

# Diferencialna geometria plochy

```
(* rezervovane symboly: r,u,v,x,y,z, a,b,c,R, u0,v0,P0, ru,rv,ruu,
ruv,rvv, ∇f, vn, fE,fF,fG,fL,fM,fN,fH,fK, hs,ppp, du,dv, assum*)

<< Calculus`VectorAnalysis`

r[u_, v_] = {a Cos[u] Cos[v], b Sin[u] Cos[v], c Sin[v]};
(* parametricka rovnica plochy *)
assum = {a > 0, b > 0, c > 0};
f[x_, y_, z_] =  $\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} - R^2$ ; (* implicitna rovnica plochy *)
u0 = 0; v0 = 0;
P0 = r[u0, v0]; (* vyšetrovany bod *)

(* parcialne derivacie vektorovej funkcie r[u,v] podľa parametrov u,v *)
ru[u_, v_] = D[r[u, v], u]; rv[u_, v_] = D[r[u, v], v];
ruu[u_, v_] = D[r[u, v], u, u]; ruv[u_, v_] = D[r[u, v], u, v]; rvv[u_, v_] = D[r[u, v], v, v];

{{ru[u, v], rv[u, v]}, {ru[u0, v0], rv[u0, v0]}} // Simplify // MatrixForm


$$\begin{pmatrix} \begin{pmatrix} -a \cos[v] \sin[u] \\ b \cos[u] \cos[v] \\ 0 \end{pmatrix} & \begin{pmatrix} -a \cos[u] \sin[v] \\ -b \sin[u] \sin[v] \\ c \cos[v] \end{pmatrix} \\ \begin{pmatrix} 0 \\ b \\ 0 \end{pmatrix} & \begin{pmatrix} 0 \\ 0 \\ c \end{pmatrix} \end{pmatrix}$$


(* gradient plochy danej implicitne *)
∇f[x_, y_, z_] = Grad[f[x, y, z], Cartesian[x, y, z]]

 $\left\{ \frac{2x}{a^2}, \frac{2y}{b^2}, \frac{2z}{c^2} \right\}$ 

X = {x, y, z}; (* vseobecny bod *)
```

## Dotykova rovina a normala ku ploche

```
vn[u_, v_] = ru[u, v] * rv[u, v];
vn[##] &@@@ {{u, v}, {u0, v0}} // Simplify // TableForm


$$\begin{matrix} b c \cos[u] \cos[v]^2 & a c \cos[v]^2 \sin[u] & a b \cos[v] \sin[v] \\ b c & 0 & 0 \end{matrix}$$


dotykovarovinaV[u_, v_] = (X - P0) . vn[u, v];
normalaV[u_, v_] = P0 + λ vn[u, v];

dotykovarovinaI[x0_, y0_, z0_] = (X - {x0, y0, z0}) . ∇f[x0, y0, z0];
normalaI[x0_, y0_, z0_] = {x0, y0, z0} + λ ∇f[x0, y0, z0];

{dotykovarovinaV[##], normalaV[##]} &@@@ {{u, v}, {u0, v0}} // Simplify // TableForm


$$\begin{matrix} \cos[v] (b c (-a + x) \cos[u] \cos[v] + a c y \cos[v] \sin[u] + a b z \sin[v]) & a + b c \lambda \cos[u] \cos[v] \\ b c (-a + x) & a c \lambda \cos[v]^2 \sin[u] \\ & a b \lambda \cos[v] \sin[v] \\ & a + b c \lambda \\ & 0 \\ & 0 \end{matrix}$$

```

```
{dotykovarovinaI[##], normalaI[##]} &@@P0 // Simplify // TableForm
```

$$-2 + \frac{2x}{a}$$

$$a + \frac{2\lambda}{a} \quad 0 \quad 0$$

---

## Krivosti

```
dIvec[v_] := Sqrt[v.v]
```

```
vn[u_, v_] = vn[u, v] / dIvec[vn[u, v]]; (* normovanie vektora normály *)
```

```
fE[u_, v_] = ru[u, v].ru[u, v]; fF[u_, v_] = ru[u, v].rv[u, v]; fG[u_, v_] = rv[u, v].rv[u,
```

```
fL[u_, v_] = vn[u, v].ruu[u, v];
```

```
fM[u_, v_] = vn[u, v].ruv[u, v]; fN[u_, v_] = vn[u, v].rvv[u, v];
```

```
zakladneformy[u_, v_] = {fE[u, v] du^2 + 2 fF[u, v] du dv + fG[u, v] dv^2,
```

```
fL[u, v] du^2 + 2 fM[u, v] du dv + fN[u, v] dv^2};
```

```
normalovakrivost[u_, v_] = %[[2]] / %[[1]];
```

```
Simplify[{zakladneformy[u0, v0], normalovakrivost[u0, v0]}, assum] // MatrixForm
```

$$\left( \begin{array}{c} \{b^2 du^2 + c^2 dv^2, -a (du^2 + dv^2)\} \\ -\frac{a (du^2 + dv^2)}{b^2 du^2 + c^2 dv^2} \end{array} \right)$$

