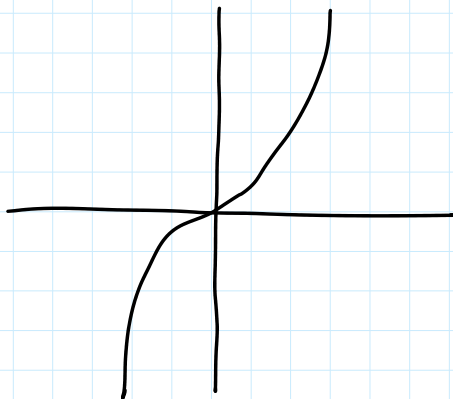


Curvature how much the path of a vector-valued function "curves"

- zero iff the path is a line
- why not 2<sup>nd</sup> derivative?

Consider  $y = x^3$  (in param:  $(t, t^3) = (x, y)$ )



2<sup>nd</sup> deriv  $6x$

So, as  $x$  gets large, so does the 2<sup>nd</sup> deriv

Curvature?

Gets small as  $x$  gets really large bc path becomes really close to being a vertical line

Idea 2<sup>nd</sup> derivative (acceleration)

- measures change in velocity
- Two ways velocity can change:
  - ① change direction } → curvature
  - ② change speed

Given  $\vec{r} = x(t)\hat{i} + y(t)\hat{j} + z(t)\hat{k}$

$\vec{r}' = \frac{d\vec{r}}{dt} = \vec{v}$  is velocity

speed:  $\|\vec{v}\|$   
 direction:  $\frac{\vec{v}}{\|\vec{v}\|} = \vec{T}$

↪ unit tangent vector

try  $\frac{d\vec{T}}{dt}$

Problem this depends on parameterization

try  $\frac{d\vec{T}}{ds}$

Problem this is a vector

Try

$\left\| \frac{d\vec{T}}{ds} \right\|$

← this is curvature!

What about direction of  $\frac{d\vec{T}}{ds}$ ?

$\kappa = \text{kappa}$

Define  $\vec{N} = \frac{d\vec{T}/ds}{\|d\vec{T}/ds\|}$

$$\text{so } \frac{d\vec{T}}{ds} = \kappa \vec{N}$$

See [Co] Sec. 1.9, Prob 10 for  $\kappa$  in terms of  $\vec{r}(t)$  (aka  $\vec{r}(t)$ )

Why " $\vec{N}$ "?

Because:  $\vec{T} \cdot \vec{T} = 1$  is const  
if we  $d/ds$  both sides

$$2\vec{T} \cdot \frac{d\vec{T}}{ds} = \frac{d}{ds} \vec{T} \cdot \vec{T} = \frac{d}{ds} 1 = 0$$

So  $\vec{T} \cdot \frac{d\vec{T}}{ds} = 0$  so  $\frac{d\vec{T}}{ds}$  is perpendicular to  $\vec{T}$

Similarly, since  $\vec{N} = \frac{d\vec{T}/ds}{\text{scalar}}$  is in the same direction

as  $d\vec{T}/ds$ ,  $\vec{N}$  is also perpendicular to  $\vec{T}$ .

→  $\vec{N}$  stands for Normal

"unit normal vector"

So  $\vec{N}$  is the direction in  $\vec{T}$  is changing

Now, in 3-space ( $\mathbb{R}^3$ ), we can consider the plane spanned by  $\vec{T}$  and  $\vec{N}$

"the plane in which the object is infinitesimally moving in"

- so if  $\vec{r}(t)$  stays in that plane,  $\vec{T}$  &  $\vec{N}$  are in that plane
- if  $\vec{r}(t)$  doesn't stay in a plane, then the plane spanned by  $\vec{T}$  and  $\vec{N}$  changes over time

Torsion ( $\tau$ ) = measure of how much the plane is changing

How to measure?

Define  $\vec{B} = \vec{T} \times \vec{N}$

Notice since  $\|\vec{T}\| = \|\vec{N}\| = 1$  and  $\vec{T} \cdot \vec{N} = 0$ , also  $\|\vec{B}\| = 1$

By considering  $\frac{d}{ds} (\vec{B} \cdot \vec{B})$ , we find that  $\frac{d\vec{B}}{ds}$  is  $\perp$  to  $\vec{B}$

rough idea  $\tau = \text{torsion}$

$$= \left\| \frac{d\vec{B}}{ds} \right\|$$

Problem want to allow  $\tau$  to be negative

Better idea

Notice  $\frac{d\vec{B}}{ds}$  is  $\perp$  to  $\vec{B}$  and to  $\vec{T} \Rightarrow$  parallel

to  $\vec{N}$ .

$$\therefore \frac{d\vec{B}}{ds} = (\text{scalar}) \cdot \vec{N}$$

Define  $\tau$  by

$$\frac{d\vec{B}}{ds} = -\tau \vec{N}$$

see 4.3 [CH]

eg  $\tau \neq 0$  for a helix

Why is  $\frac{d\vec{B}}{ds} \perp \vec{T}$ ?

$$\vec{B} \cdot \vec{T} = 0 \quad d/ds \text{ both sides}$$

$$\frac{d\vec{B}}{ds} \cdot \vec{T} + \vec{B} \cdot \frac{d\vec{T}}{ds} = 0$$

$$\text{and } \frac{d\vec{T}}{ds} \parallel \vec{N} \text{ so } \vec{B} \cdot \frac{d\vec{T}}{ds} = 0$$

