

13.4

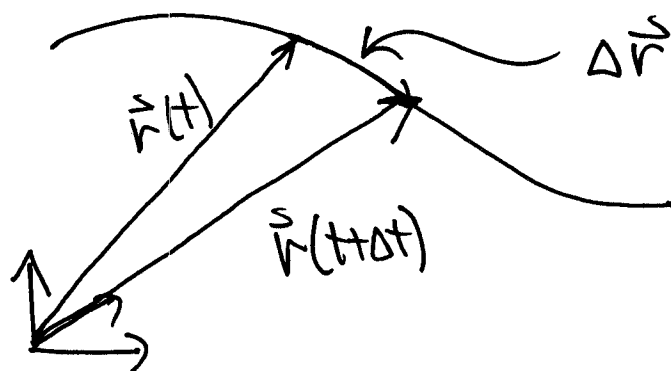
□ Arc length / Unit tangent & normal

13.4 ^①

- Vector valued function -

$$\vec{r}(t) = x(t)\hat{i} + y(t)\hat{j} + z(t)\hat{k}$$

$$\dot{\vec{r}}(t) \equiv \vec{r}'(t) = \lim_{\Delta t \rightarrow 0} \left[\frac{\vec{r}(t+\Delta t) - \vec{r}(t)}{\Delta t} = \frac{\Delta \vec{r}}{\Delta t} \right]$$



- geometrically - $\vec{\Delta r}$ points along the curve
- calculationally - $\vec{r}' = x'(t)\hat{i} + y'(t)\hat{j} + z'(t)\hat{k}$

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From this we get -

$$\textcircled{1} \quad \vec{v} = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{r}}{\Delta t} \quad \text{points tangent to curve}$$

$$\textcircled{2} \quad \|\vec{v}\| = \lim_{\Delta t \rightarrow 0} \frac{\|\Delta \vec{r}\|}{\Delta t} = \frac{ds}{dt} = \text{speed}$$

The acceleration $\vec{a}$ is more complicated & can point in any direction / any length.

- There are two basic directions along a curve: $\vec{T}$ = unit tangent vector (gives direction of motion)
 $\vec{N}$ = unit normal (gives direction curve is "curving")

• Unit Tangent vector -

Recall - to find a unit vector in direction $\vec{v}$, divide by its length -

$$\vec{v} = (a, b, c) \quad \|\vec{v}\| = \sqrt{a^2 + b^2 + c^2}$$

$$\frac{\vec{v}}{\|\vec{v}\|} = \left(\frac{a}{\sqrt{a^2 + b^2 + c^2}}, \frac{b}{\sqrt{a^2 + b^2 + c^2}}, \frac{c}{\sqrt{a^2 + b^2 + c^2}} \right)$$

$$\left\| \frac{\vec{v}}{\|\vec{v}\|} \right\| = \frac{1}{\|\vec{v}\|} \|\vec{v}\| = 1 \quad \checkmark$$

Defn: $\vec{T} = \frac{\vec{v}}{\|\vec{v}\|}$

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Ex: $\vec{r}(t) = 2\cos t \underline{i} + 2\sin(t) \underline{j} + t \underline{k}$

$$\vec{v}(t) = -2\sin t \underline{i} + 2\cos t \underline{j} + \underline{k}$$

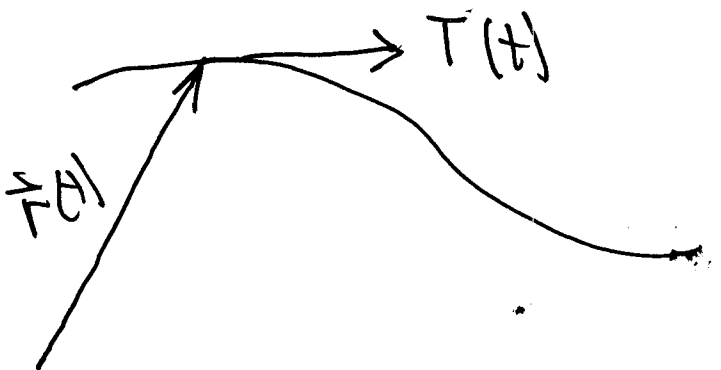
$$T(t) = \frac{\vec{v}(t)}{\|\vec{v}(t)\|} \quad \|\vec{v}\| = v = \sqrt{4\sin^2 t + 4\cos^2 t + 1}$$

