

## 12.6 Curvature and Acceleration

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

The arc length  $s$  along the curve with position vector  $\vec{r}(t)$ , from  $\vec{r}(a)$  to  $\vec{r}(b)$  is by definition:

$$s = \int_a^b \sqrt{x'(t)^2 + y'(t)^2 + z'(t)^2} dt = \int_a^b \|\vec{v}(t)\| dt$$

$\|\vec{v}(t)\| = \sqrt{v(t)}$

arc length function  $s(t) = \int_a^t \|\vec{v}(\tau)\| d\tau$

$$\Rightarrow \frac{ds}{dt} = \|\vec{v}(t)\|$$

"speed of moving point is the time rate of change of its arc-length function."

## Curvature of Plane Curves

"rate of change of direction"

$\Rightarrow$  "rate at which  $\vec{v}$  is turning"

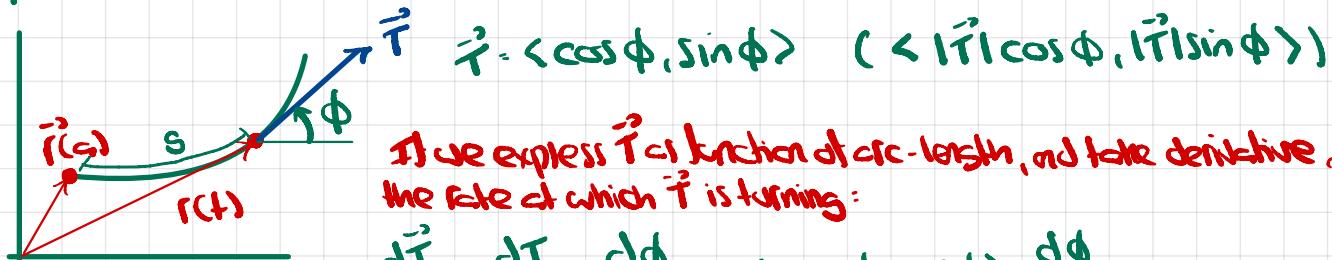
direction is determined by velocity vector

$$\vec{v}(t) = \vec{r}'(t) + \vec{\alpha}$$

$\vec{r}(t) = \langle x(t), y(t) \rangle$   $a \leq t \leq b$  position vector of differentiable plane curve that is smooth

$\Rightarrow$  unit tangent vector at point  $\vec{r}(t)$  is  $\vec{T}(t) = \frac{\vec{v}(t)}{\|\vec{v}(t)\|}$

Let  $\phi$ : angle of inclination of  $\vec{T}$  (counterclockwise from x-axis)



If we express  $\vec{T}$  as function of arc-length, and take derivative, we get the rate at which  $\vec{T}$  is turning:

$$\frac{d\vec{T}}{ds} = \frac{dT}{d\phi} \cdot \frac{d\phi}{ds} = \langle -\sin \phi, \cos \phi \rangle \frac{d\phi}{ds}$$

$$\left| \frac{dT}{ds} \right| = \sqrt{\sin^2 \phi + \cos^2 \phi} = \left| \frac{d\phi}{ds} \right|$$

$$K = \left| \frac{d\phi}{ds} \right| = \text{curvature}$$

Given a smooth parametric curve  $x = x(t)$ ,  $y = y(t)$  how do we compute its curvature?

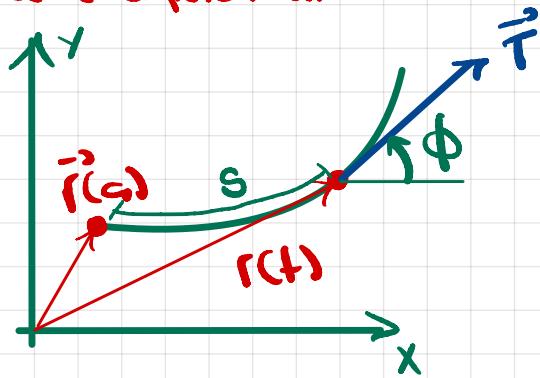
$$\phi = \tan^{-1} \left( \frac{dy}{dx} \right) = \tan^{-1} \left( \frac{y'}{x'} \right) + \alpha$$

$$\frac{d\phi}{dt} = \frac{y''x' - y'x''}{(x')^2} \div \left[ 1 + \left( \frac{y'}{x'} \right)^2 \right]$$

$$= \frac{x'y'' - x''y'}{(x')^2 + (y')^2}$$


$$k = \left| \frac{d\phi}{ds} \right| = \left| \frac{d\phi}{dt} \cdot \frac{dt}{ds} \right| = \frac{1}{s} \left| \frac{d\phi}{dt} \right| \text{ where } s = \frac{ds}{dt} = \sqrt{x'^2 + y'^2} > 0$$

$$= \frac{x'y'' - x''y'}{[x'^2 + y'^2]^{3/2}}$$



Note

$$\vec{T} \cdot \langle \cos \phi, \sin \phi \rangle$$

$$\frac{d\vec{T}}{ds} \cdot \langle -\sin \phi, \cos \phi \rangle \quad \frac{d\phi}{ds} = \vec{T} \cdot \frac{d\vec{T}}{ds} = 0$$

If  $\frac{d\vec{T}}{ds} \neq 0$  then the unit vector is called principal unit normal vector,  $\vec{N}$

$$k = \left| \frac{d\vec{T}}{ds} \right| = \left| \frac{d\phi}{ds} \right| \Rightarrow \frac{d\vec{T}}{ds} = k \cdot \vec{N}$$

## Curvature of Space Curves

→ moving particle in space  
position vector,  $\vec{r}(t)$ , time diff.

