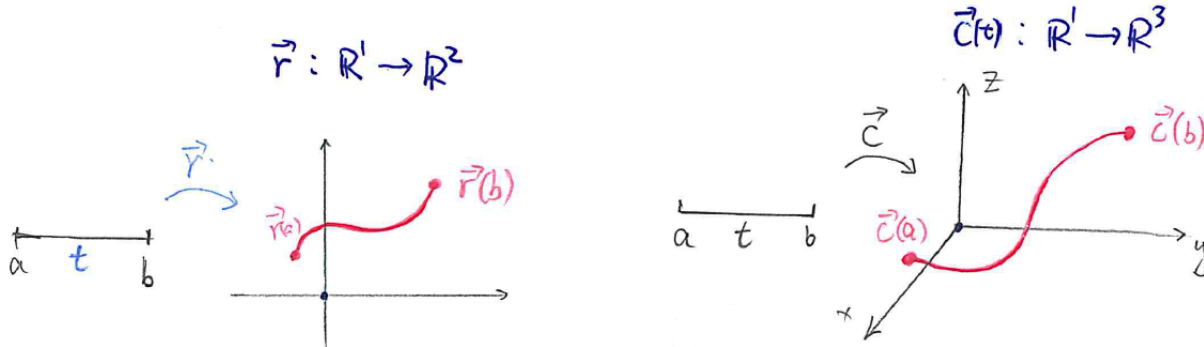


### §2.8 Parameterizing surfaces

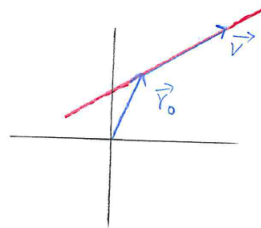
**Review of §1:** We can use parametric equation  $\vec{r}(t) = \langle x(t), y(t) \rangle$  or  $\vec{c}(t) = \langle x(t), y(t), z(t) \rangle$  for  $a \leq t \leq b$  to describe **curves** in  $\mathbb{R}^2$  or  $\mathbb{R}^3$ .



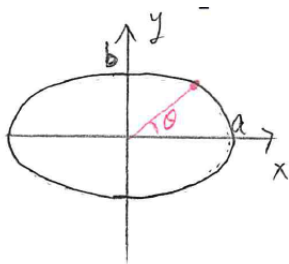
**Example 1.** Line in  $\mathbb{R}^2$  or  $\mathbb{R}^3$ .

$$\vec{r}(t) = \vec{r}_0 + t\vec{v} = \langle a, b \rangle + t\langle c, d \rangle.$$

Then  $x(t) = a + ct, y(t) = b + dt$ .



**Example 2.** Ellipse in  $\mathbb{R}^2$ .

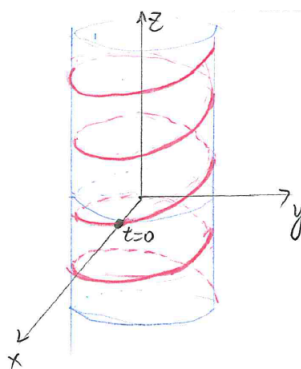


$$\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1$$

$$\begin{cases} \frac{x}{a} = \cos \theta \\ \frac{y}{b} = \sin \theta \end{cases} \quad 0 \leq \theta < 2\pi$$

$$\begin{cases} x = a \cos \theta \\ y = b \sin \theta \end{cases} \quad 0 \leq \theta < 2\pi$$

**Example 3.** Helix in  $\mathbb{R}^3$ .



$$\begin{aligned} x &= \cos t \\ y &= \sin t \\ z &= t \end{aligned}$$

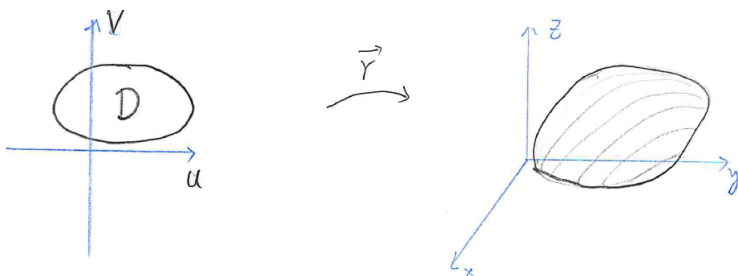
We know that  $z = f(x, y)$  or  $F(x, y, z) = 0$  describe a surface in  $\mathbb{R}^3$ .

