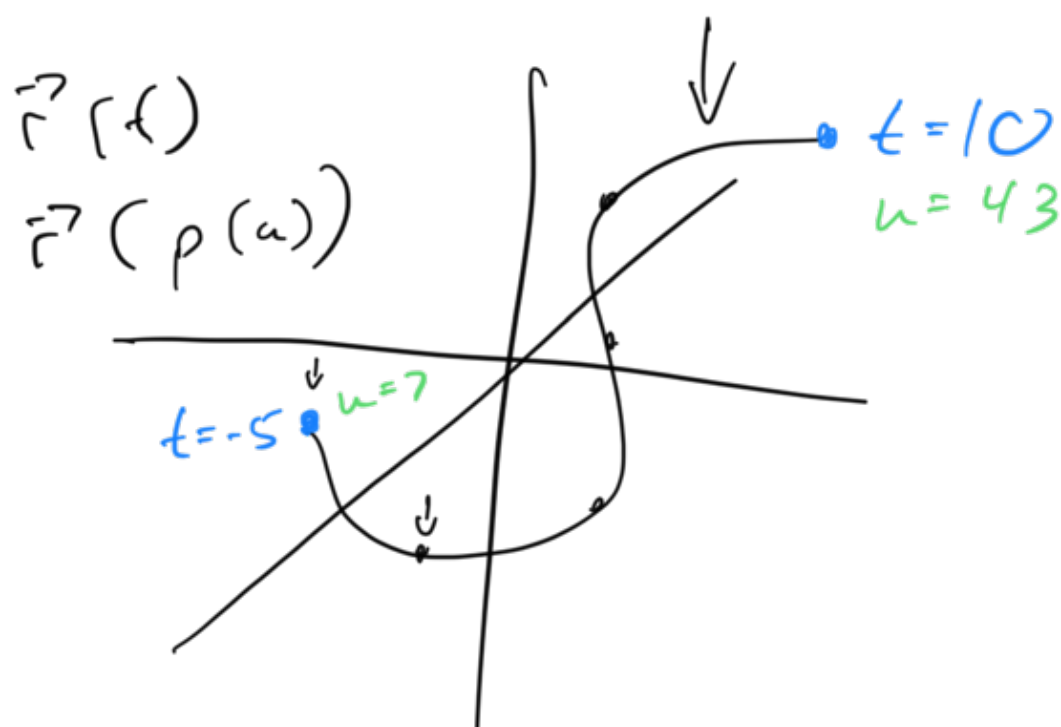
$$\text{say } t = p(u)$$

$$dt = p'(u) du$$

$$f(t) = f(p(u))$$

$$f'(t) = p'(u) f'(p(u)) \quad \text{Chain rule}$$

etc.



Parameterization does not change arc length

$$s' = \int_a^t |\vec{r}'(u)| du = \int_a^t |\vec{r}'(p(u))| du$$

So no matter what parameter is

$$\frac{ds}{dt} = |\vec{r}'(t)|$$

$$s(t) = \int_a^t |\vec{r}'(u)| du$$

$$\boxed{\frac{ds}{dt} = |\vec{r}'(t)|}$$

So all parameterizations give same answer for arc length.

Consider other problems.

