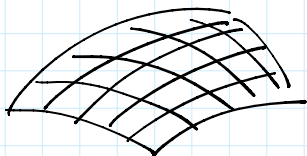


# 曲面论初步 (局部理论)

## 一. Concepts

1) 什么是曲面?



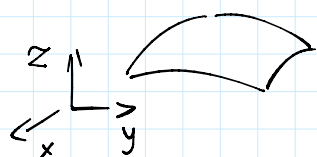
本课程研究空间中一般的曲面 (几何性质)

由于我们利用 calculus, Linear Algebra 作为工具,

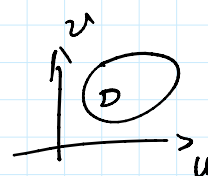
所以要从一个合适的角度看待、描写曲面.

参数方程

曲面定义如下



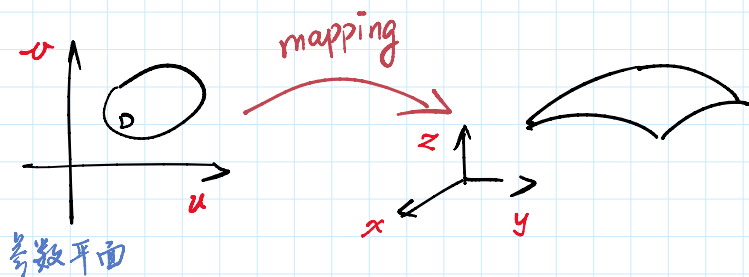
$$\begin{cases} x = f(u, v) \\ y = g(u, v) \\ z = h(u, v) \end{cases} \quad (u, v) \in D$$



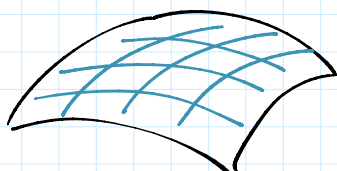
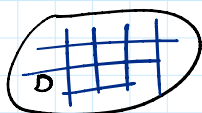
2)  $E^3$  中平面区域  $D$  到  $E^3$  的一个向量值函数

$$\vec{r} = \vec{r}(u, v) = (x(u, v), y(u, v), z(u, v)), \quad (u, v) \in D$$

得到  $E^3$  中的点集, 称为  $E^3$  中的一个曲面



注: 这种观点有效! 原因: 我们过去熟悉的那些曲面都可以用这种方式表达



例.  $\vec{r}(u, v) = (3u, 4v, 5)$   

$$\begin{pmatrix} 3 \leq u \leq 4 \\ 7 \leq v \leq 9 \end{pmatrix}$$

不是真正意义上的曲面.

$$\vec{r}_u = (3, 4, 0)$$

$$\vec{r}_v = (0, 0, 0)$$

## 2.1 正则曲面 regular surface

$$\Sigma: \vec{r} = \vec{r}(u, v) = (x(u, v), y(u, v), z(u, v)) \quad (u, v) \in D$$

求偏导向量, 如果在  $(u_0, v_0)$  处有

$$\vec{r}_u(u, v) \times \vec{r}_v(u_0, v_0) \neq \vec{0}$$

则称  $\vec{r}(u_0, v_0)$  为曲面上正则点.  $\Sigma$  为正则曲面 if  $\vec{r}(u, v)$  regular  $\forall (u, v)$ .

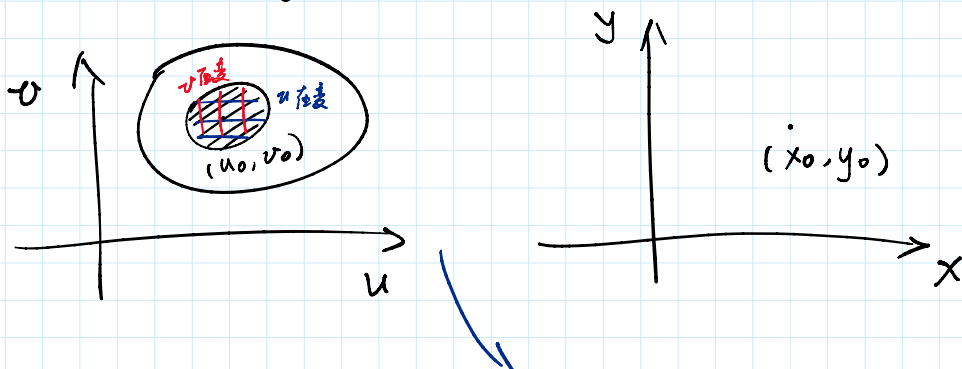
$$\vec{r}_u(x, y, z) = (x_u, y_u, z_u)$$