We use a vector function  $\vec{r}(u, v)$  with two parameters  $u, v$  to describe **surface in  $\mathbb{R}^3$** .

$$\begin{aligned} \vec{r}(u, v) &= x(u, v)\vec{i} + y(u, v)\vec{j} + z(u, v)\vec{k} \\ &= \langle x(u, v), y(u, v), z(u, v) \rangle \end{aligned}$$

This means that the surface contains all points  $(x, y, z) \in \mathbb{R}^3$  such that

$$x = x(u, v), \quad y = y(u, v), \quad z = z(u, v).$$



**Example 4.** Give a parametric description for a plane in  $\mathbb{R}^3$ .

$\vec{n} \cdot (\vec{r} - \vec{r}_0) = 0$   
 $\langle a, b, c \rangle \cdot \langle x - x_0, y - y_0, z - z_0 \rangle = 0$   
 $ax + by + cz = d$

So, we can use  $y = u, z = v$  as parameters to describe the equation

$x = \frac{d - bu - cv}{a}, y = u, z = v.$

A 3D coordinate system with axes  $x, y, z$  shows a blue parallelogram representing a plane. A red vector  $\vec{n}$  is shown perpendicular to the plane, labeled "normal vector". A red vector  $\vec{r}_0$  points from the origin to a vertex of the plane.

**Example 5.** Give a parametric description for a Sphere  $x^2 + y^2 + z^2 = r^2$  in  $\mathbb{R}^3$ .

Spherical system:

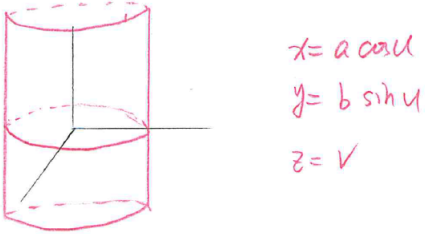
A 3D coordinate system with axes  $x, y, z$  shows a sphere. A red arc on the sphere's surface is labeled  $\phi = a$  latitude. A blue arc is labeled  $\theta = b$  half longitude.

$x = r \sin \phi \cos \theta$   
 $y = r \sin \phi \sin \theta$   
 $z = r \cos \phi$

$0 \leq \phi \leq \pi$   
 $0 \leq \theta \leq 2\pi$

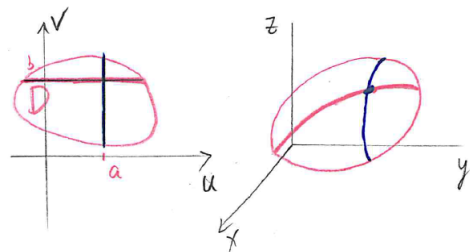
**Example 6.** Give a parametric description for a Cylinder in  $\mathbb{R}^3$ .

A cylinder can be described as  $f(x, y) = 0$ . So, we can get  $x = g(u)$ ,  $y = h(u)$  and  $z = v$ .



$x = a \cos u$   
 $y = b \sin u$   
 $z = v$

**Grid curves:** (1) Put  $u = a$ . (b) Put  $v = b$ .

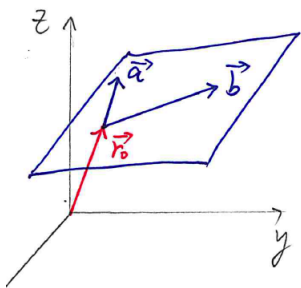


**Example 7. (Parametrize a Plane)** Plane in  $\mathbb{R}^3$  with position vector  $\vec{r}_0$  such that contains two vectors  $\vec{a}$  and  $\vec{b}$ .

$\vec{r}_0 = \langle x_0, y_0, z_0 \rangle$ ,  $\vec{a} = \langle a_1, a_2, a_3 \rangle$ ,  $\vec{b} = \langle b_1, b_2, b_3 \rangle$ .