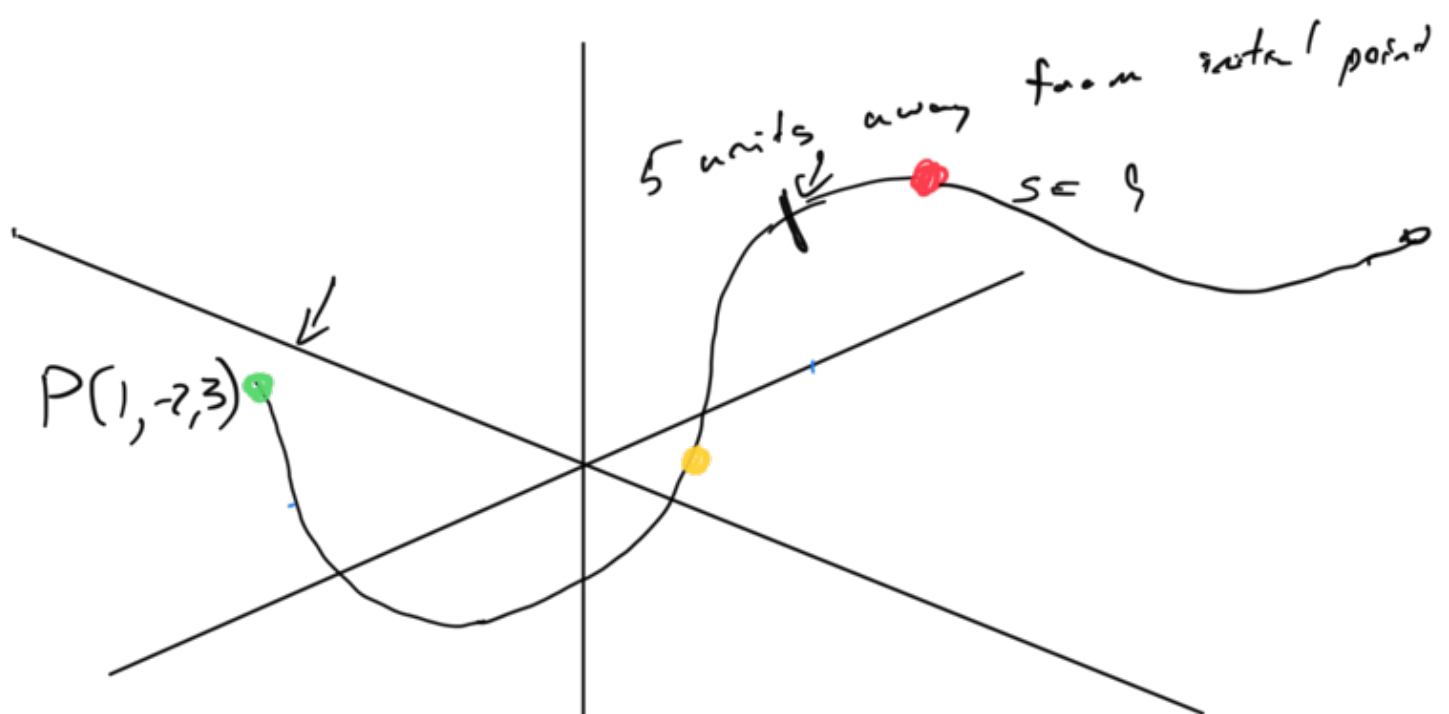
$$\boxed{\vec{r}(t)}$$

{ Is there one that is better to use than the others?

Often convenient to work with arc length as parameter.

$$\vec{r}(t)$$

$$\vec{r}(p(u))$$



$$\vec{r}(5) = \langle f(5), g(5), h(5) \rangle$$
$$\star \vec{r}(t) = \langle f(t), g(t), h(t) \rangle$$

Don't assume you are given arc

length as parameter.

If we are given $\vec{r}(t)$, is there a way to tell if parameter is arc length or something else?

Yes

Testing

$$\vec{r}(u)$$

Recall $s(t) = \int_a^t |\vec{r}'(u)| du$

or $\frac{ds}{dt} = |\vec{r}'(t)|$ } change in \vec{r} per change in t
↑ change in arc length per change in t }

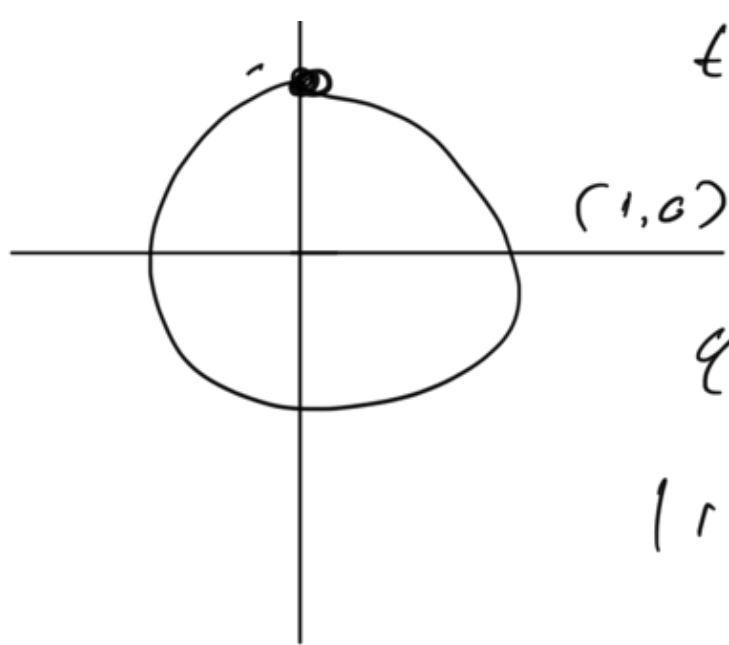
If $|\vec{r}'(t)| = 1$ then essentially t changes at same rate as arc length.

If $\vec{r}(t) =$ starting point when $t=0$, t will be arc length

Ex:

$$\vec{r}(t) = \langle \sin(t), \cos(t) \rangle$$

11C



$$t = \pi/4$$

s = arc length

$$|\vec{r}'(t)| = 1$$

Is this parameterized by arc length measured from $(1, 0)$?

$$\vec{r}'(t) = \langle \cos(t), -\sin(t) \rangle$$

$$\rightarrow |\vec{r}'(t)| = \sqrt{\cos^2(t) + (-\sin(t))^2}$$

$$= 1$$

But

$$\vec{r}(0) = \langle 0, 1 \rangle$$



So if $|\vec{r}'(t)| = 1$ and $\vec{r}(0) = \text{starting point}$ then parameter we are using is arc length

If we are not given arc length parameter, can we convert to it.
Often times yes.

