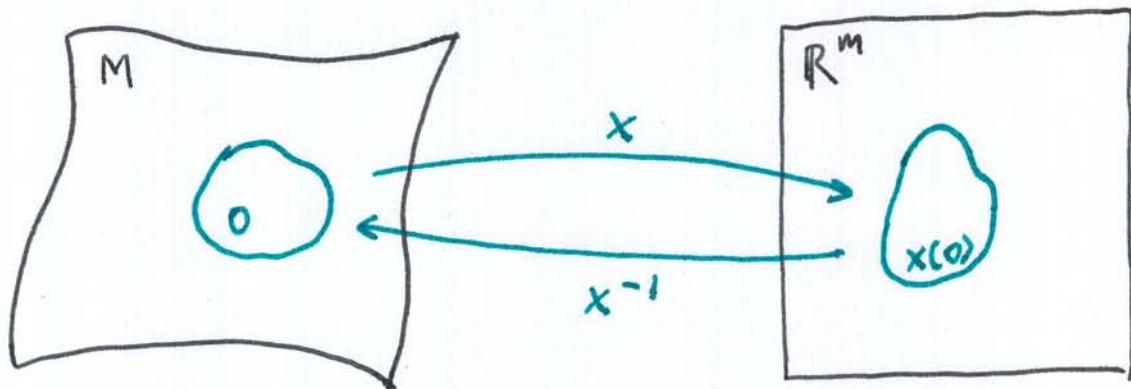


Lecture 7

Differential Geometry

How do I do my homework?

