

Math 2110Q Worksheet 6 - Solutions

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 $t = \pi$.

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

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

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

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

$$\kappa = \frac{|\vec{r}' \times \vec{r}''|}{|\vec{r}'|^3} = \frac{|\langle 0, 1, -\sqrt{2} \rangle \times \langle \sqrt{2}, 0, 0 \rangle|}{3\sqrt{3}} = \frac{|\langle 0, -2, -\sqrt{2} \rangle|}{3\sqrt{3}} = \frac{\sqrt{6}}{3\sqrt{3}} = \frac{\sqrt{2}}{3}.$$

The other is the alternative formula $\kappa = \frac{|\vec{T}'(\pi)|}{|\vec{r}'(\pi)|}$, 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 $\langle 2, 0, 0 \rangle$.

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

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

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