Converting

Based on same idea that we consider

$$s = s(t) = \int_a^t |r'(u)| du$$

a is value of t that corresponds to starting point

$$\frac{ds}{dt} = |r'(t)| = 1 \quad t \text{ are length parameter}$$

If $|r'(t)| = b$, a nonzero constant $\neq 1$
will have

$$s = s(t) = \int_a^t |r'(u)| du = \int_a^t b du$$

$$\frac{s}{b} = \frac{b \cdot (t - a)}{b}$$

$$\frac{s}{b} = t - a$$

$$\star \frac{s}{|r'(t)|} + a = t \quad \begin{matrix} \downarrow \\ \text{value of starting point} \end{matrix} \quad \begin{matrix} \downarrow \\ \vec{r}(t) \end{matrix} \quad \vec{r}\left(\frac{s}{b} + a\right)$$

Make left side new parameter

Ex: $\vec{r}(t) = \langle \cos(t), \sin(t), t \rangle \in \mathbb{R}^3$

Reparameterize for arc length measured from $(1, 0, 0)$ \star

$(1, 0, 0)$ "starting point" corresponds to t value of 0

$$\begin{cases} r'(t) = \langle -\sin(t), \cos(t), 1 \rangle \\ |r'(t)| = \sqrt{2} \end{cases}$$

$$\left| \frac{s}{\sqrt{2}} + 0 \right| = \epsilon$$

$$\left| \frac{s}{\sqrt{2}} = \epsilon \right|$$

So $\vec{r}(s) = \langle \cos(\frac{s}{\sqrt{2}}), \sin(\frac{s}{\sqrt{2}}), \frac{s}{\sqrt{2}} \rangle$ is parameterized by arc length.

$$\frac{s}{|r'(t)|} + a$$

$$(1, 0, 0)$$

What if measured from starting point $\searrow (0, 1, \frac{\pi}{2})$? The t value that gives this starting point is $t = \frac{\pi}{2}$. So arc length parameterization is

$$\langle \cos(\frac{s}{\sqrt{2}} + \frac{\pi}{2}), \sin(\frac{s}{\sqrt{2}} + \frac{\pi}{2}), \frac{s}{\sqrt{2}} + \frac{\pi}{2} \rangle$$

$$\left| \frac{s}{\sqrt{2}} + \frac{\pi}{2} \right| = \epsilon$$

Ex:

Let $\vec{r}: \mathbb{R} \rightarrow \mathbb{R}^3$ be

$$\vec{r}(t) = \langle \sin(4t), \cos(4t), 3t \rangle$$

Determine if it is parameterized by arc length. If not, convert to arc length, measured from $(0, 1, 0)$

