

18.950 Lecture 1 - Introduction

Note Title

9/10/2009

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- Office hours - after class 4:00 - 5:00
TR

• Book

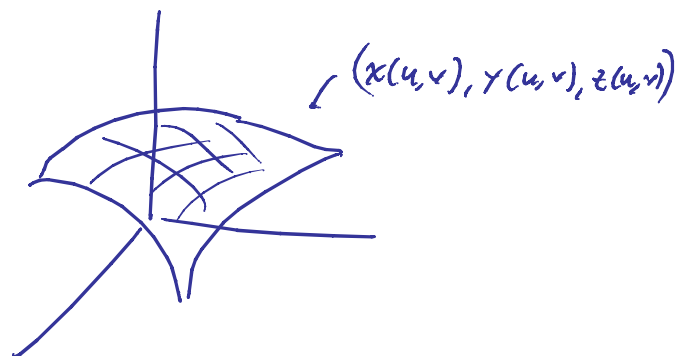
Plan for Class

Differential geometry?

Geometry: lines and angles

Want Geometry in a smooth surface
↑
parametrized
by highly differentiable
functions

- smooth surface

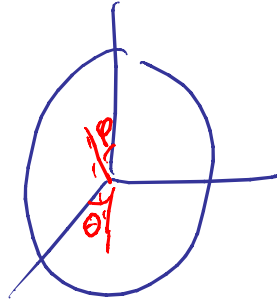


e.g. (unit sphere)

$$x(\varphi, \theta) = \sin \varphi \cos \theta$$

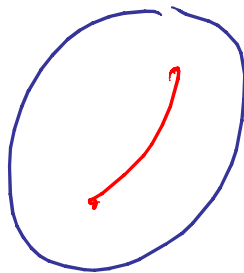
$$y(\varphi, \theta) = \sin \varphi \sin \theta$$

$$z(\varphi, \theta) = \cos \varphi$$



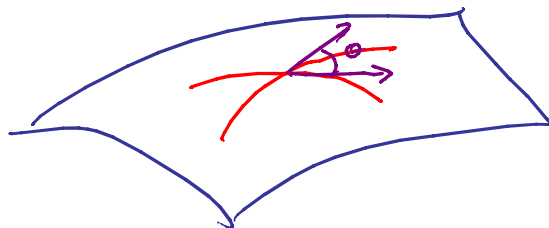
• line = "geodesic"