Coordinate Charts

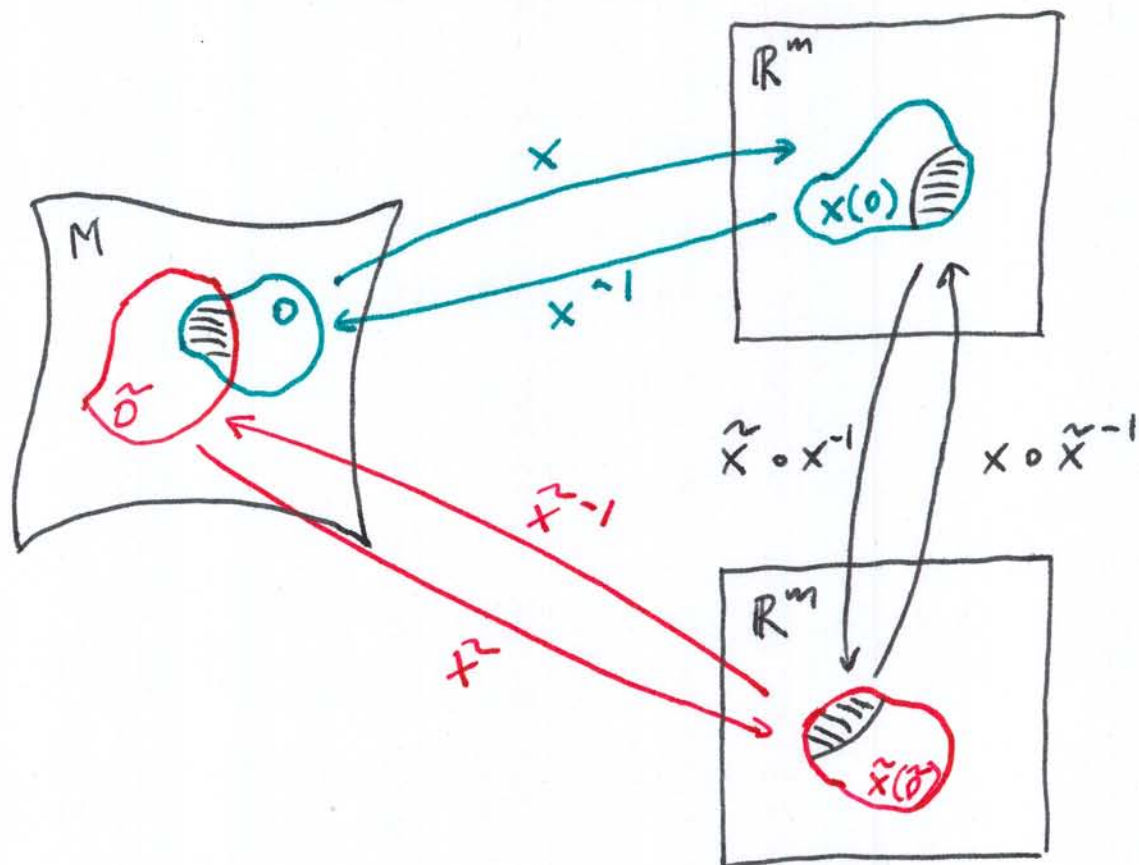


A coordinate chart on a manifold M is a pair (x, O) , where

- O is an (open) subset of M
- x is a 1-1 mapping from O to an ^(open) subset of \mathbb{R}^m

This mapping is invertible, but often does not cover all of M .

Compatible Charts



Two charts (x, O) and (\tilde{x}, \tilde{O}) are said to be compatible if, on the set $O \cap \tilde{O} \subset M$ where both are defined, the maps

$$\tilde{x} \circ x^{-1} \quad \text{and} \quad x \circ \tilde{x}^{-1}$$

from \mathbb{R}^m to \mathbb{R}^m are smooth.

Manifolds

A set M is called a smooth manifold if it can be equipped with an atlas

$$\mathcal{A} = \{ (x_i, \phi_i) \}$$

of coordinate charts such that:

- Every chart is compatible with all of the others.
- Every point of M is covered by at least one chart.
- Every chart (x, ϕ) on M that is compatible with all of the charts in \mathcal{A} is itself in \mathcal{A} .

(maximal atlas \Rightarrow universality)

Example: \mathbb{R}^m (trivial)

One global chart:

$$O = \mathbb{R}^m; \quad \chi: \mathbb{R}^m \rightarrow \mathbb{R}^m = \text{identity}$$

\mapsto ~~it~~ contains all smooth coordinate systems on \mathbb{R}^m (spherical, cylindrical, etc.)

Example: S^1 (circle)

$$S^1 = \{(x, y) \in \mathbb{R}^2 \mid x^2 + y^2 = 1\}$$

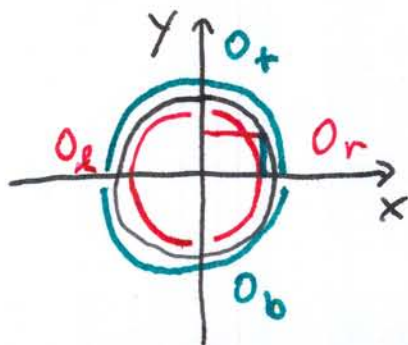
Four charts:

