

13.3 Arc Length - Curvature - TNB Vectors

Arc Length

Recall the *arc length* formula for a parametric function in \mathbb{R}^2 is $L = \int_a^b \sqrt{(x'(t))^2 + (y'(t))^2} dt$. This can be extended to find the length of a vector function in \mathbb{R}^3 :

$$\begin{aligned} L &= \int_a^b \sqrt{(x'(t))^2 + (y'(t))^2 + (z'(t))^2} dt \\ &= \int_a^b \|\mathbf{r}'(t)\| dt \end{aligned}$$

Example 1 Find the arc length of the helix $\mathbf{r}(t) = 3 \cos(t) \mathbf{i} + 3 \sin(t) \mathbf{j} + \frac{t}{5} \mathbf{k}$ from $t = 0$ and $t = 4\pi$.

An arc length function to calculate the length of a curve on the interval $[a, t]$ is given by

$$s(t) = \int_a^t \|\mathbf{r}'(u)\| du$$

Example 2 Find the arc length function for example (1) for the interval $[0, t]$.

Solving for t we get $t = \frac{5s}{\sqrt{226}}$, which means we can reparametrize $\mathbf{r}(t)$ using arc length:

$$\mathbf{r}(s) = 3 \cos\left(\frac{5s}{\sqrt{226}}\right) \mathbf{i} + 3 \sin\left(\frac{5s}{\sqrt{226}}\right) \mathbf{j} + \frac{s}{\sqrt{226}} \mathbf{k}$$

Curvature

The **curvature** of a curve $\mathbf{r}(t)$ compares the **rate** the unit tangent vector changes with respect to the change in arc length:

$$K = \left\| \frac{d\mathbf{T}}{ds} \right\|$$

An easier way to compute this is:

$$K = \frac{\|\mathbf{T}'(t)\|}{\|\mathbf{r}'(t)\|}$$

This still requires finding the unit vector T . An even easier method using only $r(t)$ is

$$K = \frac{\|r'(t) \times r''(t)\|}{\|r'(t)\|^3}$$

Example 3 Find the curvature of the twisted cubic $r(t) = \langle t, t^2, t^3 \rangle$ when $t = 1$

Example 4 For the case when the function is a plane curve $y = f(x)$, show that

$$K = \frac{|f''(x)|}{[1+(f'(x))^2]^{3/2}}$$

and find the curvature of $f(x) = x^2$ when $x = 1$.

Osculating Circle

⚡ An osculating circle (kissing circle) is a tangent circle that best approximates a curve at a given point. The radius of the osculating circle is $r = \frac{1}{K}$.

Example 5 Find the radius and center of the osculating circle for the function in example (4).

The Unit Normal and Binormal Vectors

⚡ Along with the unit tangent vector T , two other unit vectors are the unit normal, N , and the unit binormal, B . These three vectors form an orthogonal *basis* (actually an orthonormal basis) at **any** point along a smooth curve, similar to the vectors i, j , and k fixed at the origin:

$$N(t) = \frac{T'(t)}{\|T'(t)\|} \quad \text{and} \quad B(t) = T(t) \times N(t) \quad \text{where} \quad T(t) = \frac{r'(t)}{\|r'(t)\|}$$

⚡ **Example 6** Find the *trihedral TNB* for the twisted cubic from example (3) at the point $(1, 1, 1)$.

⚡ **Example 7** **Torsion** is the tendency of a curve to twist (think of a roller coaster) and is given by $\tau(t) = -N(t) \cdot B'(t)$, or $\tau = \frac{\|r' \cdot (r'' \times r''')\|}{\|r' \times r''\|^2}$. Find the torsion at $(1, 1, 1)$ for the twisted cubic.