length minimality

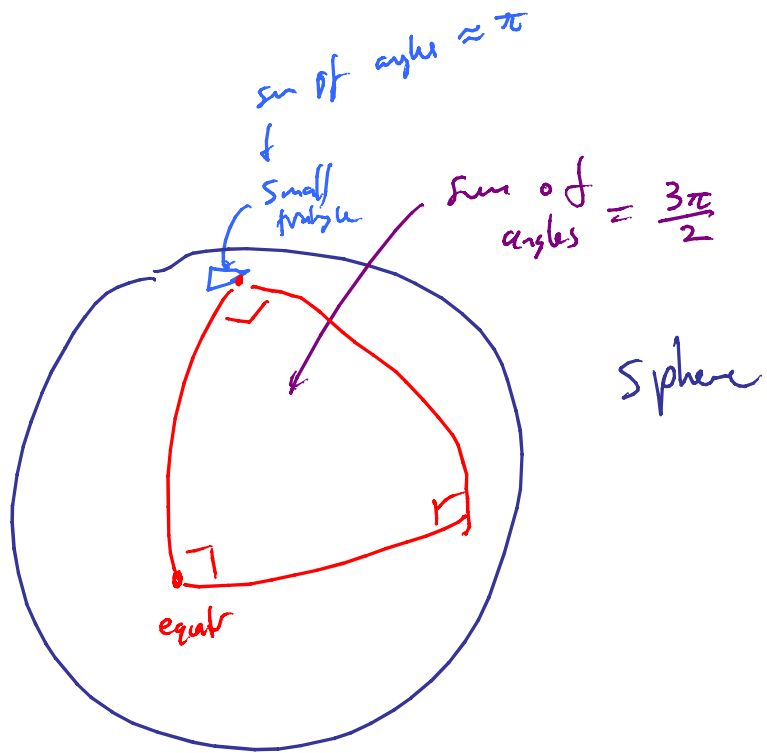
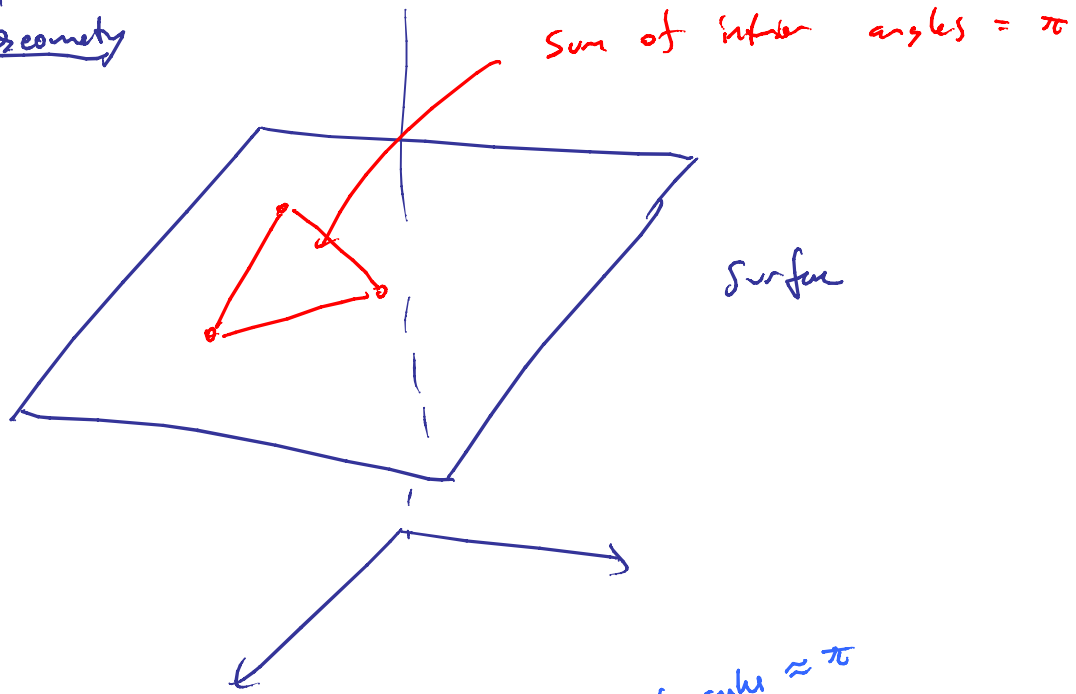


geodesics on sphere?

• angle: angle between tangent vectors



Geometry

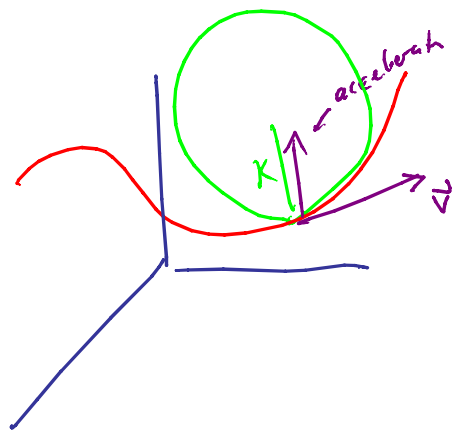
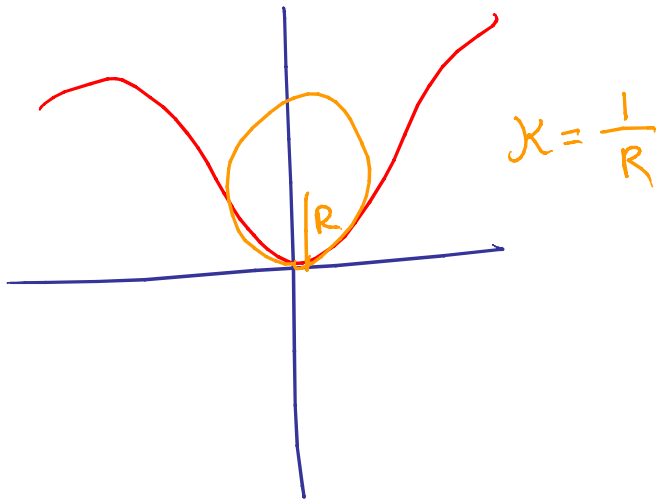


What is different? curvature

presence of curvature affects geometry

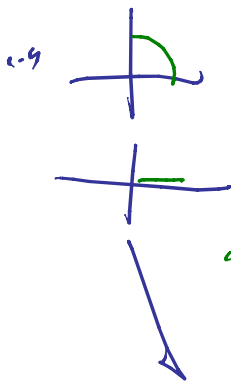
Curvature?