$$O_+ = \{y > 0\}$$

$$O_\ell = \{x < 0\}$$

$$O_b = \{y < 0\}$$

$$O_r = \{x > 0\}$$



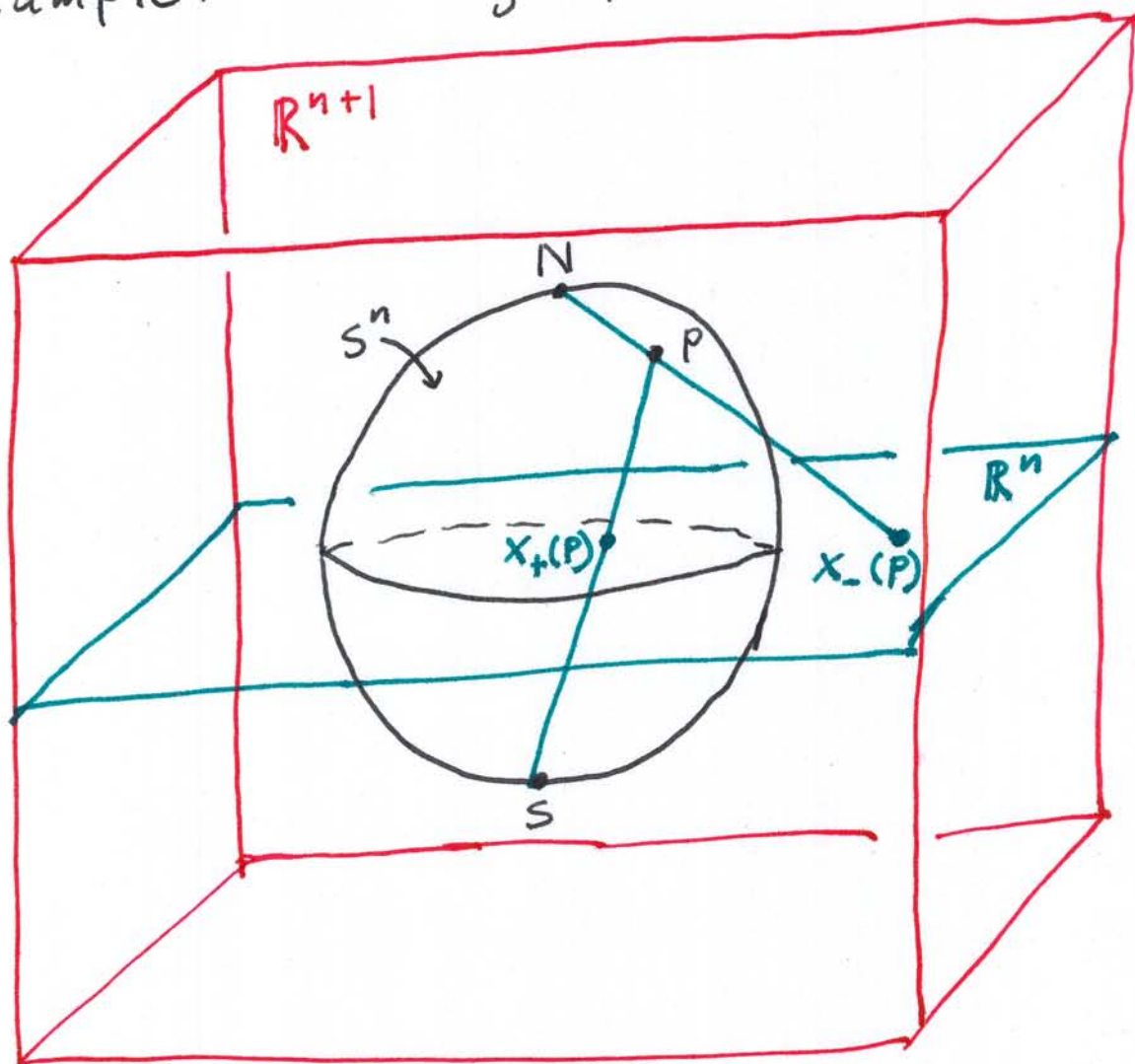
$$z_+ = x = z_b$$

$$z_\ell = y = z_r$$

$$z_+ \circ z_r^{-1}(y) =$$

$$= z_+(\sqrt{1-y^2}, y) = \sqrt{1-y^2}$$

Example: Stereographic Projection



$$S^n = \{ (x^0, \dots, x^n) \mid (x^0)^2 + \dots + (x^n)^2 = 1 \}$$

North pole N : $x^0 = +1, \vec{x} = 0$

South pole S : $x^0 = -1, \vec{x} = 0$

(x^0, \vec{x})

$$x_{\pm}(x^0, \vec{x}) := \frac{\vec{x}}{1 \pm x^0} = \vec{x}_{\pm}$$

n -dim. coordinate on S^n

Need to show $X_{\pm} \circ X_{\mp}$ is smooth in the ordinary sense.

