

## **Definition of Unit Tangent Vector**

Let  $C$  be a smooth curve represented by  $\mathbf{r}$  on an open interval  $I$ . The **unit tangent vector**  $\mathbf{T}(t)$  at  $t$  is defined as

$$\mathbf{T}(t) = \frac{\mathbf{r}'(t)}{\|\mathbf{r}'(t)\|}, \quad \mathbf{r}'(t) \neq \mathbf{0}.$$

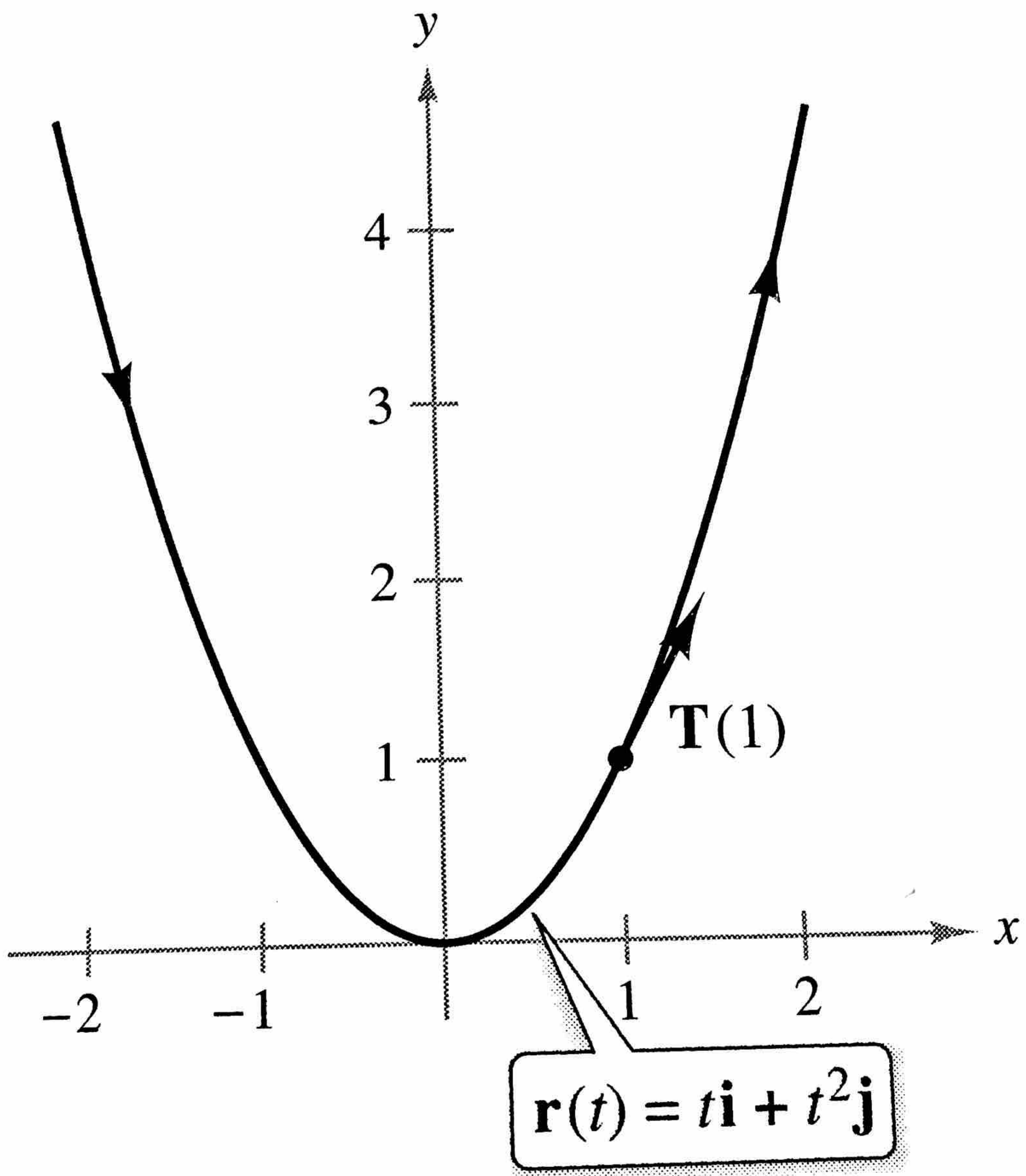
**EXAMPLE 1****Finding the Unit Tangent Vector**

