

Math 235: Calculus Lab

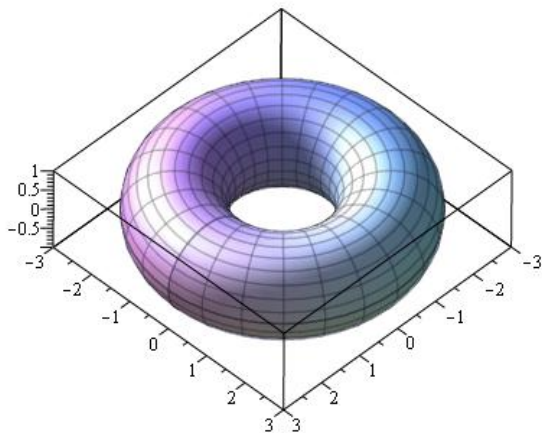
Prof. Doug Hundley

Whitman College

Week 10

The Torus

The torus is an object that looks like a doughnut:

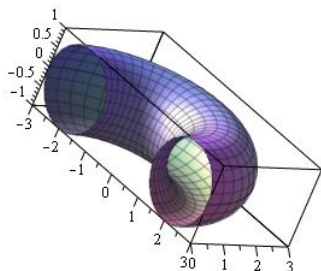
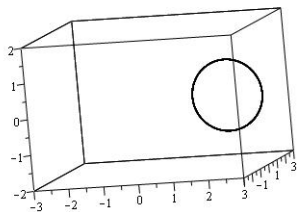


Torus Construction

Our torus is built by taking the graph of the unit circle:

$$(x - 2)^2 + z^2 = 1$$

and spinning it around the z -axis:



Circles

Any circle with fixed radius K can be parametrized by one number-
The central angle, θ .

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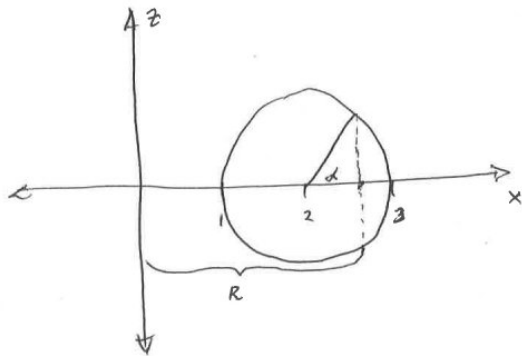
That is, for any point on circle of radius K , we can express that point as:

$$\begin{aligned}x(\theta) &= K \cos(\theta) \\y(\theta) &= K \sin(\theta)\end{aligned}$$

Obtaining a Point on the Torus

To obtain any point on the surface of the torus we will:

- Start on the circle $(x - 2)^2 + z^2 = 1$, and rotate through an angle α .



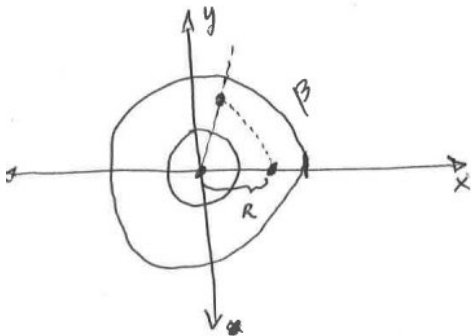
So far, before we rotate into the xy -plane,

$$R = \cos(\alpha) + 2$$

$$z = \sin(\alpha)$$

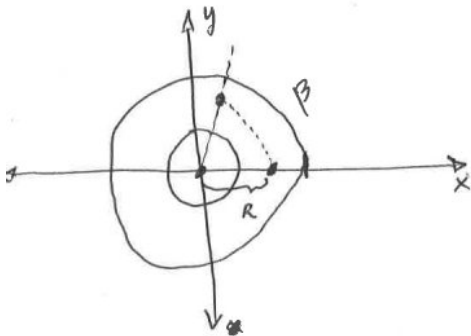
We rotate to get the x and y coordinates...

