

## Exercise 2

Compute the Gauss curvature for  $X(u, v) =$

$$\{-\cos[u] (2 + \cos[v]) + 2 \sin[v], (2 + \cos[v]) \sin[u] + 2 \sin[v], -\sin[v]\}$$

at the point  $(u, v) = (5, 1)$ .

To define a surface we use the usual notation for vectorial multivariate functions with Mathematica

In[3]:=  $X[u_, v_] := \{-\cos[u] (2 + \cos[v]) + 2 \sin[v], (2 + \cos[v]) \sin[u] + 2 \sin[v], -\sin[v]\}$

We can compute the tangen vector with the partial differential operator that we can find in the palette

1	2	3	-	(■)	/.	→	∞
0	.	N	+	{■}	,	=	!
Tab		Enter		TraditionalForm			
Entrada desde arriba		Crear celda de entrada					
Salida desde arriba		Crear celda de texto					
Comando completo		Crear plantilla					

Navegación

Comandos básicos ?

$\sqrt{x}$   $y=x$   $d\int\sum$  (::) Lista 2D 3D

**Cálculo**

D	Limit
Integrate	Integrate (definida)
Sum	DSolve
$\partial_{\square}$ ■	$\partial_{\square, \square}$ ■
$\int \blacksquare d\square$	$\int_{\square}^{\square} \blacksquare d\square$
$\sum_{\square=\square}^{\square}$ ■	$\prod_{\square=\square}^{\square}$ ■

Therefore the tangent vector  $X_u(u, v)$  and  $X_v(u, v)$  can be computed as

In[4]:=  $\partial_u X[u, v]$

Out[4]=  $\{(2 + \cos[v]) \sin[u], \cos[u] (2 + \cos[v]), 0\}$

In[5]:=  $\partial_v X[u, v]$

Out[5]=  $\{2 \cos[v] + \cos[u] \sin[v], 2 \cos[v] - \sin[u] \sin[v], -\cos[v]\}$

To compute the unit normal vector, it is convenient to define our own version of the Norm command of Mathematica to compute the norm of a vector in the following way

In[6]:=  $\text{norm}[u_] := \sqrt{u \cdot u}$

The unit tangent vector is  $N(u, v) = \frac{X_u(u, v) \times X_v(u, v)}{\|X_u(u, v) \times X_v(u, v)\|}$ , and thus (we use samll letter n since capital letter N is already used by Mathematica for the numeric approximation command)

In[8]:=  $n[u_, v_] := \frac{\partial_u X[u, v] \times \partial_v X[u, v]}{\text{norm}[\partial_u X[u, v] \times \partial_v X[u, v]]}$

The partial derivatives of the unit normal vector  $N_u(u, v)$  and  $N_v(u, v)$  can be obtained again by means of the palette by means of  $\partial_{\square}$  ■ . We know that  $N_u(u, v)$  and  $N_v(u, v)$  fall inside the tangent

plane and therefore they can be obtained as linear combinations of the tangent vectors  $X_u(u, v)$  and  $X_v(u, v)$  as

$$\begin{aligned} N_u(u, v) &= \alpha_u X_u(u, v) + \beta_u X_v(u, v) \\ N_v(u, v) &= \alpha_v X_u(u, v) + \beta_v X_v(u, v) \end{aligned}$$

We can write this linear system with Mathematica as

```
In[12]:= {∂un[u, v] == αu ∂uX[u, v] + βu ∂vX[u, v], ∂vn[u, v] == αv ∂uX[u, v] + βv ∂vX[u, v]}
```