Find the unit tangent vector to the curve given by

$$\mathbf{r}(t) = t\mathbf{i} + t^2\mathbf{j}$$

when  $t = 1$ .





The direction of the unit tangent vector depends on the orientation of the curve.

**Figure 12.20**

**EXAMPLE 2****Finding the Tangent Line at a Point on a Curve**

Find  $\mathbf{T}(t)$  and then find a set of parametric equations for the tangent line to the helix given by

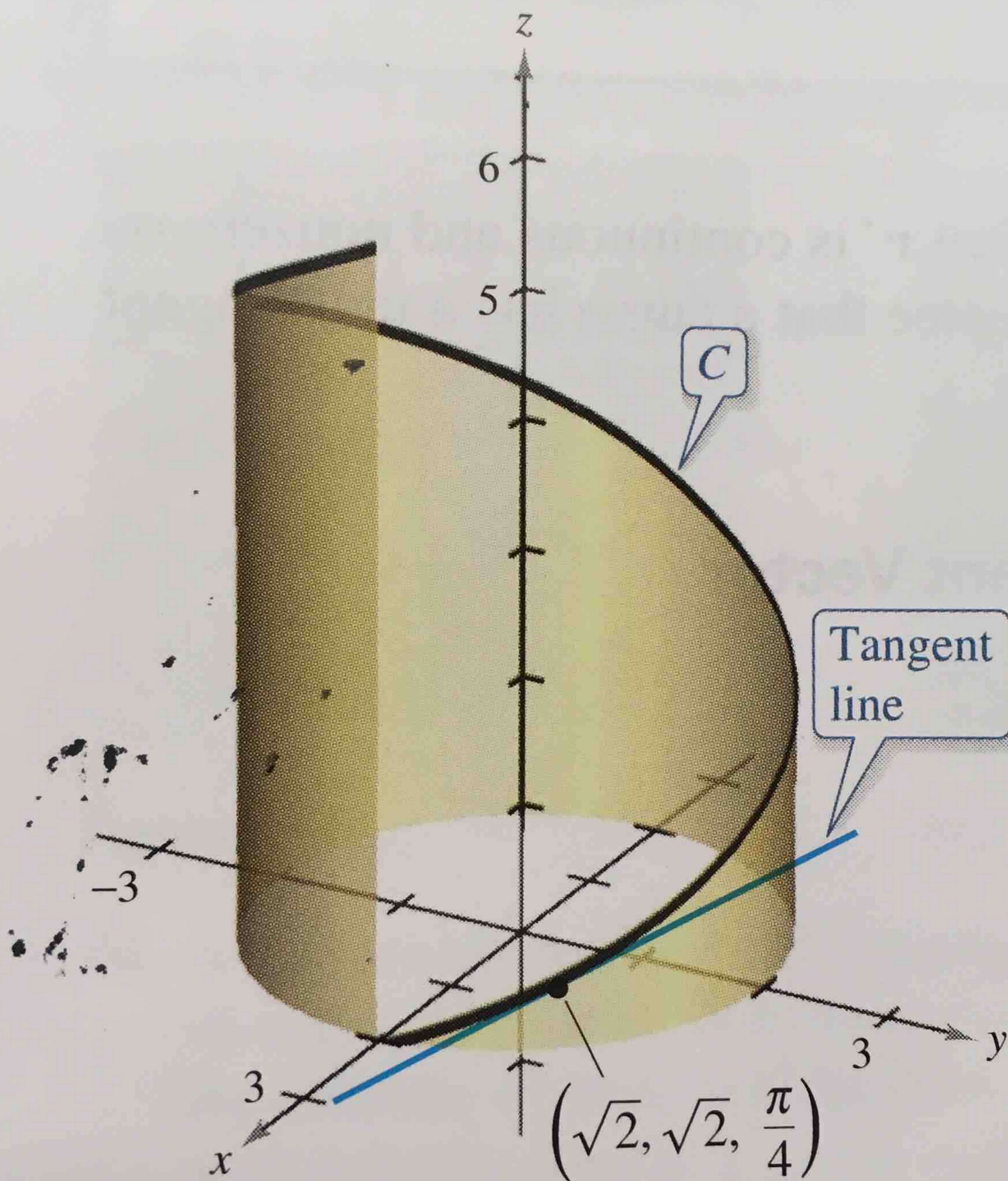
$$\mathbf{r}(t) = 2 \cos t \mathbf{i} + 2 \sin t \mathbf{j} + t \mathbf{k}$$