- In the xy -plane, we will then rotate through an angle β .



$$x = R \cos(\beta)$$

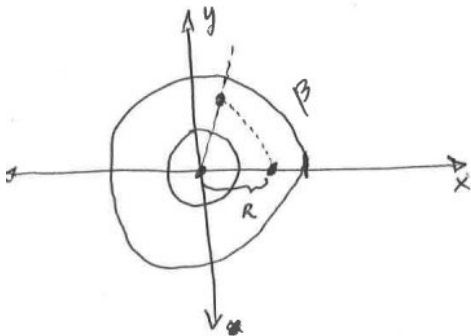
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$$x = R \cos(\beta) = \cos(\beta)(\cos(\alpha) + 2)$$

$$y = R \sin(\beta) =$$

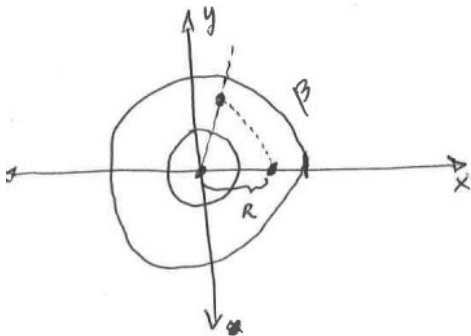
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$$x = R \cos(\beta) = \cos(\beta)(\cos(\alpha) + 2)$$

$$y = R \sin(\beta) = \sin(\beta)(\cos(\alpha) + 2)$$

$$z = \sin(\alpha) \quad \text{unchanged}$$

Conclusion thus far:

The surface of the torus can be expressed as:

$$x = \cos(\beta)(\cos(\alpha) + 2)$$

$$y = \sin(\beta)(\cos(\alpha) + 2)$$

$$z = \sin(\alpha)$$

Example points:

$$\beta = 0, \alpha = 0 \quad \Rightarrow$$

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$$\beta = 0, \alpha = 0 \quad \Rightarrow \quad (3, 0, 0)$$

$$\beta = \pi/2, \alpha = \pi \quad \Rightarrow$$

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$$\beta = \pi, \alpha = 0 \quad \Rightarrow \quad (-3, 0, 0)$$

Curves in the (β, α) plane:

If $\beta = \beta(t)$ and $\alpha = \alpha(t)$, then substituting these into

$$x = \cos(\beta)(\cos(\alpha + 2))$$

$$y = \sin(\beta)(\cos(\alpha + 2))$$

$$z = \sin(\alpha)$$

Creates the curve $\langle x(t), y(t), z(t) \rangle$ on the surface.

Path 1

Path 1 keeps $\alpha = 0$ and β ranging from 0 to π . Therefore:

$$\begin{array}{ll} \beta(t) = \pi t & \\ \alpha(t) = 0 & \Rightarrow \end{array} \quad \begin{array}{ll} x(t) = 3 \cos(\pi t) & \\ y(t) = 3 \sin(\pi t) & \\ z(t) = 0 & \end{array}$$

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$$3\pi$$

.

[Plot in the (β, α) plane]

Path 2

Path 2 is actually 3 paths:

$$(0, 0) \rightarrow (0, \pi) \rightarrow (\pi, \pi) \rightarrow (\pi, 0)$$

Path 2A: $\beta = 0, \alpha = \pi t$

Path 2B: $\beta = \pi t, \alpha = \pi$

Path 2C: $\beta = \pi, \alpha = \pi(1 - t)$

In Maple, do these separately, and plot them all together.

Path Length: $\pi + \pi + \pi = 3\pi$

[plot in (β, α) plane]

Path 3

In this case, take β from 0 to π . Then α will go from 0 to 2π .

$$\begin{array}{ll} \beta(t) = \pi t & \\ \alpha(t) = 2\pi t & \Rightarrow \end{array} \quad \begin{array}{l} x(t) = \cos(\pi t)(\cos(2\pi t) + 2) \\ y(t) = \sin(\pi t)(\cos(2\pi t) + 2) \\ z(t) = \sin(2\pi t) \end{array}$$