$$|\vec{r}'(t)| = | \quad , \text{ and } \vec{r}(0) = (0, 1, 0)$$

$$\vec{r}'(t) = \langle 4\cos(4t), -4\sin(4t), 3 \rangle$$

$$|\vec{r}'(t)| = \sqrt{16\cos^2(4t) + 16\sin^2(4t) + 9}$$

$$= \sqrt{25}$$

$$= 5$$

$$a = 0$$

$$\frac{s}{|\vec{r}'(t)|} + a = t$$

$$\frac{s}{5} + 0 = t$$

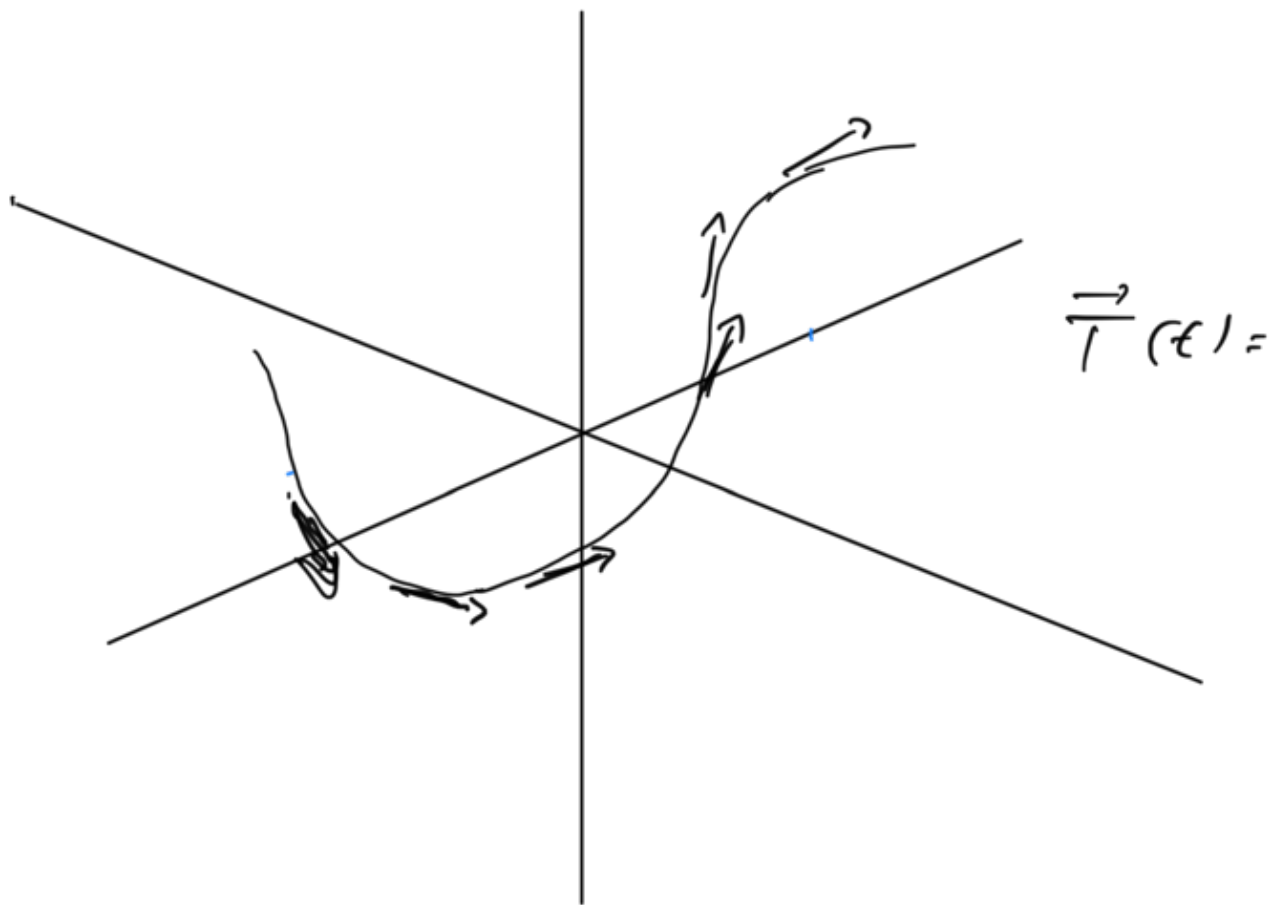
$$\frac{s}{5}$$

$$\vec{r}(s) = \langle \sin\left(\frac{4s}{5}\right), \cos\left(\frac{4s}{5}\right), \frac{3s}{5} \rangle$$

Curvature

Given a curve, we would like some

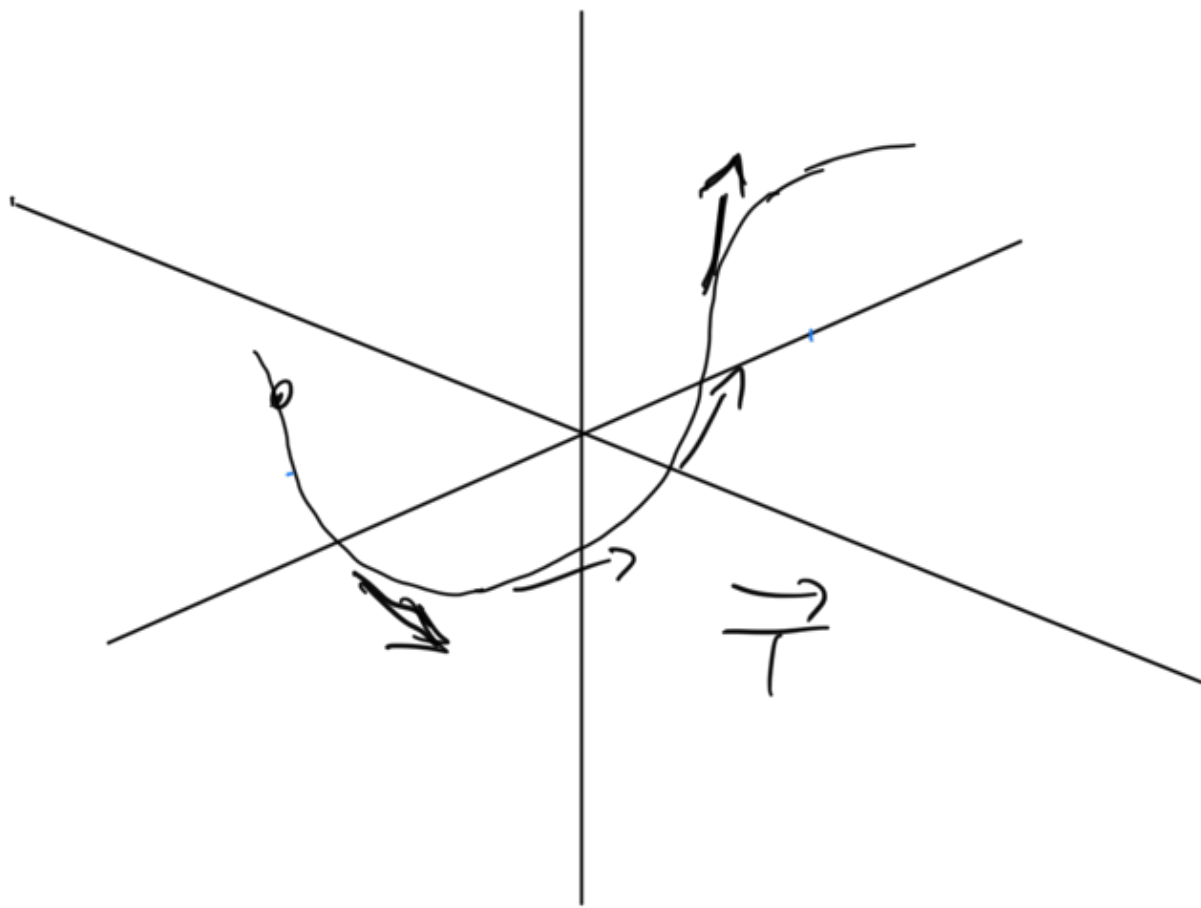
way to evaluate how quickly it changes direction.