Curves



κ
constant
rate that
the curve moves
off the
plane
called torsion τ

We'll see that a curve
in \mathbb{R}^n has

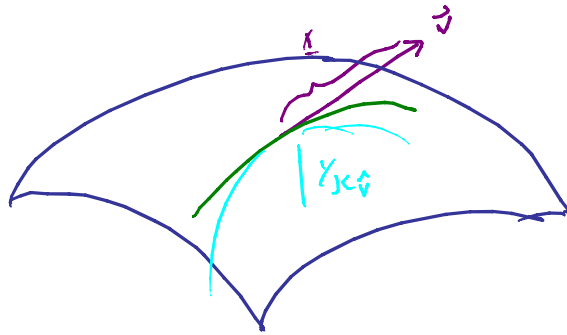


"Curvature on the line is long"
"length"

$\kappa_1, \dots, \kappa_{n-1}$
↑
curvature "torsion"

Curvature, torsion, etc depend on the embedding
Geometry is always the same

Curvature of surfaces



Every tangent direction \hat{v} has
associated curvature $K_{\hat{v}}$

Principal curvatures K_{\min} + K_{\max}
" " "
 k_1 k_2

$$K = k_1 k_2 \quad \text{Gaussian Curvature}$$

(which can be negative)

Remember Curvature influences geometry

geometry is defined by

inner product (dot product)

on tangent spaces at

every point

$$\text{length} = \int \frac{\|\dot{\vec{v}}\| dt}{\sqrt{\langle \dot{\vec{v}}, \dot{\vec{v}} \rangle}} \rightsquigarrow \text{geodesic}$$

angle $\langle \vec{v}, \vec{w} \rangle = \cos \theta$

inner product at any point

↳
"metric"

Gauss's Theorem

contact
w/ Gauss

K is determined by metric
not the
embedding

So

geometry determines curvature

e.g. world map preserves angles, not distance

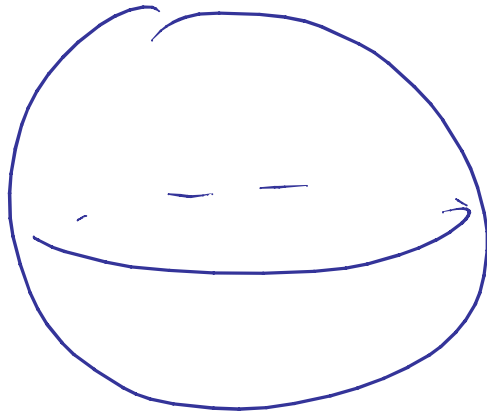
"Gauss's Theorem Elegantissimum"

$$\int_{\Delta} K dA = \beta_1 + \beta_2 + \beta_3 - \pi$$

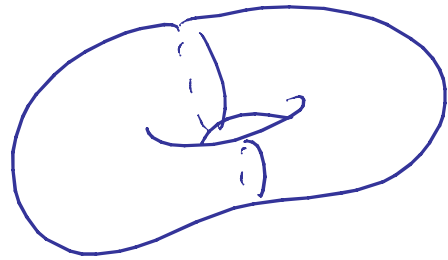


Gauss - Bonnet Thm

Surfaces w/o boundary



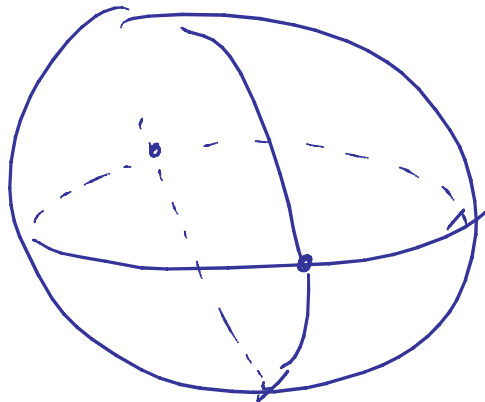
Sphere



Torus

Euler characteristic of a polyhedron

$$\begin{aligned} \chi(S) &= \#V - \#E + \#F \\ &= 2 - 4 + 4 \\ &= 2 \end{aligned}$$