Ignore Maple calculations in [CH] →

## Functions of Multiple Variables [Co] 2.1

eg.

$$f(x, y) = xy \text{ defined } \forall (x, y) \in \mathbb{R}^2$$

$$f(x, y) = \frac{1}{x-y} \text{ defined for only some } (x, y) \in \mathbb{R}^2$$

Defined on some subset  $D \subseteq \mathbb{R}^2$

→ in this case when  $x \neq y$

$$\text{so } D = \{(x, y) \in \mathbb{R}^2 \mid x \neq y\}$$

↑ set of  $(x, y)$  in  $\mathbb{R}^2$  such that

$$= \mathbb{R}^2 \setminus \{(x, y) \in \mathbb{R}^2 \mid x = y\}$$

"Points in  $\mathbb{R}^2$  not on the line  $x = y$ "

Defn A real-valued fcn  $f(x, y)$  assigns a real # to every  $(x, y) \in D \subseteq \mathbb{R}^2$

↳  $D$  is domain of  $f$

(if  $n$ -vars,  $f(x, y, \dots, n)$  and  $D \subseteq \mathbb{R}^n$ )

Back to 2 vars:

Geometrically its graph is a surface in  $\mathbb{R}^3$

(Just like graph of  $y = f(x)$  is a curve in  $\mathbb{R}^2$ )

The points of the graph are  $(x, y, f(x, y))$  for  $(x, y) \in D$ .

Level curves Given  $f(x, y)$  and  $C \in \mathbb{R}$ , the level curve is the set of  $(x, y) \in D$  such that  $f(x, y) = C$ .

In set notation:  $\{(x, y) \in D \mid f(x, y) = C\}$

Notice: If  $f$  is a const fcn

eg  $f(x, y) = 4$

The level curve is:

$\emptyset$  (empty set) if  $C \neq 4$

$\mathbb{R}^2$  (whole plane) if  $C = 4$

egs where it is a curve

•  $f(x, y) = 3x - 2y$

Then all the level curves are lines perpendicular  $(3, -2)$

[As you change  $C$ , you get diff lines, but all are  $\parallel$  to each other]

•  $f(x, y) = x^2 + y^2$

the level curve is a circle if  $C > 0$

point if  $C = 0$

$\emptyset$  if  $C < 0$

For any single variable func  $g$ , set  $f(x, y) = y - g(x)$

Then level curve w/  $C = 0$  is graph of  $g$

Note: Level curves are traces of the graph of  $z = f(x, y)$  on horizontal planes

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## Limits & Continuity

Limits say  $f(x, y)$  defined "near  $(a, b)$ " but not necessarily at  $(a, b)$

Formally suppose  $f(x, y)$  is def'd in a "punctured neighborhood" of  $(a, b)$

i.e. a set of the form

$$\{(x, y) \in \mathbb{R}^2 \mid 0 < \|(a, b) - (x, y)\| < \epsilon\}$$

↑  
"punctured"

for some  $\epsilon > 0$

We say:

$$\lim_{(x, y) \rightarrow (a, b)} f(x, y) = L$$

$$\lim_{(x,y) \rightarrow (a,b)} f(x,y) = L$$

$$\text{if } \forall \epsilon > 0 \exists \delta > 0$$

such that if  $\| (x,y) - (a,b) \| < \delta$  but  $(x,y) \neq (a,b)$

$$\text{then } |f(x,y) - L| < \epsilon$$

Intuitively as  $(x,y)$  gets closer to  $(a,b)$ ,  $f(x,y)$  gets closer to  $L$ .

Caveat must be true no matter which direction  $(x,y)$  approaches  $(a,b)$

e.g.

$$\lim_{(x,y) \rightarrow (0,0)} \frac{xy}{x^2+y^2} \text{ DNE}$$

Why?

IF you approach along  $x$  or  $y$  axis, then it seems the limit is 0 bc  $f(x,y)$  gets closer to 0

BUT if  $(x,y) \rightarrow (0,0)$  along  $y=x$ , then  $f(x,y)$  approaches  $1/2$

$$f(x,y) = \sin \theta \cos \theta \text{ For } (\theta, r) \text{ polar coords}$$

Basic properties of limits are the same

(addition, sub, mult, div)

↳ as long as denom does not approach 0.

### Continuity

Suppose  $f(x,y)$  is defined for  $(x,y)$  near  $(a,b)$  incl. at  $(a,b)$  itself if  $f(a,b) = \lim_{(x,y) \rightarrow (a,b)} f(x,y)$

As in single-var calc, sums, products, quotients (if denom  $\neq 0$ ) of continuous fns are continuous

BUT, if denom = 0, you may/may not be able to make it cont at  $(a,b)$

- $f(x,y) = \frac{xy}{x^2+y^2}$  can't make it cont at  $(0,0)$

- $f(x,y) = \frac{y^4}{x^2+y^2}$  for  $(x,y) \neq (0,0)$

$$\bullet f(x, y) = \begin{cases} \frac{y^4}{x^2 + y^2} & \text{for } (x, y) \neq (0, 0) \\ 0 & \text{for } (x, y) = (0, 0) \end{cases}$$

is continuous.