

- One parameter, one degree of freedom
- $\vec{r}(t) = \langle x(t), y(t), z(t) \rangle$ in three-space
- Usually written as a vector-valued function
- **Smooth** - A parameterization is smooth on an interval if $x(t)$, $y(t)$, and $z(t)$ have continuous first derivatives on the interval except possibly at the endpoints of the interval.
- **Piecewise smooth** - A parameterization is piecewise smooth on an interval if the parameterization is smooth along subintervals of the interval.
- **Arc length**: Riemann sum with Pythagorean Theorem

$$\circ \quad s = \int_{t_1}^{t_2} |\vec{r}'(t)| dt \qquad s = \int_{t_1}^{t_2} \sqrt{\left(\frac{dx}{dt}\right)^2 + \left(\frac{dy}{dt}\right)^2 + \left(\frac{dz}{dt}\right)^2} dt \text{ in three-space}$$

$$\circ \quad \frac{ds}{dt} = |\vec{r}'(t)|$$

$$\circ \quad \text{Arc length function: } s(t) = \int_0^t |\vec{r}'(u)| du$$

$$\bullet \quad \frac{d\vec{r}}{dt} = \vec{r}'(t) = \lim_{h \rightarrow 0} \frac{\vec{r}(t+h) - \vec{r}(t)}{h}$$

$$\bullet \quad \vec{r}'(t) = \langle x'(t), y'(t), z'(t) \rangle \qquad \vec{r}'(t_0) \text{ is tangent to } \vec{r}(t) \text{ at the point } \vec{r}(t_0)$$

$$\bullet \quad \text{Unit tangent vector } \hat{T}(t) = \frac{\vec{r}'(t)}{|\vec{r}'(t)|}$$

$$\bullet \quad \text{Unit normal vector } \hat{N}(t) = \frac{\hat{T}'(t)}{|\hat{T}'(t)|} = \frac{(\vec{r}' \times \vec{r}'') \times \vec{r}'}{|(\vec{r}' \times \vec{r}'') \times \vec{r}'|}$$

$$\bullet \quad \text{Unit binormal vector } \hat{B}(t) = \hat{T}(t) \times \hat{N}(t) = \frac{\vec{r}' \times \vec{r}''}{|\vec{r}' \times \vec{r}''|}$$

$$\bullet \quad \text{Curvature} \quad \kappa = \left| \frac{d\hat{T}}{ds} \right| = \frac{|\hat{T}'(t)|}{|\vec{r}'(t)|} = \frac{|\vec{r}' \times \vec{r}''|}{|\vec{r}'|^3} \qquad \frac{d\hat{T}}{ds} = \kappa \hat{N}$$

$$\bullet \quad \text{Torsion} \quad \tau = -\hat{N} \cdot \frac{d\hat{B}}{ds} = \frac{(\vec{r}' \times \vec{r}'') \cdot \vec{r}'''}{|\vec{r}' \times \vec{r}''|^2} \qquad \frac{d\hat{B}}{ds} = -\tau \hat{N} \qquad \frac{d\hat{N}}{ds} = -\kappa \hat{T} + \tau \hat{B}$$

• \hat{T} , \hat{N} , and \hat{B} make up a right-hand coordinate system.

• **Osculating plane**: contains \hat{T} and \hat{N} . \hat{B} is normal to it.

◦ Plane that most closely models the behavior of the curve at a point.

◦ **Osculating circle**: Lies in the osculating plane, has radius $\frac{1}{\kappa}$.

• **Normal plane**: contains \hat{N} and \hat{B} . \hat{T} is normal to it.

◦ Normal to the curve at a point.

• **Rectifying plane**: contains \hat{T} and \hat{B} . \hat{N} is normal to it.

◦ Curve approaches this plane and leaves this plane. Usually 'bounces off' the plane.