

### The Serret-Frenet frame

Let us take the following vector-function (vector valued real function):

$\vec{r} : \mathbb{R} \rightarrow V_3$  given by  $\vec{r}(t) = \langle x(t), y(t), z(t) \rangle$ , where  $x(t), y(t), z(t)$  are the coordinate functions type  $\mathbb{R} \rightarrow \mathbb{R}$ . This is the vector which is characterizing the moving point  $P(x(t), y(t), z(t))$ , given with the same coordinate functions in a parametric way. The point  $P$  will move along the parametric curve in the space.

It is known from mechanics that the velocity of the point is given by the

$\vec{v} = \frac{\partial \vec{r}}{\partial t} = \langle \dot{x}(t), \dot{y}(t), \dot{z}(t) \rangle$ , where  $\dot{x}(t) = \frac{\partial x(t)}{\partial t}$ ,  $\dot{y}(t) = \frac{\partial y(t)}{\partial t}$ , and  $\dot{z}(t) = \frac{\partial z(t)}{\partial t}$ , while its acceleration  $\vec{a} = \frac{\partial^2 \vec{r}}{(\partial t)^2} = \langle \ddot{x}(t), \ddot{y}(t), \ddot{z}(t) \rangle$ , and similarly we have  $\ddot{x}(t) = \frac{\partial^2 x(t)}{(\partial t)^2}$ ,  $\ddot{y}(t) = \frac{\partial^2 y(t)}{(\partial t)^2}$ , and  $\ddot{z}(t) = \frac{\partial^2 z(t)}{(\partial t)^2}$ .

Example: For  $\vec{r}(t) = \langle \cos t, \sin t, e^{-t} \rangle$ , we have  $\vec{v} = \langle -\sin t, \cos t, -e^{-t} \rangle$  and  $\vec{a} = \langle -\cos t, -\sin t, e^{-t} \rangle$ .

The Serret-Frenet formulas, which will give us the three vectors called the Serret-Frenet frame can be deduced in the following way:

$$\vec{t} = \frac{\vec{v}}{|\vec{v}|} \text{ (tangent vector),}$$

$$\vec{b} = \frac{\vec{v} \times \vec{a}}{|\vec{v} \times \vec{a}|} \text{ (binormal vector), and}$$

$$\vec{n} = \vec{b} \times \vec{t} \text{ (normal vector).}$$

Example: For  $t = 0$  in the previous curve, we have  $\vec{v} = \langle 0, 1, -1 \rangle$ , and  $\vec{a} = \langle -1, 0, 1 \rangle$ , and we compute  $\vec{t} = \langle 0, \frac{1}{\sqrt{2}}, \frac{-1}{\sqrt{2}} \rangle$ ,  $\vec{b} = \langle \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}} \rangle$  and  $\vec{n} = \langle \frac{-2}{\sqrt{6}}, \frac{1}{\sqrt{6}}, \frac{1}{\sqrt{6}} \rangle$ .