

# MULTIVARIABLE CALCULUS

MATH S-21A

## Unit 6: Parametrized Surfaces

### LECTURE

**6.1.** There are two fundamentally different ways to describe surfaces: first of all, there are **level surfaces**  $g(x, y, z) = c$  and then there are **parametrizations**. What we have seen for planes can be done more generally for other surfaces. Let us first look at the general setup:

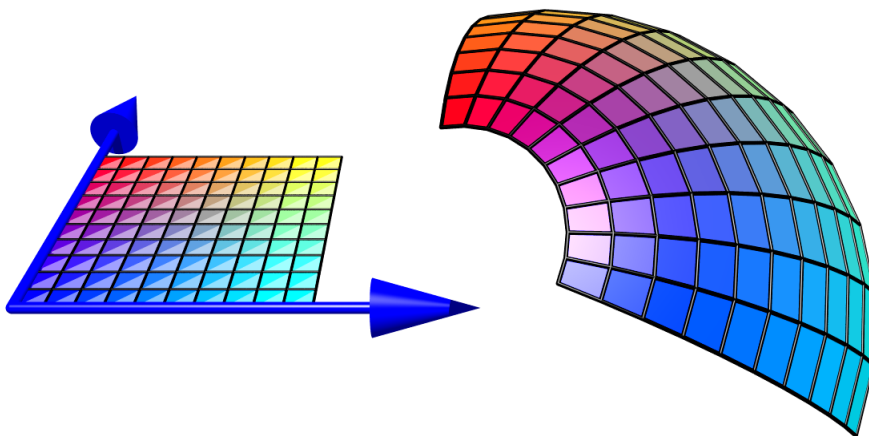
**Definition:** A **parametrization** of a surface is a vector-valued function

$$\vec{r}(u, v) = [x(u, v), y(u, v), z(u, v)] ,$$

where  $x(u, v), y(u, v), z(u, v)$  are three functions of two variables. The **parameters**  $u, v$  serve as **coordinates** on the surface. If we plug in concrete values like  $u = 3, v = 2$  for example in a function  $\vec{r}(u, v) = [u - 2, v^2, u^3 - v]$ , we get a concrete point  $\vec{r}(3, 2) = [1, 4, 25]$  in  $\mathbb{R}^3$ .

**6.2.** Because two parameters  $u$  and  $v$  are involved, the map  $\vec{r}$  is also called  **$uv$ -map**.

<sup>1</sup> A parametrization is a map from  $\mathbb{R}^2$  to  $\mathbb{R}^3$ . A **parametrized surface** is the image of the  $uv$ -map. The domain  $R$  of the  $uv$ -map is called the **parameter domain**. The parametrization is what you are **doing**, the surface itself is something you **see**. There are many different parametrizations of the same surface.

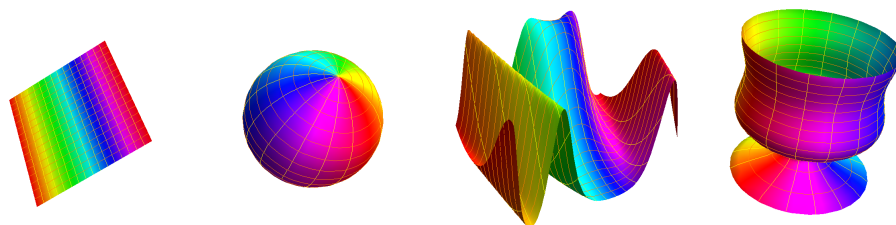


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<sup>1</sup>Like  $uv$ -light, which also looks cool.

**Definition:** If the first parameter  $u$  is kept constant, then  $v \mapsto \vec{r}(u, v)$  is a curve on the surface. Similarly, if  $v$  is constant, then  $u \mapsto \vec{r}(u, v)$  traces a curve the surface. These curves are called **grid curves**.

**6.3.** Complicated surfaces can be explored with the help of a computer. The following four examples are important building blocks for more general surfaces.



