13.3 and 13.4: Arc Length, Curvature and Motion in Space

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Recall: the Length of a Plane Curve

Fact

Suppose that a plane curve has parametric equations x = f(t) and y = g(t), $a \le t \le b$. The length is given by the formula

$$L = \int_{a}^{b} \sqrt{[f'(t)]^{2} + [g'(t)]^{2}} dt$$
$$= \int_{a}^{b} \sqrt{\left(\frac{dx}{dt}\right)^{2} + \left(\frac{dy}{dt}\right)^{2}} dt.$$

The Length of A Space Curve

Definition

• The length of a space curve $\mathbf{r}(t) = \langle f(t), g(t), h(t) \rangle$ is

$$L = \int_{a}^{b} \sqrt{[f'(t)]^{2} + [g'(t)]^{2} + [h'(t)]^{2}} dt$$
$$= \int_{a}^{b} \sqrt{\left(\frac{dx}{dt}\right)^{2} + \left(\frac{dy}{dt}\right)^{2} + \left(\frac{dz}{dt}\right)^{2}} dt$$

Note that

$$L = \int_a^b |\mathbf{r}'(t)| \mathrm{d}t.$$

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- Find the length of the arc of the circular helix with vector equation $\mathbf{r}(t) = \cos t\mathbf{i} + \sin t\mathbf{j} + t\mathbf{k}$ from the point (1,0,0) to the point $(1,0,2\pi)$.
- Find the point where you have to stop if you want to travel only half of the previous length.



Find the length of the curve $\mathbf{r}(t) = t^2 \mathbf{i} + 2t \mathbf{j} + \ln t \mathbf{k}$ with $0 \le t \le 1$.

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Definition

The arc length function s is

$$s(t) = \int_a^t |r'(u)| du = \int_a^t \sqrt{\left(\frac{dx}{du}\right)^2 + \left(\frac{dy}{du}\right)^2 + \left(\frac{dz}{du}\right)^2} du.$$

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Reparametrize the helix $\mathbf{r}(t) = \cos t\mathbf{i} + \sin t\mathbf{j} + t\mathbf{k}$ with respect to arc length measure from (1,0,0) in the direction of increasing t.

Definition

- A parametrization r(t) is smooth if it has no sharp corners or cups; formally: r'(t) is continuous and r'(t) ≠ 0.
- 2 The curvature of a curve is

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

where **T** is the unit tangent vector.

Useful formulas

Fact $k(t) = \frac{|\mathbf{T}'(t)|}{|\mathbf{r}'(t)|}$ $k(t) = \frac{|\mathbf{r}'(t) \times \mathbf{r}''(t)|}{|\mathbf{r}'(t)|^3}$

Find the curvature of:

•
$$\mathbf{r}(t) = \langle t^2, \ln t, t \ln t \rangle$$
 at the point $(1, 0, 0)$.
• $\mathbf{r}(t) = t\mathbf{i} + t^2\mathbf{j} + e^t\mathbf{k}$.

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Motion in Space: Velocity and Acceleration

Definition

• Let $\mathbf{r}(t)$ be a space curve. The velocity vector $\mathbf{v}(t)$ at time t is

$$\mathbf{v}(t) = \lim_{h \to 0} \frac{\mathbf{r}(t+h) - \mathbf{r}(t)}{h} = \mathbf{r}'(t).$$

- The speed of the particle at time t is the magnitude of the velocity, that is, |v(t)|.
- The acceleration of the particle is defined as the derivative of the velocity:

$$\mathbf{a}(t) = \mathbf{v}'(t) = \mathbf{r}''(t).$$

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- Find the velocity, acceleration, and speed of a particle with position vector $\mathbf{r}(t) = \langle t^2, e^t, te^t \rangle$.
- Find the velocity and position vectors of a particle that has the acceleration a(t) = -10k, initial velocity v(0) = i + j k and initial position r(0) = 2i + 3j.

A projectile is fired with an angle of elevation of $\pi/6$ and initial velocity of 1200km/sec. Where does the projectile hit the ground and with what speed?

• Recall: Newton's Second Law of Motion

$$\mathbf{F}(t)=m\mathbf{a}(t).$$

• So

$$\mathsf{F}(t) = m\mathsf{a} = -mg\mathsf{j},$$

where $g = |\mathbf{a}| \simeq 9.8 m/s^2$.