

### 1. Recovering a Curve from its Curvature

Recall that a planar curve is uniquely determined by its curvature as a function of arc length and starting position and starting direction.

For parts 1b-1e, use Maple or some software to make the plots. You can also do Maple for 1a to help integrate if you like.

- Find some 2-D curve  $\mathbf{r}$  on  $[1, \infty)$  such that its signed curvature with respect to arc length is given by  $\kappa_s(s) = 1/s$  for  $s > 0$ , and  $\mathbf{r}(1) = [0, 0]$  and  $\mathbf{r}'(1) = [1, 0]$ .
- Plot the curve  $\mathbf{r}$  for  $t \in [1, 10]$ .
- Plot the curve  $\mathbf{r}$  for  $t \in [1, 100]$ .
- Plot the curve  $\mathbf{r}$  for  $t \in [1, 1000]$ .
- Plot the curve  $\mathbf{r}$  for  $t \in [1, 10000]$ .
- Explain how the curvature is determining the curve

### 2. Some Handy Facts Show the following. These will be useful for later problems.

- Show that for a 2-D vector  $\mathbf{a}$  that  $\left(\mathbf{a}^\perp\right)^\perp = -\mathbf{a}$
- Show that if  $\mathbf{r}$  is a planar curve parameterized by arc length that  $\mathbf{r}''(t) = \kappa_s(t) (\mathbf{r}'(t))^\perp$

### 3. Normal Offsets.

Suppose  $\mathbf{r}(t)$  is a regular smooth curve with signed curvature  $\kappa_s(t)$ . Let  $\alpha$  be a scalar and define

$$\mathbf{q}(t) = \mathbf{r}(t) + \alpha \frac{1}{\|\mathbf{r}'(t)\|} (\mathbf{r}(t))^\perp$$

The curve  $\mathbf{q}$  is called a normal offset of  $\mathbf{r}$ .

- Plot some normal offsets of the curve  $\mathbf{r}(t) = (t, t^2)$  for  $t \in [-1, 1]$ . Make plots for the following alphas:  $\alpha = -2, -1, 0, 1/4, 1/2, 1$ ; and more if you like. (Use Maple or some software.)
- Supposing that  $\mathbf{r}$  is parameterized by arc length, find a simplified formula for  $\mathbf{q}'(t)$  in terms of  $\mathbf{r}$ ,  $\mathbf{r}'$ ,  $\kappa_s$  and  $\alpha$ . Show that  $\mathbf{q}'(t)$  is parallel to  $\mathbf{r}'(t)$ .
- Using the formula you found in the previous part and assuming  $\kappa_s > 0$ , find conditions on  $\alpha$  so that  $\mathbf{q}$  is regular.
- Explain what happens in the pictures you made in part (a) when  $\mathbf{q}$  is not regular.

### 4. Involutives and Evolutes:

- The evolute of a regular smooth curve  $\mathbf{q}(t)$  on  $[a, b]$  is given by

$$\mathbf{e}(t) = \mathbf{q}(t) + R_s(t) \frac{1}{\|\mathbf{q}'(t)\|} (\mathbf{q}'(t))^\perp$$

where  $R_s(t) = 1/\kappa_s(t)$  is the signed radius of curvature of  $\mathbf{q}$ .

- The *general involute* of a regular smooth curve  $\mathbf{r}(t)$  on  $[a, b]$  is given by

$$\mathbf{v}(t) = \mathbf{r}(t) - (s(t) + l) \frac{1}{\|\mathbf{r}'(t)\|} \mathbf{r}'(t)$$

where  $s(t)$  is the arc length of  $\mathbf{r}$  from  $a$  to  $t$  and  $l$  is some constant corresponding to the initial string length.

- Involutes of Evolutes: Let  $\mathbf{q}$  be parameterized by arc length and let  $\mathbf{e}$  be its evolute.
  - Show that  $\mathbf{e}'(t)$  is perpendicular to  $\mathbf{q}'(t)$
  - Show that the involute of  $\mathbf{e}(t)$  is equal to  $\mathbf{q}(t)$  for the appropriate choice of the constant  $l$ .
- Evolutes of Involutes: Let  $\mathbf{r}$  be parameterized by arc length and let  $\mathbf{v}$  be its involute.
  - Show that  $\mathbf{r}'(t)$  is perpendicular to  $\mathbf{v}'(t)$
  - Show that the evolute of  $\mathbf{v}(t)$  is equal to  $\mathbf{r}(t)$
- Make a sketch that illustrates how involutes and evolutes are inverse processes. Label all the parts.

### 5. Torsion/Curvature = constant

- Suppose we want a space curve with constant curvature  $\kappa$  and constant torsion  $\tau$  so that  $\tau/\kappa = L$  for some constant  $L$ . Find constants  $a$  and  $b$  so that the helix  $\mathbf{r}(t) = [a \cos(t), a \sin(t), bt]$  has such curvatures and torsions.
- For the space curve,  $\mathbf{r}(t) = (\cos(t) + t \sin(t), \sin(t) - t \cos(t), t^2/2)$ , calculate the curvature and torsion and show that the ratio, *torsion/curvature*, is constant. (Notice that the projection into the  $x - y$  plane of this curve is an involute of a circle.)