$$fH[u_, v_] = \frac{fE[u, v] fN[u, v] + fL[u, v] fG[u, v] - 2 fF[u, v] fM[u, v]}{2 (fE[u, v] fG[u, v] - fF[u, v]^2)};$$

$$fK[u_, v_] = \frac{fL[u, v] fN[u, v] - fM[u, v]^2}{fE[u, v] fG[u, v] - fF[u, v]^2};$$

$$hlavnekrivosti[u_, v_] = fH[u, v] + \{1, -1\} \sqrt{fH[u, v]^2 - fK[u, v]};$$

```
(hk := hlavnekrivosti[u, v];
```

```
uplnakrivost[u_, v_] = hk[[1]] hk[[2]];
```

```
strednakrivost[u_, v_] = (hk[[1]] + hk[[2]]) / 2;
```

```
Clear[hk];)
```

```
hlavnekrivosti[u0, v0] // Simplify
```

$$\left\{ \frac{bc \left( bc \sqrt{b^2 c^2} \sqrt{\frac{a^2 (b^2 - c^2)^2}{b^4 c^4}} - a (b^2 + c^2) \right)}{2 (b^2 c^2)^{3/2}}, \frac{bc \left( -bc \sqrt{b^2 c^2} \sqrt{\frac{a^2 (b^2 - c^2)^2}{b^4 c^4}} - a (b^2 + c^2) \right)}{2 (b^2 c^2)^{3/2}} \right\}$$

```
Simplify[hlavnekrivosti[u0, v0], {a > 0, b > 0, c > 0, b > c}]
```

$$\left\{ -\frac{a}{b^2}, -\frac{a}{c^2} \right\}$$

```
{uplnakrivost[u0, v0], strednakrivost[u0, v0]} // Simplify
```

$$\left\{ \frac{a^2}{b^2 c^2}, -\frac{abc (b^2 + c^2)}{2 (b^2 c^2)^{3/2}} \right\}$$

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## Hlavne smery

```
hs[u_, v_] = (fL[u, v] fF[u, v] - fM[u, v] fE[u, v]) du^2 +
```

```
(fL[u, v] fG[u, v] - fN[u, v] fE[u, v]) du dv + (fM[u, v] fG[u, v] - fN[u, v] fF[u, v]) dv^2
```

```
ppp[u_, v_] = dIvec[ru[u, v] du + rv[u, v] dv];
```

```
solution = Solve[{hs[u0, v0] == 0, ppp[u0, v0] == 1}, {du, dv}]
```

Solve::ifun : Inverse functions are being used by Solve, so some solutions may not be found.

```
{{du -> -1/b, dv -> 0}, {du -> 1/b, dv -> 0}, {dv -> -1/c, du -> 0}, {dv -> 1/c, du -> 0}}
```

```
ru[u0, v0] du + rv[u0, v0] dv /. solution
```

```
RowReduce[%] (* pre pripad, ze najde linearne zavisle vektory *)
```

```
{{0, -1, 0}, {0, 1, 0}, {0, 0, -1}, {0, 0, 1}}
```

```
{{0, 1, 0}, {0, 0, 1}, {0, 0, 0}, {0, 0, 0}}
```

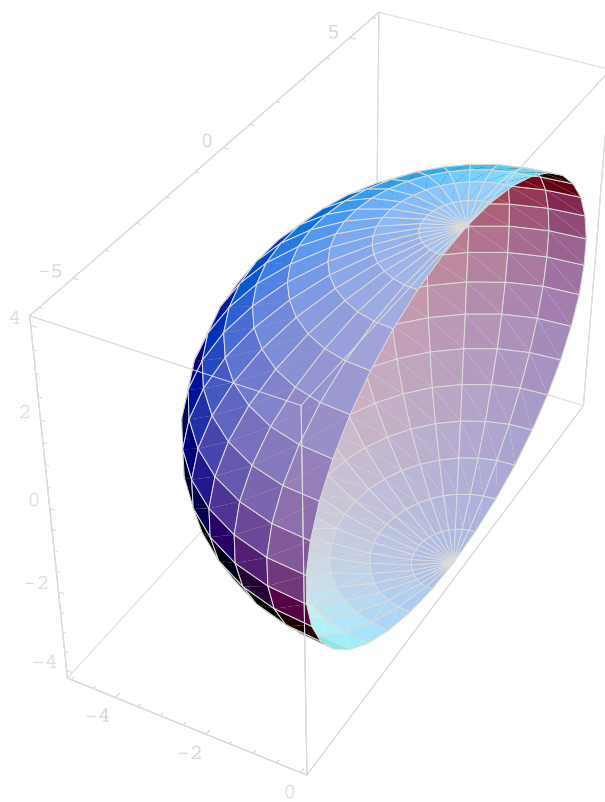
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## Graficke znazornenie

```
(a = 5; b = 6; c = 4;)
```

```
ParametricPlot3D[r[u, v], {u, π/2, 3 π/2}, {v, -π/2, π/2}]
```

```
Clear[a, b, c]
```



- Graphics3D -