$$X_{\pm}^{-1}(\vec{z}): \quad \vec{z} = \frac{\vec{x}}{1 \pm x^0}$$

$$\Rightarrow \|\vec{z}\|^2 = \frac{\|\vec{x}\|^2}{(1 \pm x^0)^2} = \frac{1 - (x^0)^2}{(1 \pm x^0)^2}$$

$$= \frac{1 \mp x^0}{1 \pm x^0}$$

$$\Rightarrow x^0 = \pm \frac{1 - \|\vec{z}\|^2}{1 + \|\vec{z}\|^2}$$

$$\Rightarrow \vec{x} = (1 \pm x^0) \vec{z} = \frac{2 \vec{z}}{1 + \|\vec{z}\|^2}$$

$$X_{\pm}^{-1}(\vec{z}) = \left(\pm \frac{1 - \|\vec{z}\|^2}{1 + \|\vec{z}\|^2}, \frac{2 \vec{z}}{1 + \|\vec{z}\|^2} \right)$$

$$\Rightarrow X_{\pm} \circ X_{\mp}^{-1}(\vec{z}) = X_{\pm} \left(\mp \frac{1 - \|\vec{z}\|^2}{1 + \|\vec{z}\|^2}, \frac{2 \vec{z}}{1 + \|\vec{z}\|^2} \right)$$

$$= \left(1 \pm \left(\mp \frac{1 - \|\vec{z}\|^2}{1 + \|\vec{z}\|^2} \right) \right)^{-1} \frac{2 \vec{z}}{1 + \|\vec{z}\|^2}$$

$$= \left(1 - \frac{1 - \|\vec{z}\|^2}{1 + \|\vec{z}\|^2} \right)^{-1} \frac{2 \vec{z}}{1 + \|\vec{z}\|^2}$$

$$\frac{2 \|\vec{z}\|^2}{1 + \|\vec{z}\|^2} \nearrow = \frac{\vec{z}}{\|\vec{z}\|^2}$$

So, $X_{\pm} \circ X_{\mp}^{-1} : \vec{x} \mapsto \frac{\vec{x}}{\|\vec{x}\|^2}$ is smooth except at the origin.

But, X_{+} is undefined at S.

X_{-} is undefined at N.