$$= \sqrt{5}$$

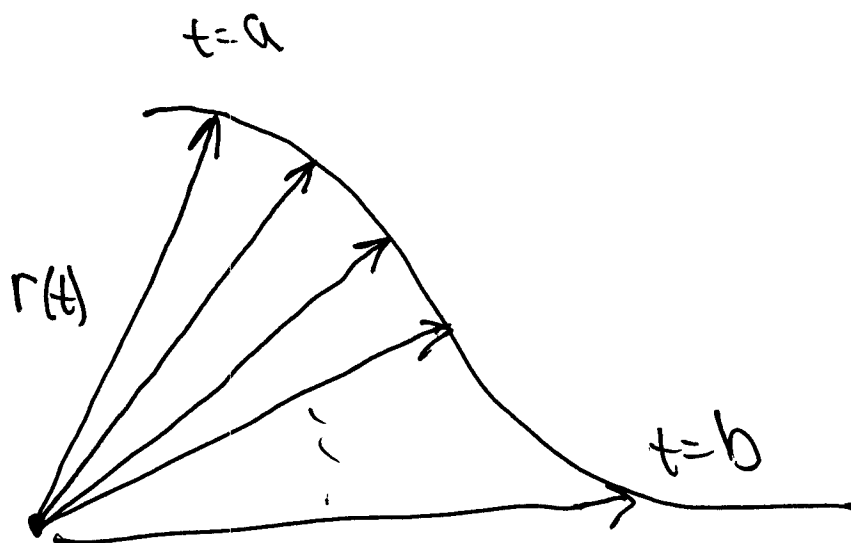
Check: $T(t) = \frac{-2\sin t}{\sqrt{5}} \underline{i} + \frac{2\cos t}{\sqrt{5}} \underline{j} + \frac{1}{\sqrt{5}} \underline{k}$

$$\|T(t)\|^2 = \frac{4\sin^2 t + 4\cos^2 t + 1}{(\sqrt{5})^2} = 1 \checkmark$$

- $T(t)$ gives the direction of motion along curve



• Arc length:



Break curve into segments according to

$$t_0 = a \leq t_1 \leq t_2 \leq \dots \leq t_N = b \quad t_k = a + k\Delta t$$

$$\|\vec{r}(t_k) - \vec{r}(t_{k-1})\| \approx \text{length of segment}$$

$$\text{Length}_a^b \approx \sum_{k=1}^N \frac{\|\vec{r}(t_k) - \vec{r}(t_{k-1})\|}{\Delta t} \Delta t$$

$\nwarrow \|\vec{v}(t)\|$

Riemann Sum for

$$L_a^b = \int_a^b \|\vec{v}(t)\| dt$$

That is - integrate the speed

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

to get the arclength

$$\int_a^b \frac{ds}{dt} dt = \int_a^b ds$$

$$\|\vec{v}\| = \sqrt{\left(\frac{dx}{dt}\right)^2 + \left(\frac{dy}{dt}\right)^2 + \left(\frac{dz}{dt}\right)^2} = \frac{\sqrt{dx^2 + dy^2 + dz^2}}{dt}$$

$$ds = \sqrt{dx^2 + dy^2 + dz^2}$$

all say same thing...

Ex: Find length of helix

$$\vec{r}(t) = \cos t \underline{i} + \sin t \underline{j} + t \underline{k}$$

for $0 \leq t \leq 2\pi$.