$\vec{r} = \vec{r}_0 + u\vec{a} + v\vec{b}$

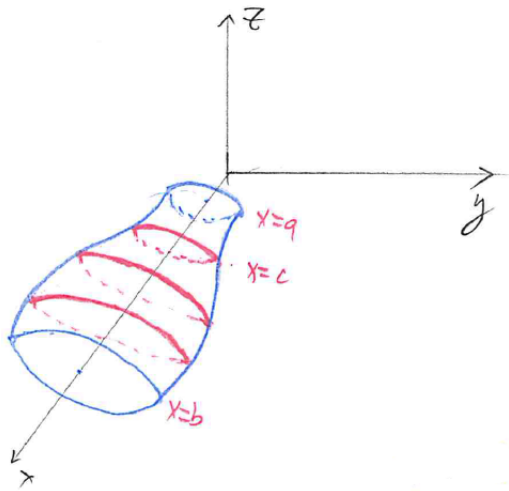
$x(u, v) = x_0 + u a_1 + v b_1$   
 $y(u, v) = y_0 + u a_2 + v b_2$   
 $z(u, v) = z_0 + u a_3 + v b_3$



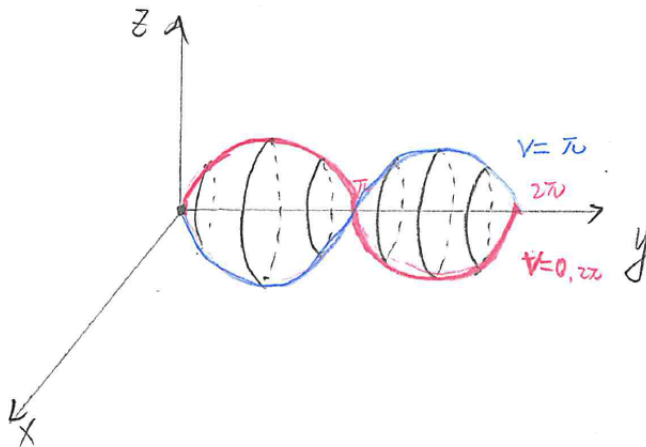
**Surfaces of Revolution**

$$x = x, \quad y = f(x) \cos \theta, \quad z = f(x) \sin \theta$$

for  $a \leq x \leq b$ ,  $f(x) \geq 0$  and  $0 \leq \theta \leq 2\pi$ .



**Example 8.** Describe  $x = \sin u \sin v$ ,  $y = u$ ,  $z = \sin u \cos v$  for  $0 \leq u \leq 2\pi$ ,  $0 \leq v \leq 2\pi$ .



**Tangent Planes.** Suppose the surface is given by  $F(x, y, z) = 0$ .

In §2.1, the tangent plane to the level surface at point  $P(x_0, y_0, z_0)$  is

$$F_x(x_0, y_0, z_0)(x - x_0) + F_y(x_0, y_0, z_0)(y - y_0) + F_z(x_0, y_0, z_0)(z - z_0) = 0$$

Now, suppose **parametric surface** is given by  $\vec{r}(u, v) = \langle x, y, z \rangle$ ,

$$x = x(u, v), \quad y = y(u, v), \quad z = z(u, v).$$

Two **tangent vectors** at  $\vec{r}(u_0, v_0) = \langle x_0, y_0, z_0 \rangle$  are given by

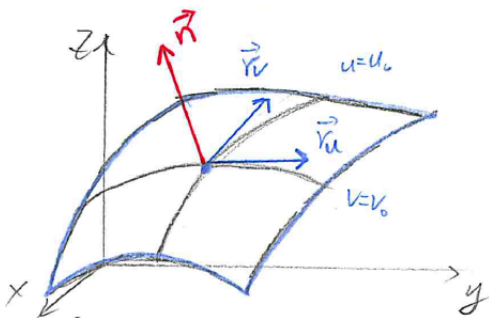
$$\begin{aligned} \vec{r}_u(u_0, v_0) &= \langle x_u(u_0, v_0), y_u(u_0, v_0), z_u(u_0, v_0) \rangle \\ \vec{r}_v(u_0, v_0) &= \langle x_v(u_0, v_0), y_v(u_0, v_0), z_v(u_0, v_0) \rangle \end{aligned}$$