$$\vec{r}'(t)$$

Know that tangent vector $\vec{r}'(t)$ corresponds to change in direction. But magnitude of tangent may be

misleading

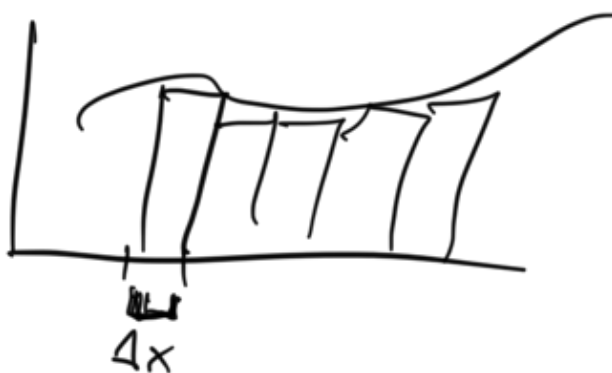


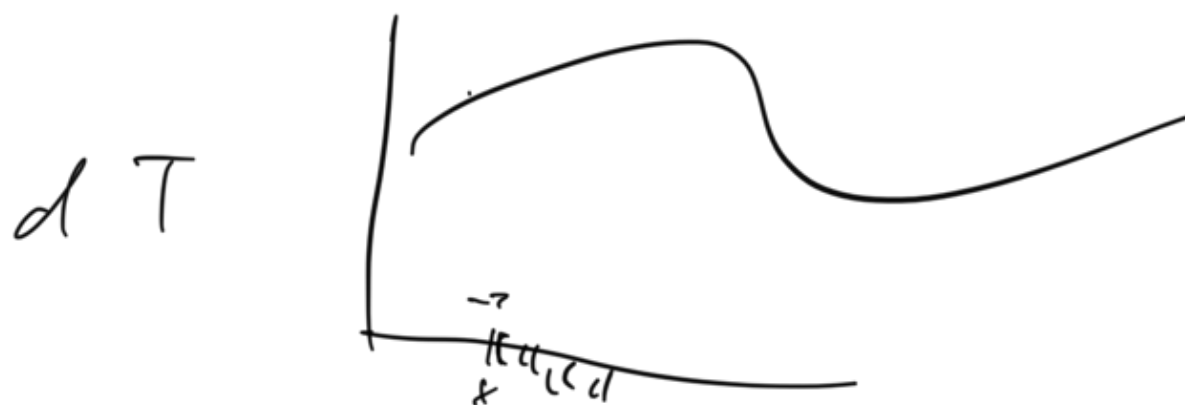
That is why we developed unit
tangent vector, $\vec{T}(t) = \frac{\vec{r}'(t)}{|\vec{r}'(t)|}$

Magnitude always 1 so change in
 \vec{T} , aka $d\vec{T}$, is just change
in direction

ΔT change is "discrete," not
continuous

ΔT





$$d\vec{T}$$

"change in \vec{T} "

$$\vec{T}(t) = \langle f(t), g(t), h(t) \rangle$$

$$\left(\frac{d\vec{T}}{dt} \right) = \vec{T}'(t) = \langle f'(t), g'(t), h'(t) \rangle$$

Thus, how "quickly" \vec{T} changes measures how quickly direction is changing

What should we measure \vec{T} against?

Arc length.

"How quickly unit tangent changes in response to change in arc length"

Thus $\left| \frac{d\vec{T}}{ds} \right|$ is a measure of

how quickly a curve, parameterized by

are length, changes direction

Call this quantity curvature, κ

$$\kappa = \left| \frac{d\vec{T}}{ds} \right| \quad \vec{r}'(t)$$

If we are given $\vec{r}(t)$ and want to find κ , don't want to convert to arc length everytime.