at the point  $\left(\sqrt{2}, \sqrt{2}, \frac{\pi}{4}\right)$ .



Curve:

$$\mathbf{r}(t) = 2 \cos t \mathbf{i} + 2 \sin t \mathbf{j} + t \mathbf{k}$$



The tangent line to a curve at a point is determined by the unit tangent vector at the point.

**Figure 12.21**



## Definition of Principal Unit Normal Vector

Let  $C$  be a smooth curve represented by  $\mathbf{r}$  on an open interval  $I$ . If  $\mathbf{T}'(t) \neq \mathbf{0}$ , then the **principal unit normal vector** at  $t$  is defined as

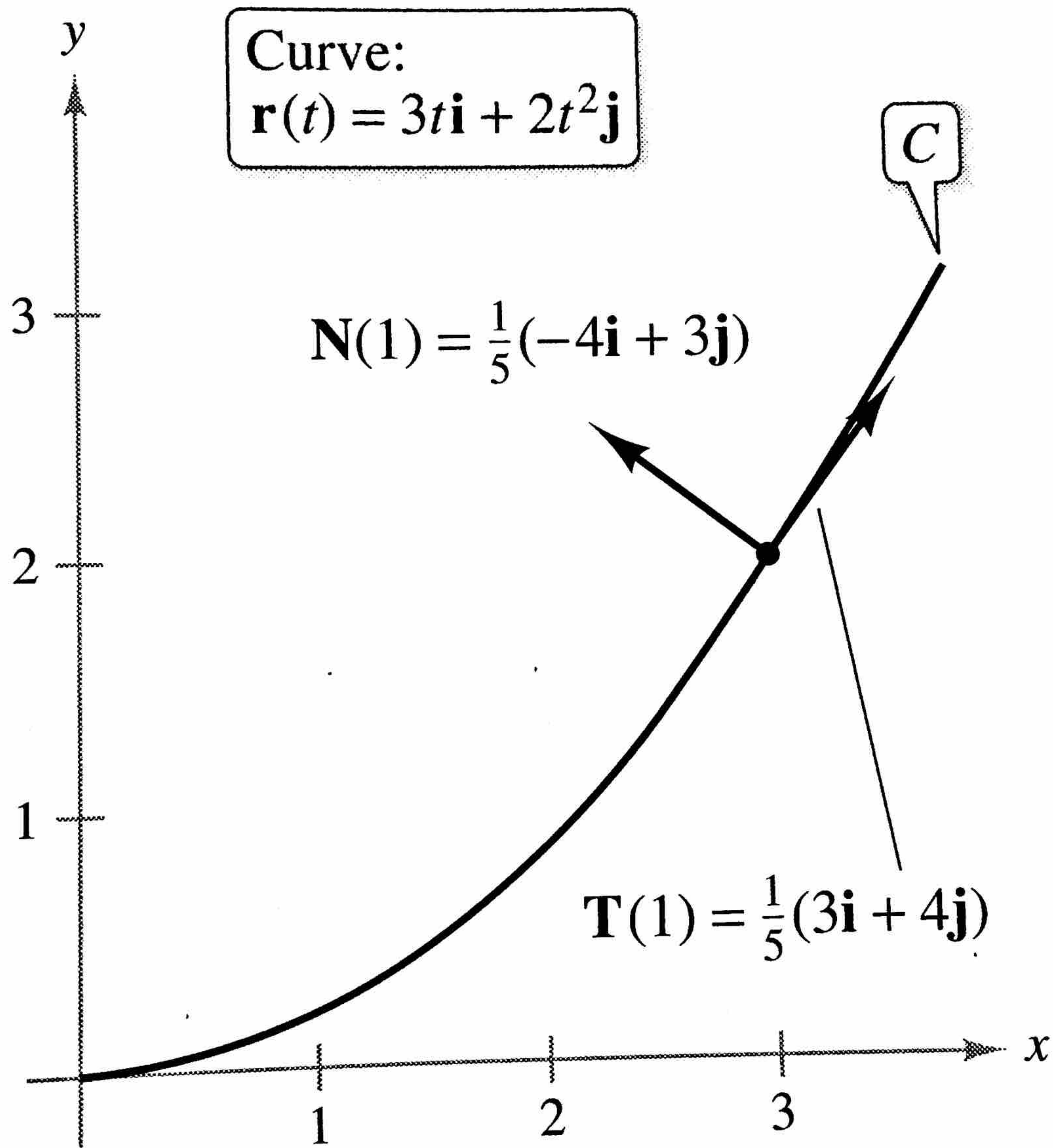
$$\mathbf{N}(t) = \frac{\mathbf{T}'(t)}{\|\mathbf{T}'(t)\|}.$$

