A summary of $\S10.4$ and a little bit more

Arc length of a curve between two points on a curve

- For a scalar function; y = f(x) in \mathbb{R}^2 : $s = \int^b \sqrt{1 + [f'(x)]^2} \, \mathrm{d}x$
- For a parametric function; $x = f_1(t)$; $y = f_2(t)$ in \mathbb{R}^2 : $s = \int_{t_1}^{t_2} \sqrt{[f_1'(t)]^2 + [f_2'(t)]^2} dt$
- For a parametric function; $x = f_1(t)$; $y = f_2(t)$; $z = f_3(t)$ in \mathbb{R}^3 : $s = \int_{t_1}^{t_2} \sqrt{[f_1'(t)]^2 + [f_2'(t)]^2 + [f_3'(t)]^2} dt$

Arc length function of a curve starting at $t = t_0$

• For a vector valued fun.; $\mathbf{R}(t) = r_1(t)\mathbf{i} + r_2(t)\mathbf{j}$ in \mathbb{R}^2 : • For a vec. val. fun.; $\mathbf{R}(t) = r_1(t)\mathbf{i} + r_2(t)\mathbf{j} + r_3(t)\mathbf{k}$ in \mathbb{R}^3 : • S(t) = $\int_{t_0}^t \sqrt{[r'_1(\tau)]^2 + [r'_2(\tau)]^2} \, \mathrm{d}\tau = \int_{t_0}^t \|\mathbf{R}'(\tau)\| \, \mathrm{d}\tau$

If the vector function $\mathbf{R}(t)$ defines the motion of a particle, then the arc length function s(T) defines the distance traveled by the particle from the starting time $t = t_0$, up until time t = T. So, $\frac{\mathrm{d}s}{\mathrm{d}t}$ gives the rate of change of distance, the speed, $\|\mathbf{R}'(\tau)\|$.

We can parameterize a curve using the arc length. Then the equation will tell us how the vector valued function changes "after traveling a particular distance on the curve"; instead of telling us how the vector valued function changes at a particular "time".

Example 1: Parameterize the helix $\mathbf{R}(t) = 3 \sin t \mathbf{i} + 3 \cos t \mathbf{j} + 4t \mathbf{k}$; $t \ge 0$ using the arc length.

Arc length function $s(t) = \int_0^t \sqrt{(3\cos t)^2 + (-3\sin t)^2 + (4)^2} \, dt = \int_0^t \sqrt{9(\cos^2 t + \sin^2 t) + 16} \, dt = \int_0^t \sqrt{9 + 16} \, dt = 5t$ So, t = s/5. Hence, $\mathbf{R}(t) = \tilde{\mathbf{R}}(s) = 3\sin(s/5)\mathbf{i} + 3\cos(s/5)\mathbf{j} + (4s/5)\mathbf{k}; \quad s \ge 0$

Let $\mathbf{R}(t) = r_1(t)\mathbf{i} + r_2(t)\mathbf{j} + r_3(t)\mathbf{k}$ be the vector equation of a curve in \mathbb{R}^3 . If $\mathbf{R}(t)$ is a smooth curve (i.e. differentiable in t and $\mathbf{R}'(t) \neq 0$) then we can define the following.

- 1. Unit Tangent = $\mathbf{T}(t) = \frac{\mathbf{R}'(t)}{\|\mathbf{R}'(t)\|}$
- 2. (Principal) Unit Normal = $N(t) = \frac{T'(t)}{\|T'(t)\|}$
- 3. Unit Bi-normal $= \mathbf{B}(t) = \frac{\mathbf{T}(t) \times \mathbf{N}(t)}{\|\mathbf{T}(t) \times \mathbf{N}(t)\|}$

Obviously, T(t) is tangential to the curve described by R(t). Note that T(t), N(t) and B(t) are orthogonal to one another. N(t) is tangential to T(t)/||T(t)||. Since T(t)/||T(t)|| has a constant magnitude of 1, N(t) is also orthogonal to T(t). Clearly B(t) is orthogonal to T(t) and N(t) since it is defined using the cross product between them.

If we use the arc length parameterization, we can make some nice (and useful) observations.

1.
$$T = \frac{\mathrm{d}\boldsymbol{R}}{\mathrm{d}s}$$

2. Curvature = $\kappa = \left\|\frac{\mathrm{d}\boldsymbol{T}}{\mathrm{d}s}\right\| = \frac{\|\boldsymbol{R}' \times \boldsymbol{R}''\|}{\|\boldsymbol{R}'\|^3}$
3. $\boldsymbol{N} = \frac{1}{\kappa} \frac{\mathrm{d}\boldsymbol{T}}{\mathrm{d}s}$

Example 1 (cont'd ...): Compute the Tangent, Normal and Curvatures for the helix given before.

So, $T(t) = \frac{3}{5}\cos t\mathbf{i} - \frac{3}{5}\sin t\mathbf{j} + \frac{4}{5}\mathbf{k}$; $N(t) = -\cos t\mathbf{i} - \sin t\mathbf{j} + 0\mathbf{k}$; $\kappa = \frac{3}{25}$

I prefer to use a tilde $\tilde{.}$ to denote arc length parameterized quantities; that is just a convention of my own and it is NOT a standard practice.

The mathematical meaning of *curvature*, κ , is similar to its English meaning: it measures how much a curve "curves"! As you would guess, the curvature of a straight line is 0; and for a circle with radius r, the curvature is 1/r. (verify)