## Math 2110Q Worksheet 6 - Solutions September 21, 2016

1. Given a curve with parameterization  $\vec{r}(t) = \langle \sqrt{2}\cos(t), 1+t, \sqrt{2}\sin(t) \rangle$ , find the TNB-frame vectors AND the curvature at the point  $(-\sqrt{2}, 1+\pi, 0)$ .

Note that for the given point, the corresponding parameter value is  $t = \pi$ .

$$\begin{split} \vec{r}'(t) &= \langle -\sqrt{2}\sin(t), 1, \sqrt{2}\cos(t) \rangle, \ \left| \vec{r}'(t) \right| = \sqrt{2}(\sin^2(t) + \cos^2(t)) + 1 = \sqrt{3} \\ \Rightarrow \vec{T}(t) &= \frac{\vec{r}'(t)}{\left| \vec{r}'(t) \right|} = \langle -\sqrt{2/3}\sin(t), \sqrt{3}/3, \sqrt{2/3}\cos(t) \rangle \\ \vec{T}'(t) &= \langle -\sqrt{2/3}\cos(t), 0, -\sqrt{2/3}\sin(t) \rangle, \ \left| \vec{T}'(t) \right| = \sqrt{2/3} \\ \Rightarrow \vec{N}(t) &= \frac{\vec{T}'(t)}{\left| \vec{T}'(t) \right|} = \langle -\cos(t), 0, -\sin(t) \rangle . \end{split}$$

Now, plug in  $t = \pi \dots$ 

$$\begin{split} \vec{T}(t=\pi) = &< 0, \sqrt{3}/3, -\sqrt{2/3} > \\ \vec{N}(t=\pi) = &< 1, 0, 0 > \\ \vec{B}(t=\pi) = \vec{T} \times \vec{N} = &< 0, -\sqrt{2/3}, -\sqrt{3}/3 > \end{split}$$

Two approaches are possible for the curvature... one is to find  $\vec{r}''(t) = \langle -\sqrt{2}\cos(t), 0, -\sqrt{2}\sin(t) \rangle$  and then

$$\kappa = \frac{|\vec{r}' \times \vec{r}''|}{|\vec{r}'|^3} = \frac{\left| < 0, 1, -\sqrt{2} > \times < \sqrt{2}, 0, 0 > \right|}{3\sqrt{3}} = \frac{\left| < 0, -2, -\sqrt{2} > \right|}{3\sqrt{3}} = \frac{\sqrt{6}}{3\sqrt{3}} = \frac{\sqrt{2}}{3}.$$

The other is the alternative formula  $\kappa = |\vec{T}'(\pi)|/|\vec{r}'(\pi)|$ , plugging values in from the above formulas. This is much faster for this problem; the rule of thumb is that when  $\vec{T}'(t)$  is not too cumbersome to find, then the second approach is faster. However, in practice it will often be cumbersome.

2. Let  $\vec{a}(t) = \langle 4e^{2t}, 6t, 0 \rangle$  describe the acceleration of a particle (neglecting units). Find the position of the particle at time *t* if the initial position is (1,0,1) and the initial velocity is  $\langle 2,0,0 \rangle$ .

This is slightly more challenging than the examples from class, since the constant vectors from integration are not just the initial velocity and initial position; no credit is removed for missing this detail, since we did not explicitly cover it. Note that

$$\vec{v}(t) = \int \vec{a}(t) dt = \langle 2e^{2t}, 3t^2, 0 \rangle + \vec{C}_1,$$

where  $\vec{v}(0) = \langle 2, 0, 0 \rangle$  works to match our given initial velocity with  $\vec{C}_1 = \langle 0, 0, 0 \rangle$ . Thus, we have position vector

$$\vec{r}(t) = \int \vec{v}(t) dt = \langle e^{2t}, t^3, 0 \rangle + \vec{C}_2,$$

where  $\vec{C}_2$  is found from the equation

$$\vec{r}(0) = <1, 0, 0> + \vec{C}_2 = <1, 0, 1> \Rightarrow \vec{C}_2 = <0, 0, 1>.$$

Thus,  $\vec{r}(t) = \langle e^{2t}, t^3, 1 \rangle$ .