### EXAMPLE 3

## Finding the Principal Unit Normal Vector

Find  $\mathbf{N}(t)$  and  $\mathbf{N}(1)$  for the curve represented by  $\mathbf{r}(t) = 3t\mathbf{i} + 2t^2\mathbf{j}$ .





The principal unit normal vector points toward the concave side of the curve.

**Figure 12.22**



The principal unit normal vector can be difficult to evaluate algebraically. For plane curves, you can simplify the algebra by finding

$$\mathbf{T}(t) = x(t)\mathbf{i} + y(t)\mathbf{j}$$

Unit tangent vector

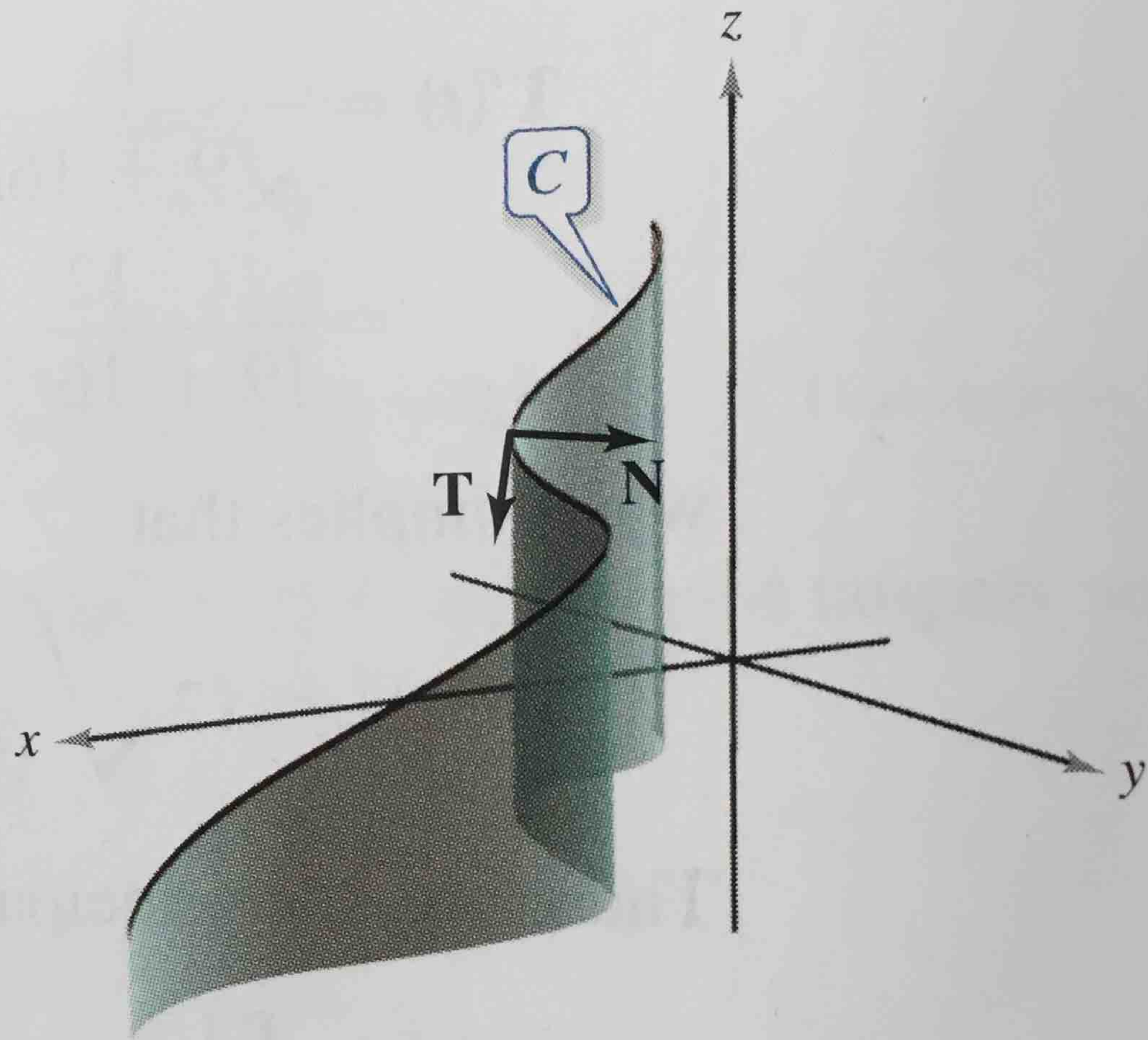
and observing that  $\mathbf{N}(t)$  must be either

$$\mathbf{N}_1(t) = y(t)\mathbf{i} - x(t)\mathbf{j}$$

or

$$\mathbf{N}_2(t) = -y(t)\mathbf{i} + x(t)\mathbf{j}.$$





At any point on a curve, a unit normal vector is orthogonal to the unit tangent vector. The *principal* unit normal vector points in the direction in which the curve is turning.