We have to solve the corresponding linear system to compute  $\alpha_u, \beta_u, \alpha_v, \beta_v$ . With Mathematica we can solve such a system by means of the instruction Solve. We have to solve the mentioned variables  $\alpha_u, \beta_u, \alpha_v, \beta_v$  so we have to indicate it to the instruction. We use [[1]] to indicate that we want to extract the first and only solution from the result of Solve and we can also apply Simplify to obtain a more compact result.

```
In[16]:= solutions =
```

```
Solve[{∂un[u, v] == αu ∂uX[u, v] + βu ∂vX[u, v], ∂vn[u, v] == αv ∂uX[u, v] + βv ∂vX[u, v]}, {αu, βu, αv, βv}}][[1]] // Simplify
```

```
Out[16]= {αu → (Cos[v] (2 + Cos[v])2 (3 + 4 Cos[v]2 + 2 Cos[2 v] + 2 (Cos[u] - Sin[u]) Sin[2 v])) / (- (2 + Cos[v])2 (-3 + Cos[v]2 (-2 + 8 Cos[u] Sin[u]) + 2 Sin[v]2 - 2 (Cos[u] - Sin[u]) Sin[2 v]))3/2, βu → - ((2 Cos[v]2 (2 + Cos[v])3 (Cos[u] + Sin[u])) / (- (2 + Cos[v])2 (-3 + Cos[v]2 (-2 + 8 Cos[u] Sin[u]) + 2 Sin[v]2 - 2 (Cos[u] - Sin[u]) Sin[2 v]))3/2), αv → - ((2 Cos[v] (2 + Cos[v])2 (1 + Cot[u]) Sin[u]) / (- (2 + Cos[v])2 (-3 + Cos[v]2 (-2 + 8 Cos[u] Sin[u]) + 2 Sin[v]2 - 2 (Cos[u] - Sin[u]) Sin[2 v]))3/2), βv → (2 + Cos[v])3 / (- (2 + Cos[v])2 (-3 + Cos[v]2 (-2 + 8 Cos[u] Sin[u]) + 2 Sin[v]2 - 2 (Cos[u] - Sin[u]) Sin[2 v]))3/2}}
```

As the values obtained are quite difficult to retype, we stored the result in a variable called solutions.

Now we have to compute the determinant  $\det\left(\begin{pmatrix} \alpha_u & \beta_u \\ \alpha_v & \beta_v \end{pmatrix}\right)$  and for this purpose we have to substitute in the determinant the values of  $\alpha_u, \beta_u, \alpha_v, \beta_v$  obtained by means of Solve. To perform such a substitution we can use the substitution operator /.

```
In[20]:= Gausscurvature = Simplify[Det[{{αu βu}, {αv βv}}] /. solutions]
```

```
Out[20]= Cos[v] / ((2 + Cos[v]) (-3 + Cos[v]2 (-2 + 8 Cos[u] Sin[u]) + 2 Sin[v]2 - 2 Cos[u] Sin[2 v] + 2 Sin[u] Sin[2 v])2)
```

We applied Simplify and stored the result in the variable Gausscurvature

Now we have to compute for the point  $(u,v)=(5,1)$  as it was indicated in the exercise. We substitute the values for  $u$  and  $v$  by means of a new substitution rule and we apply N to obtain a numeric result

```
In[22]:= N[Gausscurvature /. {u → 5, v → 1}]
```

```
Out[22]= 0.00829818
```

In case that the exercise asks the mean curvature, instead of the determinant, we have to compute

$\frac{1}{2} \text{trace} \left( \begin{pmatrix} \alpha_u & \beta_u \\ \alpha_v & \beta_v \end{pmatrix} \right)$ . Therefore

In[24]:= **Meancurvature = Simplify**  $\left[ \frac{1}{2} \text{Tr} \left[ \begin{pmatrix} \alpha_u & \beta_u \\ \alpha_v & \beta_v \end{pmatrix} \right] \right]$  /. solutions]

Out[24]= 
$$- \left( \left( 2 + \cos[v] \right)^2 \left( -1 - 3 \cos[v]^3 - 2 \cos[v]^2 (\cos[u] - \sin[u]) \sin[v] + \cos[v] (-2 + \sin[v]^2) \right) \right) / \left( - \left( 2 + \cos[v] \right)^2 \left( -3 + \cos[v]^2 (-2 + 8 \cos[u] \sin[u]) + 2 \sin[v]^2 - 2 \cos[u] \sin[2v] + 2 \sin[u] \sin[2v] \right) \right)^{3/2}$$

And in the same way we should compute for the point (u,v)=(5,1)

In[25]:= **N**[Meancurvature /. {u -> 5, v -> 1}]

Out[25]= 0.0961275