

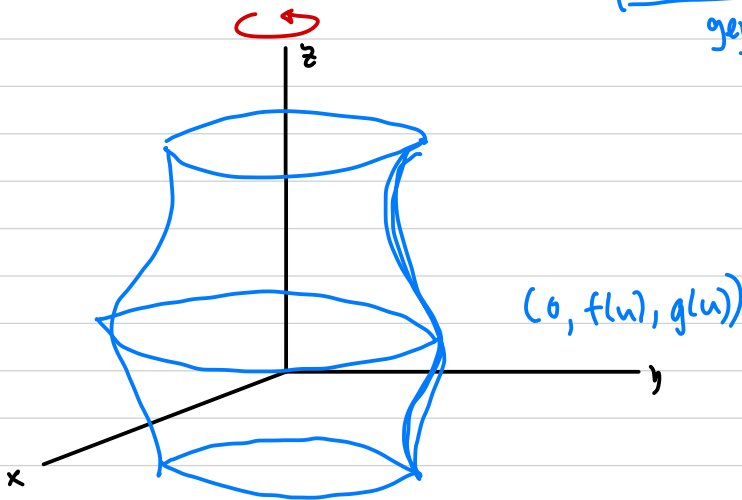
Ex Surfaces of Revolution

Sps. $\vec{\alpha}(u) = (0, f(u), g(u))$, $u \in I$ is a regular curve w/o self-intersection.

↳ Sps $f(u) > 0$ for all u .

Note that $\vec{\alpha}(u)$ lies in: yz -plane.

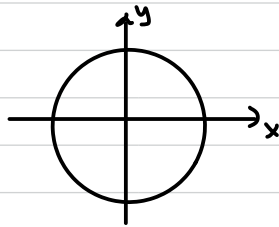
and is called a profile curve or generating curve



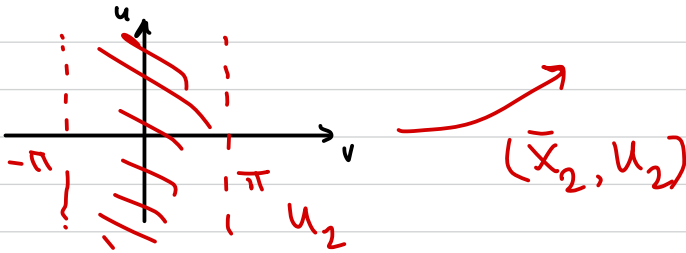
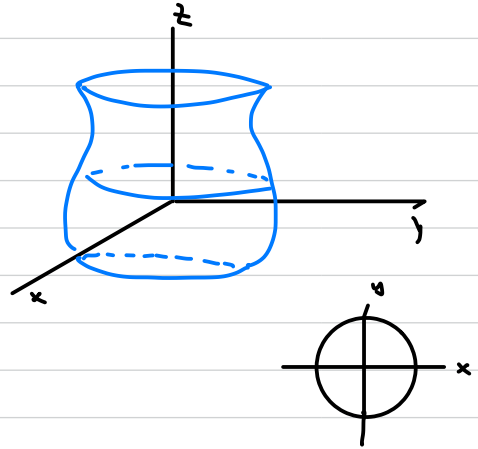
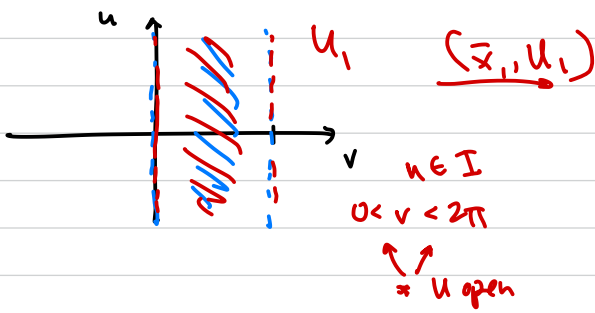
To spin $\vec{\alpha}$ around z -axis, consider

$$\vec{\alpha}(u, v) = (\sin v f(u), \cos v f(u), g(u))$$

↖ gives radius of circle.
↗ give circular nature



What should ranges of u and v be to make this a coordinate chart?



Here, for fixed choice of u_0 , curves $\bar{x}(u_0, v)$ (v varies) are called a parallel.

And for fixed choice of v_0 , curves $\bar{x}(u, v_0)$ are called a meridian.

Check that $\bar{x}(u, v) = (\sin v f(u), \cos v f(u), g(u))$, $u \in I$
 $0 < v < 2\pi$

is a chart:

1. \bar{x} diffible? \checkmark yes b/c $\cos v, \sin v, f(u), g(u)$ all ^{derivatives} have ~~partial~~ derivatives of all order.
2. \bar{x} cts? \bar{x}^{-1} ? \bar{x}^{-1} cts? $\leftarrow *$
 \hookrightarrow yes. all component funcs. cts.

3. $d\bar{x}_b = \begin{bmatrix} \sin v f'(u) & \cos v f(u) \\ \cos v f'(u) & -\sin v f(u) \\ g'(u) & 0 \end{bmatrix}$... has rank 2. \checkmark

$$\begin{bmatrix} \sin v \\ \cos v \end{bmatrix} \cdot \begin{bmatrix} \cos v \\ -\sin v \end{bmatrix} = 0$$

$\hookrightarrow \perp$... not parallel