**Figure 12.23**



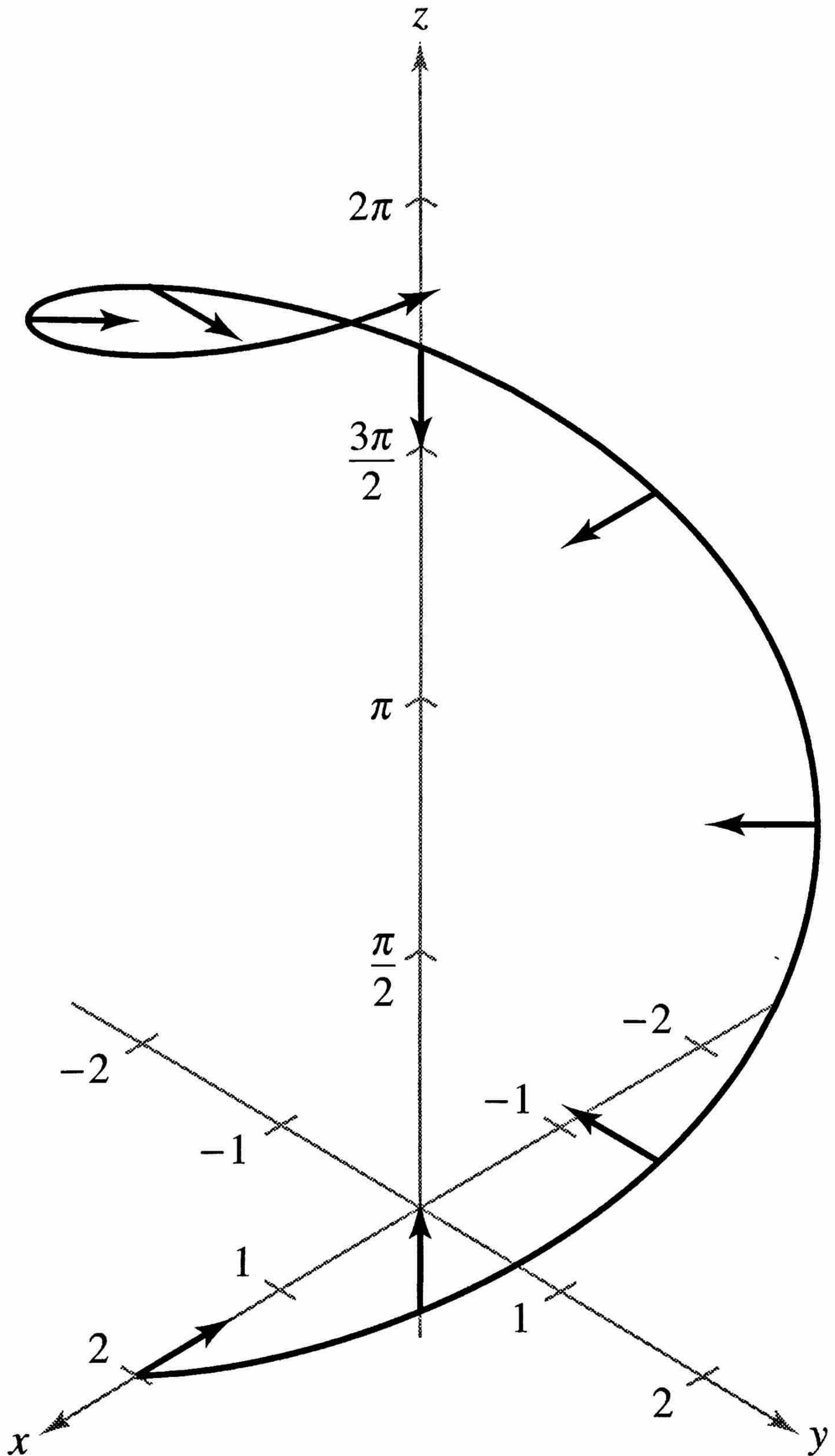
**EXAMPLE 4****Finding the Principal Unit Normal Vector**

Find the principal unit normal vector for the helix  $\mathbf{r}(t) = 2 \cos t \mathbf{i} + 2 \sin t \mathbf{j} + t \mathbf{k}$ .



Helix:

$$\mathbf{r}(t) = 2 \cos t \mathbf{i} + 2 \sin t \mathbf{j} + t \mathbf{k}$$



$\mathbf{N}(t)$  is horizontal and points toward the  $z$ -axis.

**Figure 12.24**



## **THEOREM 12.4    Acceleration Vector**

If  $\mathbf{r}(t)$  is the position vector for a smooth curve  $C$  and  $\mathbf{N}(t)$  exists, then the acceleration vector  $\mathbf{a}(t)$  lies in the plane determined by  $\mathbf{T}(t)$  and  $\mathbf{N}(t)$ .



$$\mathbf{a}(t) = a_{\mathbf{T}}\mathbf{T}(t) + a_{\mathbf{N}}\mathbf{N}(t).$$

The next theorem lists some convenient formulas for  $a_{\mathbf{N}}$  and  $a_{\mathbf{T}}$ .