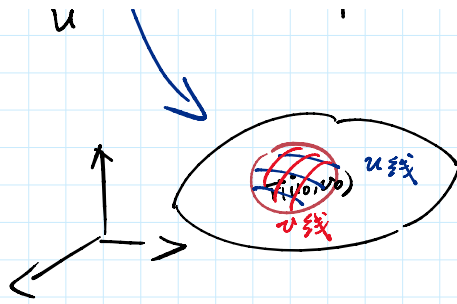
$$\vec{r}_v(x, y, z) = (x_v, y_v, z_v)$$

$$\vec{r}_u \times \vec{r}_v = \begin{pmatrix} \begin{vmatrix} y_u & z_u \\ y_v & z_v \end{vmatrix} & - \begin{vmatrix} y_u & z_u \\ x_u & x_v \end{vmatrix} & \begin{vmatrix} x_u & y_u \\ x_v & y_v \end{vmatrix} \end{pmatrix}$$

$$\vec{r}_u \times \vec{r}_v \neq \vec{0} \iff \text{三个坐标不全为 } 0, \text{ 不妨设 } \begin{vmatrix} x_u & y_u \\ x_v & y_v \end{vmatrix} \neq 0$$

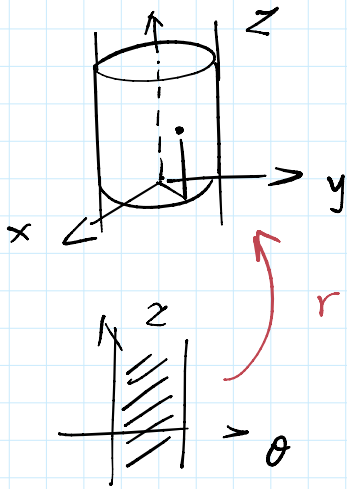
由 continuity,  $\frac{\partial(x, y)}{\partial(u, v)}$  在  $(u_0, v_0)$  附近处处 nonzero,





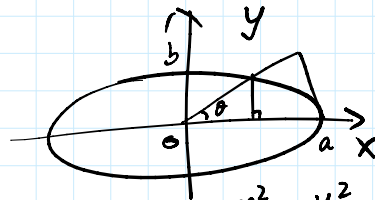
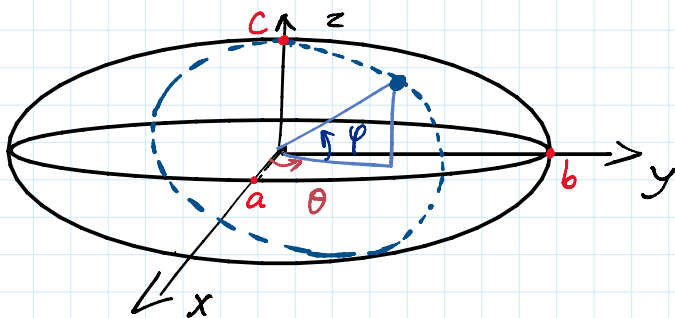
从而  $(u, v)$  与  $(x, y)$  one-to-one Correspondance, 从而  
 在  $\vec{r}(u_0, v_0)$  附近, 曲面片上点与  $(u, v)$  一一对应 (非退化)  
 邻域上一一对应

例 2. 圆柱面



$$\vec{r} = \vec{r}(\theta, z) = (a \cos \theta, a \sin \theta, z)$$

例. 椭球面参数化



$$\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1, \quad \left. \begin{array}{l} x = a \cos \theta \\ y = b \sin \theta \end{array} \right\}$$

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