**Definition:** A point  $(x, y) \neq (0, 0)$  in the plane has the **polar coordinates**  $r = \sqrt{x^2 + y^2}, \theta$ , where  $\theta$  is the angle from the positive  $x$ -axis to the point in counter clockwise direction. For  $x > 0, y > 0$  it is  $\arctan(y/x)$ . In general  $(x, y) = (r \cos(\theta), r \sin(\theta))$ . A common choice is to take  $\theta \in [0, 2\pi)$ . The point  $((0, -1)$  has then the polar coordinates  $(r, \theta) = (1, 3\pi/2)$ .

**6.4.** Note that the formula  $\theta = \arctan(y/x)$  defines the angle  $\theta$  only up to an addition of an integer multiple of  $\pi$ . The points  $(1, 2)$  and  $(-1, -2)$  for example have the same  $\theta$  value. In order to get the correct  $\theta$  value one can take  $\arctan(y/x)$  in  $(-\pi/2, \pi/2]$ , where  $\pi/2$  is the limit when  $x \rightarrow 0^+$ , then add  $\pi$  if  $x < 0$  or if  $x = 0$  and  $y < 0$ .

**Definition:** The coordinate system obtained by representing points in space as

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

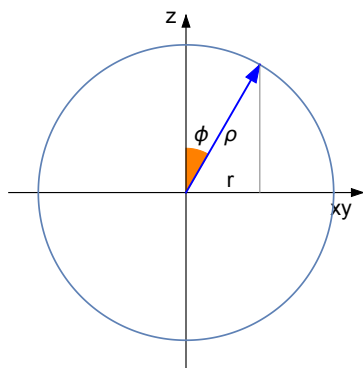
is called the **cylindrical coordinate system**.

**Definition:** **Spherical coordinates** use the distance  $\rho$  to the origin as well as two angles  $\theta$  and  $\phi$  called **Euler angles**. The first angle  $\theta$  is the angle we have used in polar coordinates. The second angle,  $\phi$ , is the angle between the vector  $\vec{OP}$  and the  $z$ -axis. A point has the **spherical coordinate**

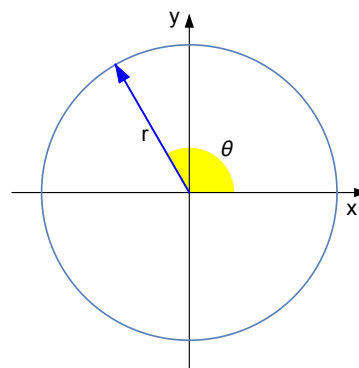
$$(x, y, z) = (\rho \cos(\theta) \sin(\phi), \rho \sin(\theta) \sin(\phi), \rho \cos(\phi)) .$$

We always use  $0 \leq \theta < 2\pi, 0 \leq \phi \leq \pi, \rho \geq 0$ .

**6.5.** The following figures allow you to derive the formulas. The distance to the  $z$  axis is  $r = \rho \sin(\phi)$  and the height  $z = \rho \cos(\phi)$  can be read off by the left picture, the coordinates  $x = r \cos(\theta), y = r \sin(\theta)$  can be seen in the right picture.



$$\begin{aligned}x &= \rho \cos(\theta) \sin(\phi), \\y &= \rho \sin(\theta) \sin(\phi), \\z &= \rho \cos(\phi)\end{aligned}$$



### EXAMPLES

**6.6.** A plane has the parametrization  $\vec{r}(s, t) = \vec{OP} + s\vec{v} + t\vec{w}$  and the implicit equation  $ax + by + cz = d$ . To get from parametric to implicit, find the normal vector  $\vec{n} = \vec{v} \times \vec{w}$ . To get from implicit to parametric, find two vectors  $\vec{v}, \vec{w}$  normal to the vector  $\vec{n}$ . For example, find three points  $P, Q, R$  on the surface and form  $\vec{u} = \vec{PQ}, \vec{v} = \vec{PR}$ .