But by chain rule

$$\kappa = \frac{d\vec{T}}{ds} = \frac{d\vec{T}}{dt} \cdot \frac{dt}{ds}$$

$$\Rightarrow \kappa = \frac{d\vec{T}/dt}{ds/dt}$$

Recall $ds/dt = |\vec{r}'(t)|$, so

$$\kappa(t) = \left| \frac{d\vec{T}}{ds} \right| = \left| \frac{\vec{T}'(t)}{|\vec{r}'(t)|} \right|$$

$$= \frac{|\vec{T}'(t)|}{|\vec{r}'(t)|}$$

$$|\vec{r}'(t)|$$

Ex:

Find curvature of $\vec{r}(t) = \langle \sin(t), \cos(t), t \rangle$

$$\vec{T}(t) = \frac{\vec{r}'(t)}{|\vec{r}'(t)|} \quad K = \frac{|\vec{T}'(t)|}{|\vec{r}'(t)|}$$

$$\begin{cases} \vec{r}'(t) = \langle \cos(t), -\sin(t), 1 \rangle \\ |\vec{r}'(t)| = \sqrt{\cos^2(t) + \sin^2(t) + 1} \\ = \sqrt{2} \end{cases}$$

$$\vec{T}(t) = \frac{1}{\sqrt{2}} \langle \cos(t), -\sin(t), 1 \rangle$$

$$\rightarrow \vec{T}'(t) = \frac{1}{\sqrt{2}} \langle -\sin(t), -\cos(t), 0 \rangle$$

$$\begin{aligned} |\vec{T}'(t)| &= \left| \frac{1}{\sqrt{2}} \langle -\sin(t), -\cos(t), 0 \rangle \right| \\ &= \left| \frac{1}{\sqrt{2}} \right| \left| \langle -\sin(t), -\cos(t), 0 \rangle \right| \\ &= \left| \frac{1}{\sqrt{2}} \right| \sqrt{\sin^2(t) + \cos^2(t)} \end{aligned}$$

$$|\vec{T}'(t)| = \left(\frac{1}{\sqrt{2}} \right)$$

$$K = \frac{|\vec{T}'(t)|}{|\vec{r}'(t)|} = \frac{\frac{1}{\sqrt{2}}}{\sqrt{2}}$$

$$\star K(t) = \frac{1}{2}$$

Another formula for k :

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

$$\vec{r}'(t) = \langle \sin(t), \cos(t), t \rangle$$

$$\left\{ \begin{array}{l} \vec{r}' = \langle \cos, -\sin, 1 \rangle = \\ |\vec{r}'(t)| = \sqrt{2} \\ \vec{r}'' = \langle -\sin, -\cos, 0 \rangle \end{array} \right.$$

$$\vec{r}' \times \vec{r}'' = \begin{array}{ccc} \begin{matrix} i & j & k \end{matrix} \\ \begin{matrix} \cos & -\sin & 1 \\ -\sin & -\cos & 0 \end{matrix} \end{array}$$

$$= (0 + \cos(t))i - (0 + \sin(t))j + (-\cos^2(t) - \sin^2(t))k$$

$$\star \langle \cos(t), -\sin(t), -1 \rangle$$

$$\star \frac{|\vec{r}' \times \vec{r}''|}{|\vec{r}'|^3} = \frac{\sqrt{2}}{(\sqrt{2})^3} = \frac{1}{(\sqrt{2})^2}$$

$$= \frac{1}{2}$$

Recapping $K(r)$

Mostly theory

$$K = \left| \frac{d\vec{T}}{ds} \right|$$

Practical {

$$K(r) = \left| \frac{\vec{T}'(t)}{\vec{r}'(t)} \right|$$

$$\vec{r}''(t)$$

$$K(t) = \frac{|\vec{r}'(t) \times \vec{r}''(t)|}{|\vec{r}'(t)|^3}$$

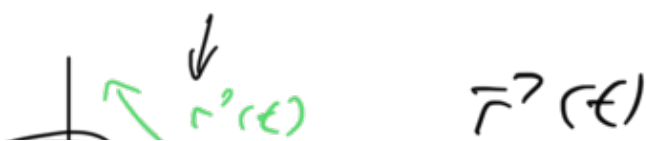
Normal vectors

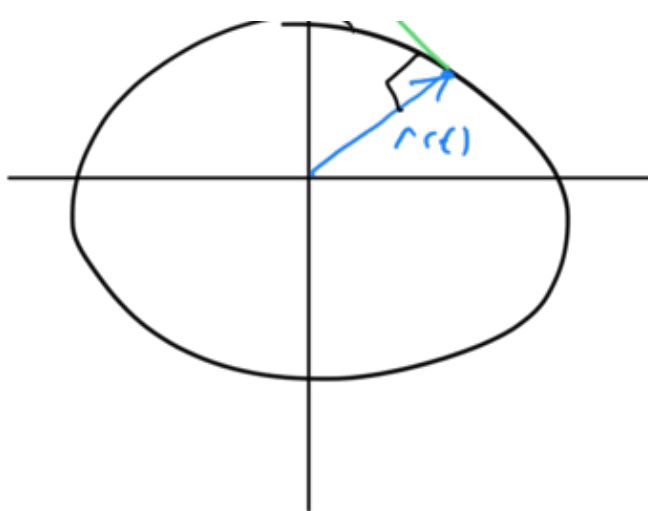
First, a factoid.