$\vec{v}(t)$  never zero

$$\Rightarrow \text{Def: } \vec{T}(t) = \frac{\vec{v}(t)}{|\vec{v}(t)|} = \frac{\vec{v}(t)}{\sqrt{v(t)}} \Rightarrow \vec{v}(t) = v(t) \vec{T}(t)$$

Before, we had  $k = \left| \frac{d\phi}{ds} \right|$  but now there isn't a single angle determining  $\vec{T}$ 's direction.

→ different approach

$$\vec{T} \cdot \vec{T} = 1, \text{ diff. w.r.t. } s$$

$$\vec{T} \cdot \frac{d\vec{T}}{ds} = 0 \Rightarrow \vec{T} \text{ and } \frac{d\vec{T}}{ds} \text{ are } \perp$$

$$\text{define curvature } k = \left| \frac{d\vec{T}}{ds} \right|, \text{ as before}$$

but now we decompose  $d\vec{T}/ds$  differently

$$k = \left| \frac{d\vec{T}}{ds} \right| = \left| \frac{d\vec{T}}{dt} \cdot \frac{dt}{ds} \right| \Rightarrow k = \frac{1}{v(t)} \left| \frac{d\vec{T}}{dt} \right|$$

For  $k \neq 0$ , define principal unit normal vector  $\vec{N}$

$$\vec{N} = \frac{d\vec{T}/ds}{|d\vec{T}/ds|} = \frac{1}{k} \cdot \frac{d\vec{T}}{ds} = \frac{d\vec{T}}{ds} \cdot k\vec{N}$$

Recap:

$$\text{Define } k = \left| \frac{d\vec{T}}{ds} \right| \text{ obtain } k = \frac{1}{v(t)} \left| \frac{d\vec{T}}{dt} \right|$$

Because  $\vec{T}$  is of constant length 1 it is  $\perp$  to any of its derivatives.

In particular  $d\vec{T}/ds \cdot \vec{N}$  is just the unit vector in the direction of  $d\vec{T}/ds$ ,

and since the defn. of  $k$  we have  $d\vec{T}/ds = k\vec{N}$

\*note that for any  $\vec{v}$  if  $|\vec{v}|=h$  then the derivative vector cannot have a component in the same direction as  $\vec{v}$ , because if  $\parallel d\vec{v}$ , the length of the vector would change.

$$\vec{v} \cdot \vec{v} = h \Rightarrow \vec{v} \frac{d\vec{v}}{dx} = 0 \quad \forall x$$

## Normal and Tangential Components of Acceleration

$$\frac{d\vec{T}}{ds} = k\vec{N}$$

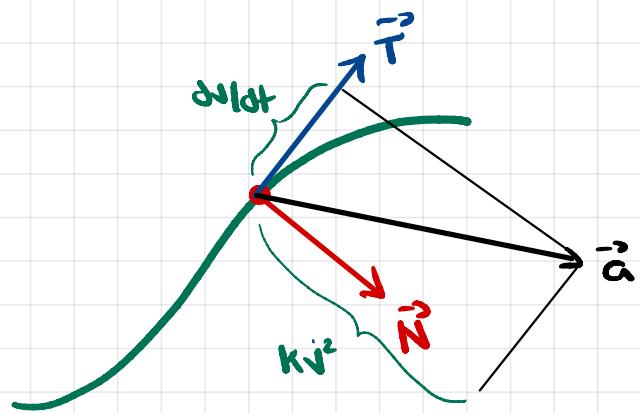
$$\vec{v} \cdot \vec{v}$$

$$\begin{aligned}\vec{a}(t) &= \frac{d\vec{v}(t)}{dt} \cdot \frac{d\vec{v}(t)}{dt} \vec{T}(t) + v(t) \frac{d\vec{T}(t)}{dt} \\ &= \frac{d^2v(t)}{dt^2} \vec{T}(t) + v(t) \frac{d\vec{T}(t)}{dt} \frac{ds}{dt} \\ &\rightarrow \end{aligned}$$

$$\vec{a}(t) = \frac{d^2v(t)}{dt^2} \vec{T}(t) + v(t)^2 k\vec{N}$$

role of change of speed      role of change of direction of motion

$$k\vec{a} = \frac{dv}{dt} \vec{T} + kv^2 \vec{N}$$



$\vec{T}$  and  $\vec{N}$  are  $\perp$  so the expr. above is a decomposition of acceleration into components tangent and normal to the trajectory