

Definition

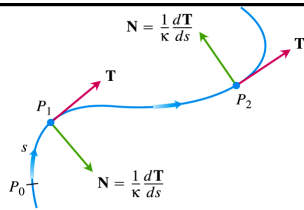
The **principal unit normal** vector is defined by

$$\mathbf{N} = \frac{1}{\kappa} \frac{d\mathbf{T}}{ds}$$

(This is a unit vector since by definition $\kappa = \left| \frac{d\mathbf{T}}{ds} \right|$)

An alternative formula:

$$\mathbf{N} = \frac{d\mathbf{T}/dt}{|d\mathbf{T}/dt|} \quad \text{where } \mathbf{T} = \frac{\mathbf{v}}{|\mathbf{v}|}$$



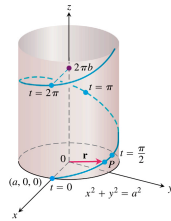
Example

Find \mathbf{T} , \mathbf{N} and κ for the helix

$$\mathbf{r}(t) = (a \cos t)\mathbf{i} + (a \sin t)\mathbf{j} + (bt)\mathbf{k}, \quad a, b \geq 0, \quad a^2 + b^2 \neq 0$$

Solution

$$\mathbf{v} = \frac{d\mathbf{r}}{dt} = (-a \sin t)\mathbf{i} + (a \cos t)\mathbf{j} + b\mathbf{k}$$



$$|\mathbf{v}| = \sqrt{(-a \sin t)^2 + (a \cos t)^2 + b^2} = \sqrt{a^2 + b^2}$$

$$\text{so } \mathbf{T} = \frac{\mathbf{v}}{|\mathbf{v}|} = \left(-\frac{a}{\sqrt{a^2 + b^2}} \sin t \right) \mathbf{i} + \left(\frac{a}{\sqrt{a^2 + b^2}} \cos t \right) \mathbf{j} + \frac{b}{\sqrt{a^2 + b^2}} \mathbf{k}$$

$$\frac{d\mathbf{T}}{dt} = \left(-\frac{a}{\sqrt{a^2 + b^2}} \cos t \right) \mathbf{i} + \left(-\frac{a}{\sqrt{a^2 + b^2}} \sin t \right) \mathbf{j} + 0\mathbf{k}$$

$$\left| \frac{d\mathbf{T}}{dt} \right| = \sqrt{\frac{a^2}{a^2 + b^2} \cos^2 t + \frac{a^2}{a^2 + b^2} \sin^2 t} = \sqrt{\frac{a^2}{a^2 + b^2}} = \frac{a}{\sqrt{a^2 + b^2}}$$

$$\text{so } \mathbf{N} = \frac{d\mathbf{T}/dt}{|d\mathbf{T}/dt|} = (-\cos t)\mathbf{i} + (-\sin t)\mathbf{j}$$

$$\text{and } \kappa = \frac{1}{|\mathbf{v}|} \left| \frac{d\mathbf{T}}{dt} \right| = \frac{1}{\sqrt{a^2 + b^2}} \frac{a}{\sqrt{a^2 + b^2}} = \frac{a}{a^2 + b^2}$$

$$\kappa = \left| \frac{d\mathbf{T}}{ds} \right| = \left| \frac{d\mathbf{T}}{dt} \right| \frac{1}{|\mathbf{v}|} \quad \left(\frac{dt}{ds} = \frac{1}{ds/dt} = \frac{1}{|\mathbf{v}|} \right) \quad \left(s(t) = \int_{t_0}^t |\mathbf{v}| d\tau \right)$$

(chain rule)

Tangential and Normal Components of Acceleration

It is often useful to write the acceleration vector of a moving object as

$$\mathbf{a} = a_T \mathbf{T} + a_N \mathbf{N} \quad \text{the (common) direction of } \frac{d\mathbf{T}}{ds} \text{ and } \frac{d\mathbf{T}}{dt}$$

We will derive formulas for a_T and a_N - the **tangential** and **normal** components of \mathbf{a} .

Recall that \mathbf{T} is the direction of \mathbf{v} i.e. $\mathbf{v} = v_T \mathbf{T}$

where $v_T = |\mathbf{v}|$ ($v_N = 0$)

$$\text{So } \mathbf{a} = \frac{d}{dt} \mathbf{v} = \frac{d}{dt} (|\mathbf{v}| \mathbf{T}) = \left(\frac{d}{dt} |\mathbf{v}| \right) \mathbf{T} + |\mathbf{v}| \frac{d\mathbf{T}}{dt}$$

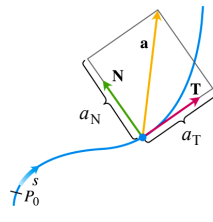
So

$$a_T = \frac{d}{dt} |\mathbf{v}| \quad \text{and} \quad a_N = \kappa |\mathbf{v}|^2$$

or

$$a_T = \frac{d^2 s}{dt^2} \quad \text{and} \quad a_N = \kappa \left(\frac{ds}{dt} \right)^2$$

$$\left(\frac{dt}{ds} = \frac{1}{ds/dt} = \frac{1}{|\mathbf{v}|} \right) \quad \left(s(t) = \int_{t_0}^t |\mathbf{v}| d\tau \right)$$



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Note

- 1) If $\kappa = 0$ (no turning) then $a_N = 0$, and so the direction of \mathbf{a} is \mathbf{T} .
- 2) Otherwise, a_N is proportional to the square of the speed (κ = coeff. of proportionality).
If the object's speed is constant, then $a_T = 0$, and so the direction of \mathbf{a} is \mathbf{N} .

