

# Outline: Curvature

## 1. The Angle Function

An **angle function** for a curve  $\vec{x}(t)$  is a continuous function  $\theta(t)$  such that

$$\vec{T}(t) = (\cos \theta(t), \sin \theta(t))$$

where  $\vec{T}(t)$  is the unit tangent vector. The angle function for a curve is uniquely determined up to adding or subtracting integer multiples of  $2\pi$ .

## 2. Curvature

For a unit-speed curve  $\vec{x}(s)$ , the **curvature**  $\kappa_g(s)$  is defined by

$$\kappa_g(s) = \frac{d\theta}{ds} = \theta'(s)$$

where  $\theta(s)$  is an angle function for the curve. More generally, if  $\vec{x}(t)$  is any curve (not necessarily unit speed), the curvature is given by the formula

$$\kappa_g(t) = \frac{d\theta}{ds} = \frac{d\theta/dt}{ds/dt} = \frac{\theta'(t)}{s'(t)}$$

where  $\theta(t)$  is an angle function, and  $s'(t)$  denotes the speed.

## 3. Derivative of the Tangent Vector

If  $\vec{x}(t)$  is a regular curve and  $\vec{T}(t) = (\cos \theta(t), \sin \theta(t))$  is its unit tangent vector, then

$$\vec{T}'(t) = \theta'(t) \vec{U}(t),$$

where  $\vec{U}(t)$  is the unit normal vector. It follows that

$$\vec{T}'(t) = \kappa_g(t) s'(t) \vec{U}(t).$$

## 4. Rotating Unit Vectors

More generally, if  $\vec{V}(t) = (\cos \theta(t), \sin \theta(t))$  is any rotating unit vector, then

$$\vec{V}'(t) = \theta'(t) \vec{U}(t)$$

where  $\vec{U}(t)$  is the unit vector whose direction is  $90^\circ$  counterclockwise from  $\vec{V}(t)$ .

## 5. Osculating Circle

The **osculating circle** to a curve  $\vec{x}(t)$  at time  $t$  is the circle with center  $\vec{x}(t) + \frac{1}{\kappa_g(t)} \vec{U}(t)$  and radius  $|1/\kappa_g(t)|$ .

## 6. Acceleration

If  $\vec{x}(t)$  is any parametric curve, then

$$\vec{x}''(t) = \kappa_g(t) s'(t)^2 \vec{U}(t) + s''(t) \vec{T}(t).$$

Since  $\vec{U}(t)$  and  $\vec{V}(t)$  are perpendicular unit vectors, we can also write this formula as

$$\vec{x}''(t) \cdot \vec{U}(t) = \kappa_g(t) s'(t)^2 \quad \text{and} \quad \vec{x}''(t) \cdot \vec{T}(t) = s''(t).$$

The first of these equations can be used to find the curvature:

$$\kappa_g(t) = \frac{\vec{x}''(t) \cdot \vec{U}(t)}{s'(t)^2} = \frac{-x''(t)y'(t) + y''(t)x'(t)}{s'(t)^3}.$$

From a computational perspective, this is probably the most useful formula for curvature.

## 7. Derivatives of Vectors

More generally, if

$$\vec{V}(t) = r(t) (\cos \theta(t), \sin \theta(t))$$

is any vector, then

$$\vec{V}'(t) = r(t) \theta'(t) \vec{U}(t) + r'(t) \vec{T}(t)$$

where  $\vec{T}(t)$  is the unit vector in the direction of  $\vec{V}(t)$ , and  $\vec{U}(t)$  is the unit vector 90° counterclockwise from  $\vec{T}(t)$ . The acceleration formula above is the case where  $\vec{V}(t) = \vec{x}'(t)$  (and hence  $r(t) = s'(t)$ ).

Since  $\vec{T}(t)$  and  $\vec{U}(t)$  are perpendicular vectors, this formula can also be written

$$\vec{V}'(t) \cdot \vec{U}(t) = r(t) \theta'(t) \quad \text{and} \quad \vec{V}'(t) \cdot \vec{T}(t) = r'(t).$$

## 8. The Integral of Curvature

If  $\mathcal{C}$  is the curve  $\vec{x}(t)$  for  $a \leq t \leq b$ , then

$$\int_{\mathcal{C}} \kappa_g(t) ds = \theta(b) - \theta(a).$$

If  $\mathcal{C}$  is a regular closed curve, it follows that

$$\int_{\mathcal{C}} \kappa_g(t) ds = 2\pi n,$$

where  $n$  is an integer called the **rotation index** of  $\mathcal{C}$ .

## 9. Finding the Curve

Suppose we are given the curvature function  $\kappa_g(s)$  for a unit-speed curve. Then the angle function  $\theta(s)$  and parametrization  $\vec{x}(s)$  can be recovered using the formulas

$$\theta(s) = \int \kappa_g(s) ds \quad \text{and} \quad \vec{x}(s) = \int (\cos \theta(s), \sin \theta(s)) ds.$$