

Outline: Parametric Curves

1. Velocity, Acceleration, and Speed

If $\vec{x}(t) = (x(t), y(t))$ is a parametric curve, its **velocity** and **acceleration** are given by the formulas

$$\text{velocity} = \vec{x}'(t) = (x'(t), y'(t)) \quad \text{and} \quad \text{acceleration} = \vec{x}''(t) = (x''(t), y''(t)).$$

The magnitude of the velocity is called the **speed**:

$$\text{speed} = \|\text{velocity}\| = \|\vec{x}'(t)\| = \sqrt{x'(t)^2 + y'(t)^2}.$$

A curve $\vec{x}(t)$ is called a **unit-speed curve** if its speed is equal to 1 at every point.

2. Unit Tangent and Unit Normal

If $\vec{x}(t) = (x(t), y(t))$ is a parametric curve, the **unit tangent vector** $\vec{T}(t)$ is a unit vector in the direction of the velocity:

$$\vec{T}(t) = \frac{\vec{x}'(t)}{\|\vec{x}'(t)\|} = \left(\frac{x'(t)}{\sqrt{x'(t)^2 + y'(t)^2}}, \frac{y'(t)}{\sqrt{x'(t)^2 + y'(t)^2}} \right).$$

Note that, if $\vec{x}(t)$ is a unit-speed curve, then the velocity vector $\vec{x}'(t)$ and the unit tangent vector $\vec{T}(t)$ are the same.

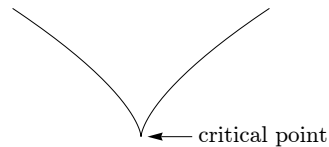
The **unit normal vector** $\vec{U}(t)$ is the unit vector obtained by turning $\vec{T}(t)$ counterclockwise 90° :

$$\vec{U}(t) = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix} \vec{T}(t).$$

That is, if $\vec{T}(t) = (T_1(t), T_2(t))$, then $\vec{U}(t) = (-T_2(t), T_1(t))$.

3. Critical Points and Regular Curves

If $\vec{x}(t)$ is a parametric curve, a **critical point** for \vec{x} is a value of t for which $\vec{x}'(t)$ is either undefined or equal to $\vec{0}$. Critical points for parametric curves often correspond to bends or cusps in the curve itself:



A value of t that is not a critical point is called a **regular point**. A curve $\vec{x}: I \rightarrow \mathbb{R}^2$ is called **regular** if all of the values of t in I are regular points, i.e. if it has no critical points in its domain.

Note that the unit tangent vector $\vec{T}(t)$ is only defined at the regular points of a curve. In particular, if $\vec{x}'(t) = \vec{0}$, then it isn't possible to define a unit vector in the direction of $\vec{x}'(t)$.

4. Arc Length

The **arc length** of a parametric curve $\vec{x}(t) = (x(t), y(t))$ for $a \leq t \leq b$ is the integral of its speed:

$$\text{arc length} = \int_a^b \|\vec{x}'(t)\| dt = \int_a^b \sqrt{x'(t)^2 + y'(t)^2} dt$$

The **arc length parameter** $s(t)$ represents the arc length starting at a specified point on the curve:

$$s(t) = \int_a^t \|\vec{x}'(\tau)\| d\tau = \int_a^t \sqrt{x'(\tau)^2 + y'(\tau)^2} d\tau$$

Note that $s(t)$ is positive for $t > a$, and negative for $t < a$. By the Fundamental Theorem of Calculus, the derivative of s is the speed of the curve:

$$s'(t) = \text{speed} = \|\vec{x}'(t)\| = \sqrt{x'(t)^2 + y'(t)^2}.$$

For a unit speed curve, $s'(t) = 1$, and hence $s(t) = t - a$.

5. Reparameterization

If \mathcal{C} is a curve parameterized by $\vec{x}: I \rightarrow \mathbb{R}^2$, we can **reparameterize** \mathcal{C} by making a substitution of the form $t = f(u)$ in the formula for $\vec{x}(t)$, where f is some invertible function. For example, if

$$\vec{x}(t) = (\cosh t, \sinh t), \quad 0 \leq t \leq 9,$$

we can reparameterize this curve by substituting $t = u^2$. This gives us a new parameterization of the same curve:

$$\vec{y}(u) = (\cosh(u^2), \sinh(u^2)), \quad 0 \leq u \leq 3.$$

6. Unit-Speed Parameterizations

We can make any regular curve $\vec{x}(t)$ into a unit-speed curve by using the arc length parameter s . Starting with the formula for $s(t)$, simply solve for s in terms of t and then plug the result into $\vec{x}(t)$. For example, if

$$\vec{x}(t) = (\cos(t^3), \sin(t^3))$$

then the corresponding arc length parameter is $s(t) = t^3$. Solving for t in terms of s gives $t = s^{1/3}$, and plugging this into $\vec{x}(t)$ gives a unit-speed curve:

$$\vec{y}(s) = \vec{x}(s^{1/3}) = (\cos s, \sin s).$$