

- 1 (a) Derive the Frenet frame, curvature, and torsion for a unit speed curve

We are given that $|V(t)|=1$ so by prop 1.13 on page 14 this implies that $a \perp V$ and therefore $a^\perp \equiv a$. Thus our curvature is:

$$K(t) = \frac{|a^\perp(t)|}{|V(t)|^2}$$

$$K(s) = \frac{|a^\perp(s)|}{1} = |a|$$

$$\Rightarrow \boxed{K(s) = |a|}$$

Now for the Frenet frame:

$$T(t) = \frac{V(t)}{|V(t)|} \Rightarrow T(s) = \frac{V(s)}{1} = V(s)$$

$$\text{Similarly } N(T) = \frac{a^\perp}{|a^\perp|} \Rightarrow N(s) = \frac{a(s)}{|a(s)|} = \frac{1}{K(s)} a(s)$$

$$B(t) = T(t) \times N(t) \Rightarrow B(s) = T(s) \times N(s)$$

Thus we have an orthonormal basis

$$\{T, N, B\} = \left\{ V(s), \frac{1}{K(s)} a(s), V(s) \times \frac{1}{K(s)} a(s) \right\}$$

To determine the torsion we need to find $B'(s)$ and then $\langle B'(s), N(s) \rangle$

From orthonormality we know

$$|N|^2 = N \cdot N = 1$$

$$\frac{d}{ds} (N(s) \cdot N(s)) = 0$$

$$N'(s) \cdot N(s) + N(s) \cdot N'(s) = 0$$

$$2(N'(s) \cdot N(s)) = 0$$

$$\rightarrow N'(s) \cdot N(s) = 0$$

Therefore $N'(s) \perp N(s)$. Now we compute $B'(s)$

$$\begin{aligned} B'(s) &= \frac{d}{ds} (T(s) \times N(s)) \\ &= T'(s) \times N(s) + T(s) \times N'(s) \\ &= a(s) \times N(s) + T(s) \times N'(s) \\ &= K(s)N(s) \times N(s) + T(s) \times N'(s) \\ &= 0 + T(s) \times N'(s) \end{aligned}$$

Because $N' \perp N$ we may write

$N' = \alpha T + \beta B$ since $N \cdot T = N \cdot B = 0$ and so we maintain orthogonality. This means

$$\begin{aligned} B'(s) &= T(s) \times N'(s) \\ &= T(s) \times (\alpha T + \beta B) \\ &= T(s) \times \alpha T + T(s) \times \beta B(s) \\ &= 0 + T(s) \times \beta B(s) \\ &= \beta (T(s) \times B(s)) \end{aligned}$$

We know $B = T \times N$ because they are orthonormal we therefore have

$$\begin{array}{c} \uparrow B \\ \swarrow T \quad \rightarrow N \end{array} \Rightarrow T(s) \times B(s) = -N(s)$$

Thus $B'(s) = -\beta N(s)$

So we have shown $B' = -\tau N(s)$ for some $\tau = \tau(s)$. Now we have everything to calculate the torsion

$$\tau = - \frac{\langle B'(s), N(s) \rangle}{|N(s)|}$$

$$= - \langle B'(s), N(s) \rangle$$

$$= - \langle -\tau N(s), N(s) \rangle$$

$= \tau \langle N(s), N(s) \rangle$ and because $N(s)$ is normalized this inner product must be unity. Therefore

$$\tau = \tau(s) \text{ which means we can}$$

write the simplified Frenet frame as

$$\begin{aligned} |v(s)| &= 1 \\ K(s) &= |a(s)| \\ T(s) &= v(s) \\ N(s) &= \frac{1}{K(s)} a(s) \\ B(s) &= T(s) \times N(s) \\ B'(s) &= -\tau(s) N(s) \end{aligned}$$

$$(b) \quad \beta(s) = \left(\frac{4}{5} \cos(s), 1 - \sin(s), -\frac{3}{5} \cos(s) \right)$$

Determine the curvature, Torsion, and Frenet frame

$$V(s) = \beta'(s) = \left(-\frac{4}{5} \sin(s), -\cos(s), \frac{3}{5} \sin(s) \right)$$

$$|V(s)| = \sqrt{\frac{16}{25} \sin^2(s) + \cos^2(s) + \frac{9}{25} \sin^2(s)} = \sqrt{1} = 1$$

thus the curve is parametrized by arc length. $\Rightarrow a^\perp = a$ and so the curvature is given by $K(s) = |a(s)|$

$$a(s) = \beta''(s) = \left(-\frac{4}{5} \cos(s), \sin(s), \frac{3}{5} \cos(s) \right)$$

$$\Rightarrow K(s) = \sqrt{\frac{16}{25} \cos^2(s) + \sin^2(s) + \frac{9}{25} \cos^2(s)} = \sqrt{1} = 1$$

Thus $\boxed{K(s) = 1}$

Now $T(s) = \frac{V(s)}{|V(s)|} = V(s) = \left(-\frac{4}{5} \sin(s), -\cos(s), \frac{3}{5} \sin(s) \right)$

$$N(s) = \frac{a^\perp}{|a^\perp|} = \frac{1}{K} a(s) = a(s) = \left(-\frac{4}{5} \cos(s), \sin(s), \frac{3}{5} \cos(s) \right)$$

$$B(s) = T(s) \times N(s) = \begin{vmatrix} i & j & k \\ -\frac{4}{5} \sin(s) & -\cos(s) & \frac{3}{5} \sin(s) \\ -\frac{4}{5} \cos(s) & \sin(s) & \frac{3}{5} \cos(s) \end{vmatrix} =$$

$$= \left(-\frac{3}{5} \cos^2(s) - \frac{3}{5} \sin^2(s), -\left(-\frac{12}{25} \sin(s) \cos(s) + \frac{12}{25} \sin(s) \cos(s) \right), -\frac{4}{5} \sin^2(s) - \frac{4}{5} \cos^2(s) \right)$$

$$= \left(-\frac{3}{5}, 0, -\frac{4}{5} \right)$$

$\Rightarrow B(s) = \text{constant}$ and therefore

the torsion is zero. This suggests that this curve represents some kind of circle (I'm guessing from the components) that is in a plane normal to $\begin{pmatrix} -3/5 \\ 0 \\ 4/5 \end{pmatrix}$