If $\vec{r}'(t)$ a vector valued function
and $|\vec{r}'(t)| = c$, constant, then

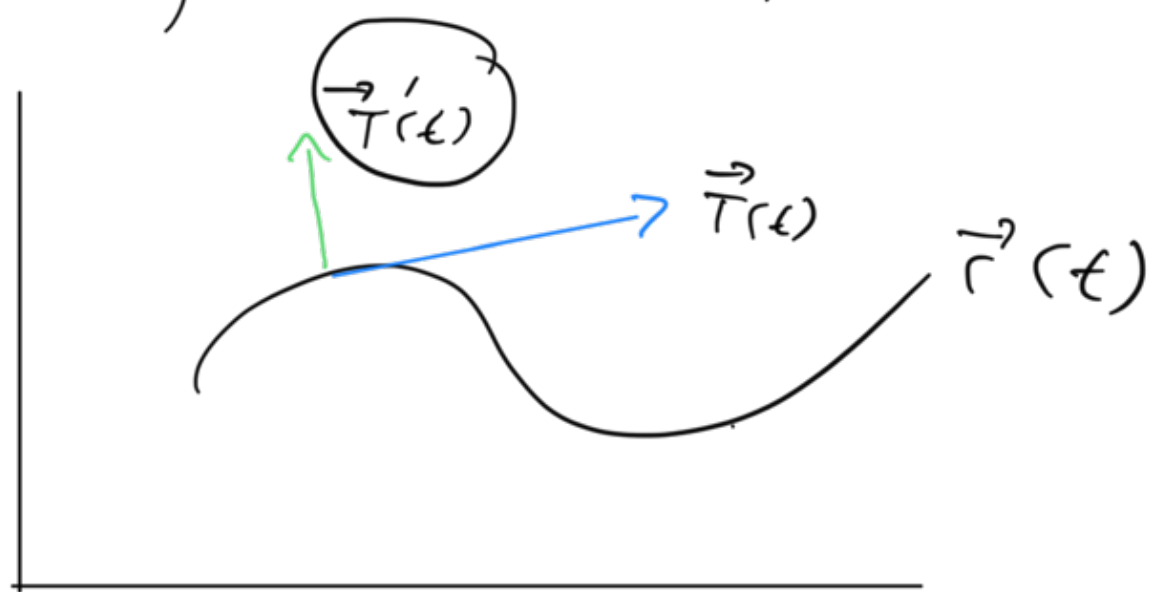
$$\vec{r}'(t) \cdot \underline{\vec{r}''(t)} = 0$$

So \vec{r}' orthogonal to its tangent $\vec{r}'(t)$





Applying this fact to $\vec{T}(t)$, since $|\vec{T}(t)|=1$, $\vec{T}'(t)$ orthogonal to \vec{T}



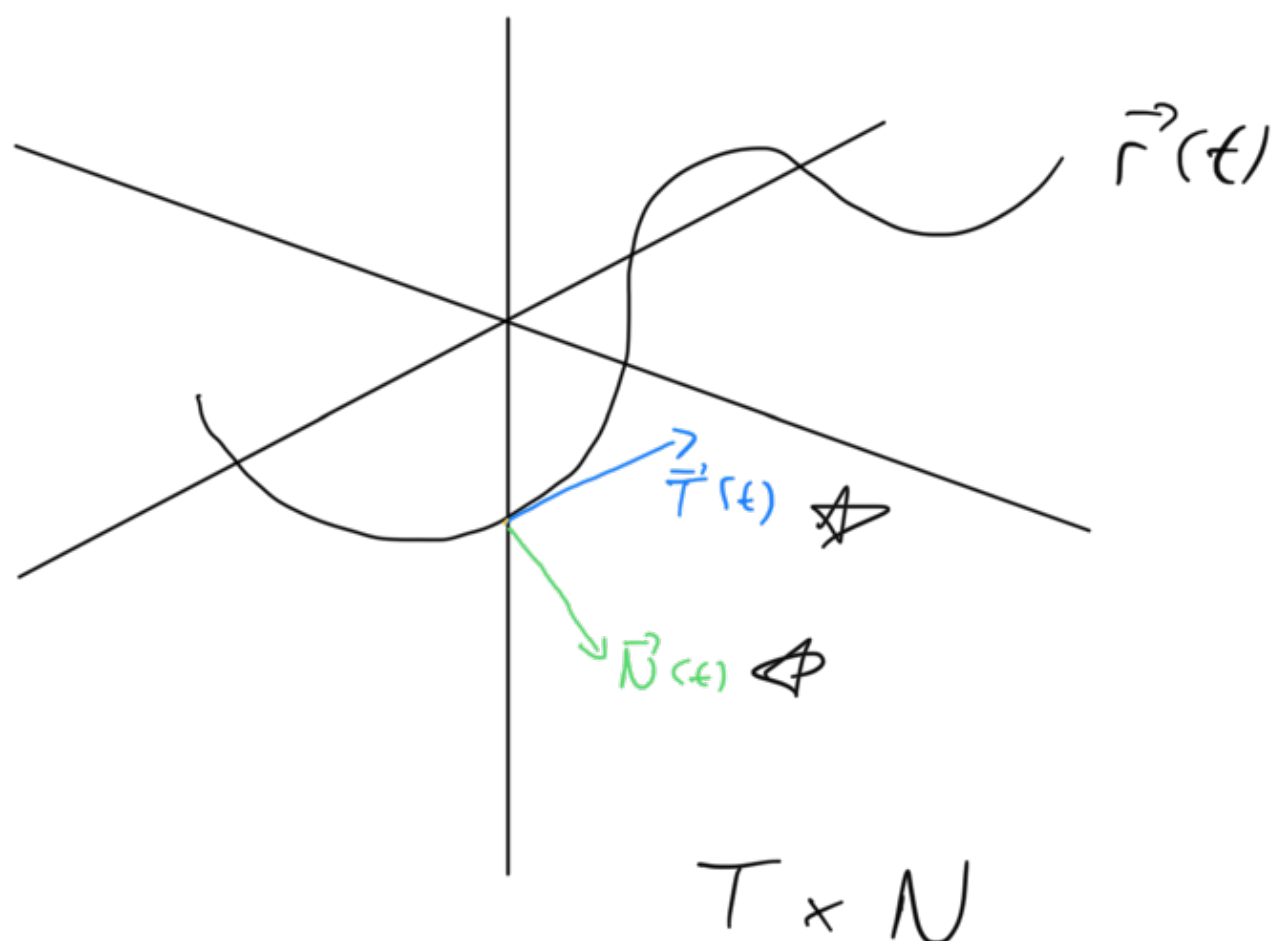
This vector will thus be hitting original curve $\vec{T}(t)$ at 90° angle