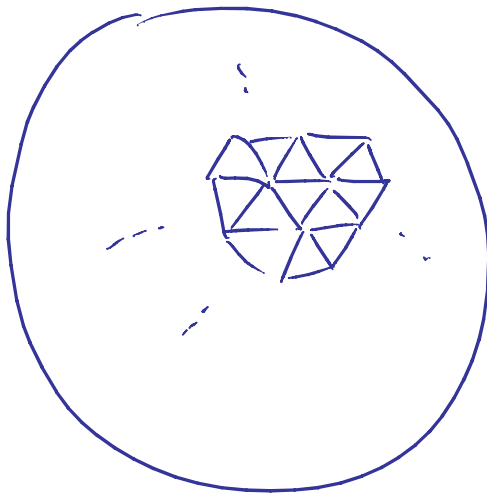


Thm

$$\int_S K dA = 2\pi \chi(S)$$

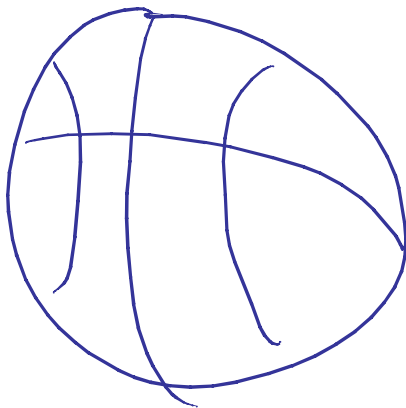
e.g. standard sphere $K = 1$

Consequer $X(S)$ is independt of
polyhedral subdivision

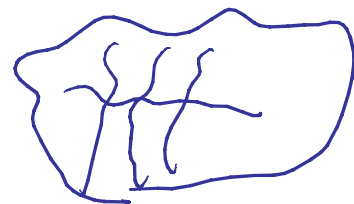


$$V - E + F = 2$$

but $X(S)$ is a topological invariant



constant
cross



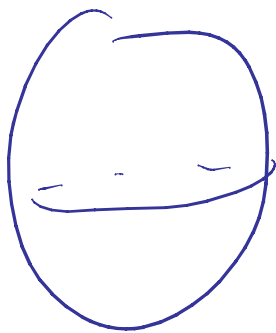
varying cross

or same

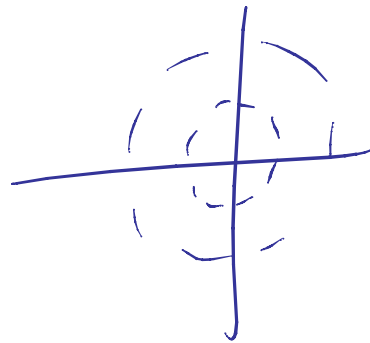
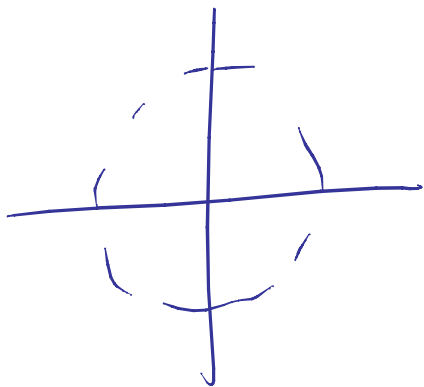
$$\Rightarrow \int K dA \text{ same!}$$

n-Manifolds

Surface: patch open subsets
pieces of \mathbb{R}^2



glue two disks
along a circle



n -manifold: glue together
open subsets of \mathbb{R}^n

differentiable Manifolds - have tangent spaces

- can talk about metrics

⋮

Manifolds

embeds

$$M^n \hookrightarrow \mathbb{R}^{n+k}$$

$$S^2 \hookrightarrow \mathbb{R}^3$$

"abstract"

M^n

metrics give rise to

- geodesics

- "intrinsic curvature"

diff'l geometry on these
 \mathbb{R}
