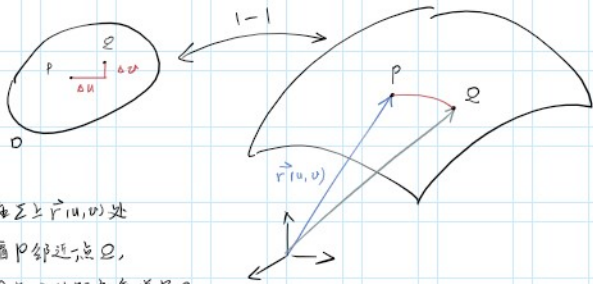


曲面的第一基本形式 E F G

从最简单,最基本的“动作”问题开始,假设给定正则曲面

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



在  $\Sigma$  上  $\vec{r}(u, v)$  处

看 P 邻近点 Q,

P 与 Q 的距离怎样写?

设 Q 对应参数  $(u + \Delta u, v + \Delta v)$

$$\text{于是 } \vec{r}(Q) = (x(u + \Delta u, v + \Delta v), y(\dots), z(\dots))$$

$$= \vec{r}(u + \Delta u, v + \Delta v)$$

$$\vec{r}(P) = \vec{r}(u, v)$$

$$|\vec{PQ}|^2 = |\vec{r}(u + \Delta u, v + \Delta v) - \vec{r}(u, v)|^2$$

$$\text{Since } \vec{r}(u + \Delta u, v + \Delta v) - \vec{r}(u, v)$$

$$\stackrel{\text{(Taylor)}}{=} \vec{r}_u(u, v) \Delta u + \vec{r}_v(u, v) \Delta v + \vec{E},$$

$$|\vec{r}(u + \Delta u, v + \Delta v) - \vec{r}(u, v)|^2 = (\vec{r}_u(u, v) \Delta u + \vec{r}_v(u, v) \Delta v + \vec{E}) \cdot (\vec{r}_u(u, v) \Delta u + \vec{r}_v(u, v) \Delta v + \vec{E})$$

$$= (\vec{r}_u \cdot \vec{r}_u) (\Delta u)^2 + 2(\vec{r}_u \cdot \vec{r}_v) \Delta u \Delta v + (\vec{r}_v \cdot \vec{r}_v) (\Delta v)^2 + \text{高阶无穷小}$$

注意  $\vec{r}_u(u, v), \vec{r}_v(u, v)$  与  $\Delta u, \Delta v$  无关

$$\text{记 } E = \vec{r}_u \cdot \vec{r}_u, F = \vec{r}_u \cdot \vec{r}_v, G = \vec{r}_v \cdot \vec{r}_v$$

$$|\vec{PQ}|^2 \approx E (\Delta u)^2 + 2F \Delta u \Delta v + G (\Delta v)^2$$

分析, 对于自变量 u 和 v, 将  $\Delta u$  和  $\Delta v$  记  $du, dv$  resp.

$$\text{那么 } |\vec{PQ}|^2 \approx E (du)^2 + 2F du dv + G (dv)^2 \quad \text{差一个二阶项}$$

定义 对于正则曲面  $\Sigma: \vec{r} = \vec{r}(u, v) = (x(u, v), y(u, v), z(u, v)), (u, v) \in D,$

$$\text{令 } E = \vec{r}_u \cdot \vec{r}_u, F = \vec{r}_u \cdot \vec{r}_v, G = \vec{r}_v \cdot \vec{r}_v$$

称关于微分  $du, dv$  的二次型

$$I = E du^2 + 2F du dv + G dv^2$$

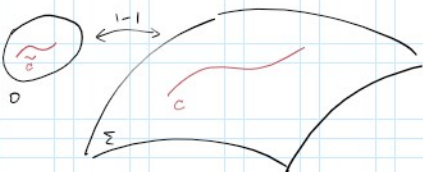
为  $\Sigma$  在 P 处的第一基本形式

$$I = (du \ dv) \begin{pmatrix} E & F \\ F & G \end{pmatrix} \begin{pmatrix} du \\ dv \end{pmatrix}$$

注: 从另一个基本问题也会引申出第一基本形式

原因: 对于曲面  $\Sigma: \vec{r}(u, v)$

取  $\Sigma$  上一条曲线 C



$$\tilde{C}: \begin{cases} u = u(t) \\ v = v(t) \end{cases} \quad a \leq t \leq b$$

$$C: \vec{r} = \vec{r}(u(t), v(t))$$



$\vec{v} = \vec{v}(t) \quad a = \dot{v} = 0$

C:  $\vec{r} = \vec{r}(u(t), v(t))$

C 弧长  $s = \int_a^b \left| \frac{d\vec{r}}{dt} \right| dt = \int_a^b \sqrt{E \left( \frac{du}{dt} \right)^2 + 2F \frac{du}{dt} \frac{dv}{dt} + G \left( \frac{dv}{dt} \right)^2} dt$

since  $\frac{d\vec{r}}{dt} = \vec{r}_u \frac{du}{dt} + \vec{r}_v \frac{dv}{dt}$

$\left| \frac{d\vec{r}}{dt} \right|^2 = \left( \vec{r}_u \frac{du}{dt} + \vec{r}_v \frac{dv}{dt} \right) \cdot \left( \vec{r}_u \frac{du}{dt} + \vec{r}_v \frac{dv}{dt} \right)$