Soln: $ds = \sqrt{dx^2 + dy^2 + dz^2}$

$$x = \cos t \quad dx = -\sin t \, dt$$

$$y = \sin t \quad dy = \cos t \, dt$$

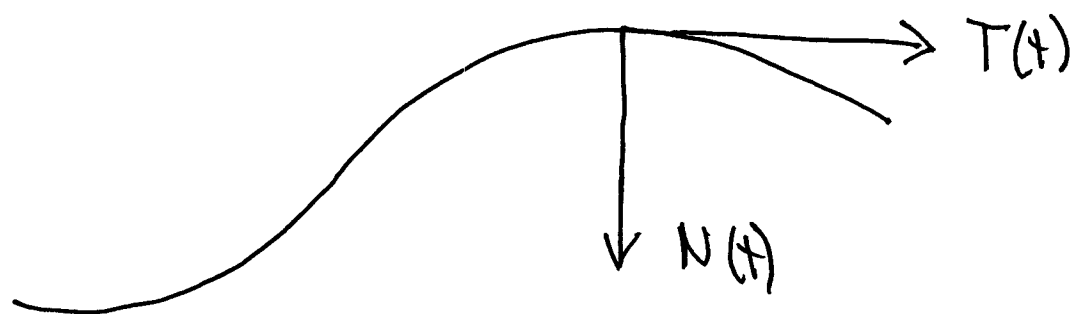
$$z = t \quad dz = dt$$

$$ds = \sqrt{\cos^2 t + \sin^2 t + 1} \, dt$$

$$L_0^{2\pi} = \int_0^{2\pi} ds = \int_0^{2\pi} \sqrt{2} \, dt = \boxed{\sqrt{2} \cdot 2\pi}$$

• Where does the acceleration point?

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$N(t)$ = principle normal gives direction in which the "curve is curving"

To find it: recall:

Thm: if $\|T(t)\| = \text{const}$, then $T'(t) \perp T(t)$

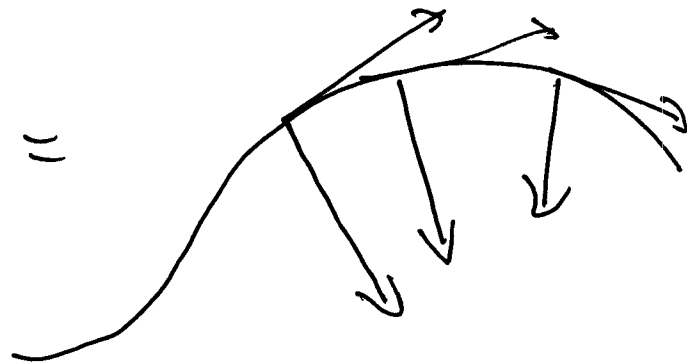
Pf. $T(t) \cdot T(t) = \text{const}$

$$T'(t) \cdot T(t) + T(t) \cdot T'(t) = 0$$

$$2T' \cdot T = 0 \quad T' \perp T$$

• Conclude: The vector $T'(t) = \frac{dT}{dt}$ points $\perp$ to $T(t)$ and gives the "direction of curvature"

• Defn: $N(t) = \frac{T'(t)}{\|T'(t)\|} =$



unit vector in

direction of $T'(t)$ is direction of curvature

$N(t) \in$ "principal normal vector"

• Defn: $\|T'(t)\| = Kv = \text{curvature}$.

(measures magnitude of curving)

I.e. $\left\| \frac{dT}{ds} \right\| = k \quad \left\| \frac{dT}{dt} \right\| = \left\| \frac{ds}{dt} \frac{dT}{ds} \right\| = v k$

Theorem: $\vec{a}(t) = \frac{d^2 s}{dt^2} T(t) + v^2 K N(t)$

Pf.

$$\vec{a}(t) = \frac{d}{dt} \vec{v}(t) = \frac{d}{dt} \left[\frac{ds}{dt} T(t) \right]$$

$v = \|\vec{v}\|$
 unit in direction of $\vec{v}$

$$= \frac{d^2 s}{dt^2} T(t) + \frac{ds}{dt} \underbrace{T'(t)}_{\frac{ds}{dt} K N(t)}$$

$$= \frac{d^2 s}{dt^2} T(t) + \left(\frac{ds}{dt} \right)^2 K N(t)$$

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