

Vector functions for surfaces, section 16.6

Surfaces: $z = f(x, y)$ or $f(x, y, z) = 0$

$$x^2 + y^2 + z^2 - 4 = 0$$

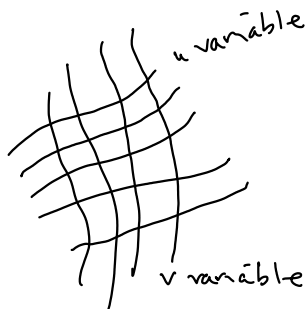
$$\vec{r}(t) = \langle x(t), y(t), z(t) \rangle$$

$$\vec{r}(u, v) = \langle x(u, v), y(u, v), z(u, v) \rangle$$

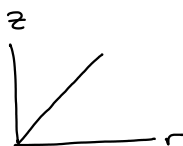
Fix v : $\vec{r}(u, v)$ is a curve as u varies.

Change v a little: new curve, a close, almost parallel, curve.

Fix u : more curves.



$$\langle \underset{\uparrow}{v \cos u}, \underset{\uparrow}{v \sin u}, \underset{\uparrow}{u} \rangle$$



Fix v : $\langle v \cos u, v \sin u, u \rangle$

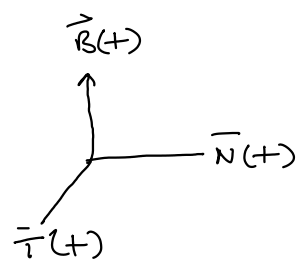
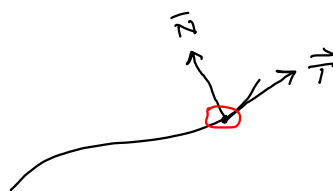
$v=1$: $\langle \cos u, \sin u, u \rangle$ helix

$\langle v \cos u, v \sin u, u \rangle$ helix, radius v

Fix u : $\langle \underline{v \cos u}, \underline{v \sin u}, u \rangle$

$$\vec{T} = \frac{\vec{r}'}{|\vec{r}'|}, \quad \vec{N} = \frac{\vec{T}'}{|\vec{T}'|}$$

$$\vec{B} = \vec{T} \times \vec{N} \text{ "binormal"}$$



$\vec{B} - \vec{N}$ plane: perpendicular to the curve.

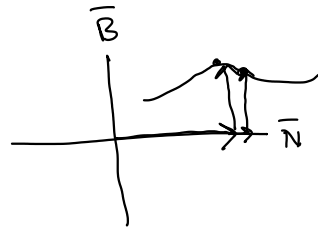
At each point along the curve, we can draw a curve in this

$\vec{B} - \vec{N}$ plane, for example, a circle.

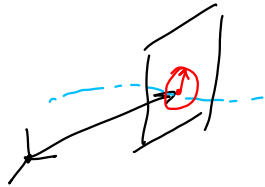
$\vec{r}(t)$.

A curve in the $\vec{B} - \vec{N}$ plane looks like $c(v)\vec{N} + d(v)\vec{B}$

or $\underline{c(t,v)\vec{N}} + \underline{d(t,v)\vec{B}}$



$$\vec{r}(t) + \underline{c(t,v)\vec{N}} + \underline{d(t,v)\vec{B}}$$



$$\vec{r}(t) + \underline{\frac{3}{4}\cos(v)\vec{N}} + \underline{\frac{3}{4}\sin(v)\vec{B}}$$

$$\vec{r}(t) + \cos(t)\frac{3}{4}\cos(v)\vec{N} + \cos(t)\frac{3}{4}\sin(v)\vec{B}$$

cone: $\langle v\cos u, v\sin u, v \rangle = \langle 0, 0, v \rangle + \langle v\cos u, v\sin u, 0 \rangle$

$z = f(x, y)$ (surface)

$$\vec{r}(u, v) = \langle u, v, f(u, v) \rangle \quad \langle x, y, f(x, y) \rangle = \vec{r}(x, y).$$

$$x^2 + y^2 + z^2 = 1, \text{ sphere of radius } 1.$$

Meridians: $\cos(v) \left(\begin{matrix} \uparrow \\ \text{vector in} \\ \text{some fixed direction} \end{matrix} \right) + \sin(v)\vec{k}$

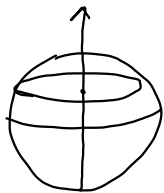
$$\cos(u)\vec{i} + \sin(u)\vec{j}$$

$$\langle \cos(v)\cos u, \cos v\sin u, \sin(v) \rangle$$

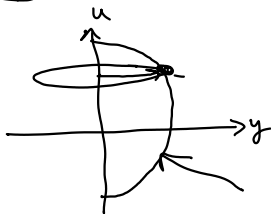
$$v: 0 \rightarrow 2\pi \quad u: 0 \rightarrow \pi$$



Latitude lines:

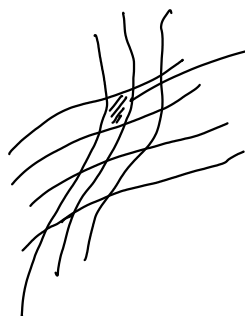


$$\begin{aligned} &\langle 0, 0, u \rangle + \langle \sqrt{1-u^2} \cos v, \sqrt{1-u^2} \sin v, 0 \rangle \\ &= \langle \sqrt{1-u^2} \cos v, \sqrt{1-u^2} \sin v, u \rangle \end{aligned}$$



$$u^2 + y^2 = 1 \quad y = \sqrt{1-u^2}$$

$\vec{r}(u, v)$



\approx parallelograms.

$$\underbrace{\left| \vec{r}_u \times \vec{r}_v \right|}_{\text{area}} du dv$$

fixed v

$$\begin{aligned} &\frac{\partial}{\partial u} \vec{r}(u, v) \Delta u \\ &= \vec{r}_u(u, v) \Delta u \end{aligned}$$

$$\frac{\partial}{\partial v} \vec{r}(u, v) \Delta v = \vec{r}_v(u, v) \Delta v$$