**6.7.** The **sphere**  $\vec{r}(u, v) = [a, b, c] + [\rho \cos(u) \sin(v), \rho \sin(u) \sin(v), \rho \cos(v)]$  can be brought into the implicit form by finding the center and radius  $(x - a)^2 + (y - b)^2 + (z - c)^2 = \rho^2$ .

**6.8.** The parametrization of a graph is  $\vec{r}(u, v) = [u, v, f(u, v)]$ . It can be written in implicit form as  $z - f(x, y) = 0$ .

**6.9.** The surface of revolution is in parametric form given as  $\vec{r}(u, v) = [g(v) \cos(u), g(v) \sin(u), v]$ . It has the implicit description  $\sqrt{x^2 + y^2} = r = g(z)$  which can be rewritten as  $x^2 + y^2 = g(z)^2$ .

**6.10.** Here are some level surfaces in cylindrical coordinates:

$r = 1$  is a **cylinder**,  $r = |z|$  is a **double cone**,  $r^2 = z$  **elliptic paraboloid**,  $\theta = 0$  is a **half plane**,  $r = \theta$  is a **rolled sheet of paper**.

$r = 2 + \sin(z)$  is an example of a **surface of revolution**.

**6.11.** Here are some level surfaces described in spherical coordinates:

$\rho = 1$  is a **sphere**, the surface  $\phi = \pi/4$  is a **single cone**,  $\rho = \phi$  is an **apple shaped surface** and  $\rho = 2 + \cos(3\theta) \sin(\phi)$  is an example of a **bumpy sphere**.

## HOMEWORK

This homework is due on Tuesday, 9 AM, 7/4/2023 (for once electronically on canvas due to holiday)

**Problem 6.1:** Find a parametrization  $\vec{r}(t, s)$  for the plane which contains the point  $P = (2, 2, 2)$  and the line through  $Q = (2, 2, 1)$  and  $R = (1, 3, 5)$ .

**Problem 6.2:** a) Plot the surface with the parametrization

$$\vec{r}(u, v) = [(3 + v \cos(u/2)) \cos(u), (3 + v \cos(u/2)) \sin(u), -v \sin(u/2)]$$

with  $-2 \leq v \leq 2$  and  $0 \leq u \leq 2\pi$ . You can use technology if you like. Do you recognize the shape of the surface?

b) Now make a picture of the same surface where the domain  $R$  is  $-5 \leq v \leq 5$  and  $0 \leq u \leq 2\pi$ . Something dramatic happens at  $-6 \leq v \leq 6$ . Describe it.

**Problem 6.3:** a) Find a parametrizations of the lower half of the ellipsoid  $x^2/36 + y^2/16 + (z-4)^2 = 1$  by using that the surface is a graph  $z = f(x, y)$  on a suitable domain.

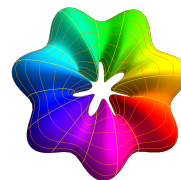
b) Find a second parametrization but use angles  $\phi, \theta$  similarly as for the sphere.

**Problem 6.4:** Find a parametrization of the **torus candy** ([www.math-candy.com](http://www.math-candy.com)) given as the set of points which have distance  $6 + 2 \cos(7\theta)$  from the circle

$$[10 \cos(\theta), 10 \sin(\theta), 0],$$

where  $\theta$  is the angle occurring in cylindrical and spherical coordinates. We can assure you that the candy melts wonderfully on your tongue.

**Hint:** Use  $r$ , the distance of a point  $(x, y, z)$  to the  $z$ -axis. This distance is  $r = (10 + (6 + 2 \cos(7\theta)) \cos(\psi))$  if  $\psi$  is the angle for the circle winding around the candy. You can also use that  $z = (6 + 2 \cos(7\theta)) \sin(\psi)$ . To finish the parametrization problem, translate back to Cartesian coordinates.



**Problem 6.5:** a) What is the equation for the surface  $x^2 + y^2 = z^2 + y/x$  in cylindrical coordinates?

b) Describe in words or draw a sketch of the surface whose equation is  $\rho = |\sin(4\phi)|$  in spherical coordinates  $(\rho, \theta, \phi)$ .