The tangent plane has a parametric description:

$$\vec{r} = \langle x_0, y_0, z_0 \rangle + a\vec{r}_u + b\vec{r}_v$$

The **normal vector** is given by

$$\vec{n} = \vec{r}_u \times \vec{r}_v.$$



A continuously differentiable parameterization (parametric surface)  $\vec{r}(u, v) = \langle x(u, v), y(u, v), z(u, v) \rangle$  is called **regular** at  $(u_0, v_0)$  if neither  $\vec{r}_u$  nor  $\vec{r}_v$  is a scalar multiple of the other at  $(u_0, v_0)$ .

$\vec{r}_u$  and  $\vec{r}_v$  are not scalar multiple of each other at  $(u_0, v_0)$  if and only if  $\vec{r}_u \times \vec{r}_v \neq 0$ . In this case,  $\vec{r}_u$  and  $\vec{r}_v$  are called linearly independent, (as in Linear Algebra.)

A continuously differentiable parameterization  $\vec{r}(u, v)$  is called a **local regular parameterization** if it is regular on all points in domain.

**Example 9.** Is  $\vec{r}(u, v) = \langle u, u \cos v, u \sin v \rangle$  a local regular parameterization?

$\vec{r}_u = \langle 1, \cos v, \sin v \rangle$  and  $\vec{r}_v = \langle 0, -u \sin v, u \cos v \rangle$ . When  $u = 0$ ,  $\vec{r}_v = 0\vec{r}_u$ .  $\vec{r}(u, v)$  is not regular on points  $(0, v)$ . So, it is not a local regular parameterization.

**Example 10.** Is  $\vec{r}(u, v) = \langle u, v, f(u, v) \rangle$  a local regular parameterization for a continuous differentiable  $f$ ?

$\vec{r}_u = \langle 1, 0, f_u \rangle$  and  $\vec{r}_v = \langle 0, 1, f_v \rangle$ . So,  $\vec{r}_u$  and  $\vec{r}_v$  are always independent. So, it is a local regular parameterization.

**Example 11.** Suppose the surface is given by parametric equations  $x = 2u$ ,  $y = uv$ ,  $z = v^2$ . Find the tangent plane to the surface at  $(2, 1, 1)$ .

Which point is not regular?

tangent vectors:

$$\vec{r}_u = \langle x_u, y_u, z_u \rangle = \langle 2, v, 0 \rangle$$

$$\vec{r}_v = \langle x_v, y_v, z_v \rangle = \langle 0, u, 2v \rangle$$

$$u=1 \quad v=1$$

normal vector

$$\vec{n} = \vec{r}_u \times \vec{r}_v = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & v & 0 \\ 0 & u & 2v \end{vmatrix}$$

$$= 2v^2 \vec{i} - 4v \vec{j} + 2u \vec{k}$$

at  $(2, 1, 1)$ , the normal vector is

$$\vec{n} = \langle 2, -4, 2 \rangle$$

The tangent plane at  $(2, 1, 1)$  is

$$\vec{n} \cdot (\vec{r} - \vec{r}_0) = 0$$

$$\langle 2, -4, 2 \rangle \cdot \langle x-2, y-1, z-1 \rangle = 0$$

$$2(x-2) - 4(y-1) + 2(z-1) = 0$$

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

OR <sup>tangent</sup> parametric plane:

$$\vec{r} = \vec{r}_0 + u \vec{a} + v \vec{b}$$

$$\text{Here } \vec{a} = \langle 2, 1, 0 \rangle$$

$$\vec{b} = \langle 0, 1, 2 \rangle$$

$$\vec{r}_0 = \langle 2, 1, 1 \rangle$$

$$\begin{cases} x = 2 + 2u \\ y = 1 + u + v \\ z = 1 + 2v \end{cases}$$

The only non-regular point is when  $v = 0$  and  $u = 0$ . So, it is  $(0, 0, 0)$ .