We say $\vec{T}'(t)$ is normal to $\vec{T}(t)$.

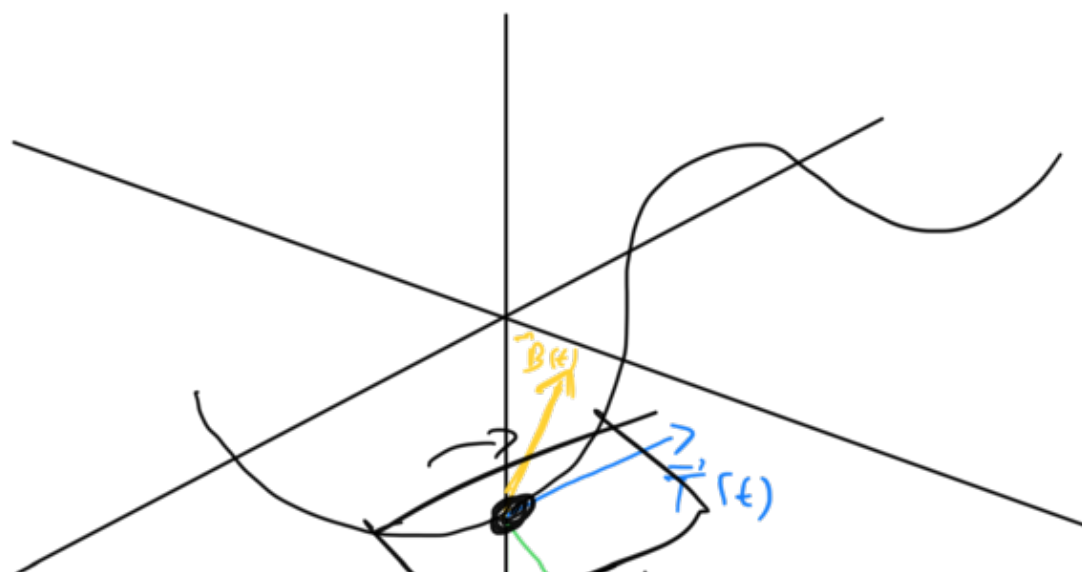
Once again, to avoid confusion, usually make length of this vector 1, giving us principal unit normal vector, aka the unit normal, $N(t)$

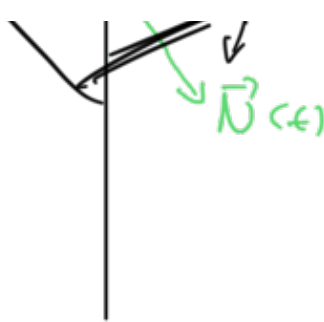
$$N(t) = \frac{\vec{T}'(t)}{|\vec{T}'(t)|}$$

unit vector
Normal to
 $\vec{r}(t)$



Can take cross product of \vec{T} and \vec{N} to get 3rd vector orthogonal to both, called Binormal vector, $\vec{B}(t)$





$$\star |\vec{B}(t)| = |\vec{T} \times \vec{N}|$$

$$= |\vec{T}| |\vec{N}| \sin(\theta)$$

$$= 1$$

Normal plane vs Osculating Plane