$= E \left( \frac{du}{dt} \right)^2 + 2F \left( \frac{du}{dt} \right) \left( \frac{dv}{dt} \right) + G \left( \frac{dv}{dt} \right)^2$

$\frac{ds}{dt} = \sqrt{E \left( \frac{du}{dt} \right)^2 + 2F \frac{du}{dt} \frac{dv}{dt} + G \left( \frac{dv}{dt} \right)^2}$

曲线C 弧长积分  $ds = \sqrt{E(du)^2 + 2F du dv + G(dv)^2}$

$\Rightarrow ds^2 = E du^2 + 2F du dv + G dv^2$

因此, 今后也常常将曲面第一基本形式记作  $ds^2$

$E, F, G$  称为曲面的第一基本量.

设:  $\vec{r} = \vec{r}(u, v) = ( \quad )$

$d\vec{r} = ( dx, dy, dz )$

$= ( x_u du + x_v dv, y_u du + y_v dv, z_u du + z_v dv )$

$= (x_u, y_u, z_u) du + (x_v, y_v, z_v) dv$

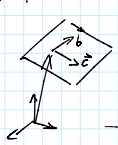
$d\vec{r} = \vec{r}_u du + \vec{r}_v dv$

$d\vec{r} \cdot d\vec{r} = E(du)^2 + 2F du dv + G(dv)^2 = I$

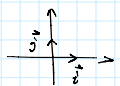
$I = d\vec{r} \cdot d\vec{r}$

examples

1) 平面.



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



$\vec{r} = \vec{r}(x, y) = (x, y, 0)$

$d\vec{r} = (dx, dy, 0)$

$\vec{r}_x = (1, 0, 0)$

$I = d\vec{r} \cdot d\vec{r} = (dx)^2 + (dy)^2$

$\vec{r}_y = (0, 1, 0)$

$E=1, F=0, G=1$

$\Rightarrow I = (dx)^2 + (dy)^2 = (dx \ dy) \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} dx \\ dy \end{pmatrix}$

柱坐标下第一基本形式  $\vec{r} = (x, y, z)$

$= (\rho \cos \theta, \rho \sin \theta, 0)$

$d\vec{r} = (\cos \theta d\rho - \rho \sin \theta d\theta, \sin \theta d\rho + \rho \cos \theta d\theta, 0)$

$\vec{r}_\rho = (\cos \theta, \sin \theta, 0)$

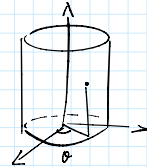
$I = d\vec{r} \cdot d\vec{r} = \dots$

$\vec{r}_\theta = (-\rho \sin \theta, \rho \cos \theta, 0)$

$E=1, F=0, G=\rho^2$

$I = (d\rho)^2 + \rho^2 (d\theta)^2 = (d\rho \ d\theta) \begin{pmatrix} 1 & 0 \\ 0 & \rho^2 \end{pmatrix} \begin{pmatrix} d\rho \\ d\theta \end{pmatrix}$

2) cylinder.



$\Sigma: \vec{r} = \vec{r}(\theta, z)$

$= (a \cos \theta, a \sin \theta, z)$

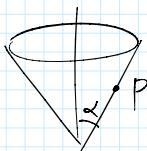
$\vec{r}_\theta = (-a \sin \theta, a \cos \theta, 0)$

$\vec{r}_z = (0, 0, 1)$

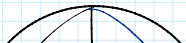
$E = a^2, F = 0, G = 1$

$I = a^2 (d\theta)^2 + (dz)^2$

3) cone (HW)

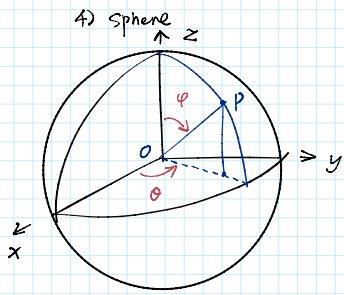


4) Sphere



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





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

$$0 \leq \theta < 2\pi$$

$$0 \leq \varphi \leq \pi$$

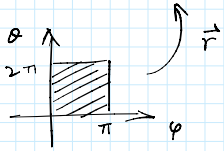
$$\vec{r}_\varphi = (a \cos \varphi \cos \theta, a \cos \varphi \sin \theta, -a \sin \varphi)$$

$$\vec{r}_\theta = (-a \sin \varphi \sin \theta, a \sin \varphi \cos \theta, 0)$$

$$E = \vec{r}_\varphi \cdot \vec{r}_\varphi = a^2, \quad F = 0, \quad G = a^2 \sin^2 \varphi$$

$$I = a^2 (d\varphi)^2 + a^2 \sin^2 \varphi d\theta^2$$

$$= a^2 (d\varphi)^2 + \sin^2 \varphi (d\theta)^2$$



第一基本形式有什么用?

曲面上涉及长度, 面积, 夹角的几何量都能由第一基本形式表达