The overlap functions need to be smooth only where **both** charts are defined

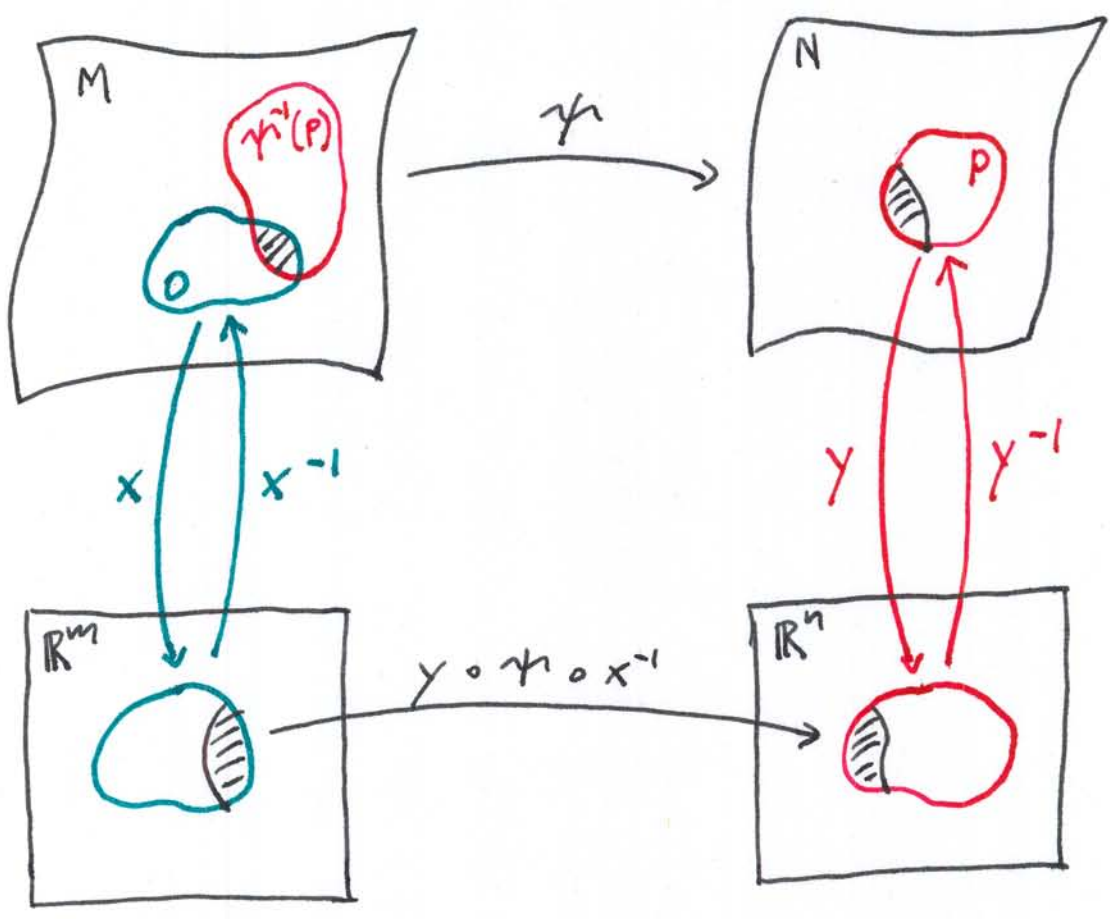
$$\bullet X_{+}(N) = 0 = X_{-}(S)$$

Therefore, the singularity at the origin is ok.

S^n is a manifold

(covered by two charts)

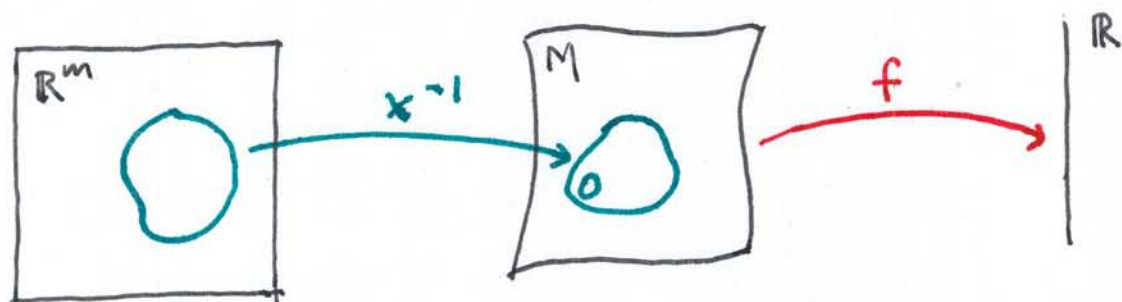
Smooth Mappings



A mapping $\psi: M \rightarrow N$ between smooth manifolds is smooth if, for any charts (x, o) on M and (y, p) on N , the composed map $\gamma \circ \psi \circ x^{-1}: \mathbb{R}^m \rightarrow \mathbb{R}^n$ is smooth (wherever it is defined.)

Example: Smooth Function

A smooth function is a smooth mapping from a manifold M to the manifold \mathbb{R} .



$$f \circ x^{-1}: (x^1, \dots, x^m) \mapsto f(p)$$

$$\leadsto f_x(x^1, \dots, x^m) = (\text{number})$$

↑

This function on \mathbb{R}^m must be smooth (infinitely continuously differentiable) in the ordinary sense of calculus in m variables.

$$\frac{\partial f_x}{\partial x^1}, \dots, \frac{\partial f_x}{\partial x^m}$$

$$\frac{\partial^2 f_x}{\partial x^1 \partial x^2}, \text{ etc.}, \text{ etc.}$$

Note: Consistent coordinate charts lead to consistent definitions of smooth functions.

$$(x, \theta) \rightsquigarrow f_x = f \circ x^{-1}$$

$$\begin{aligned}(\tilde{x}, \tilde{\theta}) \rightsquigarrow f_{\tilde{x}} &= f \circ \tilde{x}^{-1} \\ &= f \circ x^{-1} \circ x \circ \tilde{x}^{-1} \\ &= f_x \circ (x \circ \tilde{x}^{-1})\end{aligned}$$

In ordinary notation,

$$f_{\tilde{x}}(\tilde{x}^1, \dots, \tilde{x}^m) =$$

$$f_x(x^1(\tilde{x}^1, \dots, \tilde{x}^m), \dots, x^m(\tilde{x}^1, \dots, \tilde{x}^m))$$

$$f_x: \mathbb{R}^m \rightarrow \mathbb{R}, \text{ smooth}$$

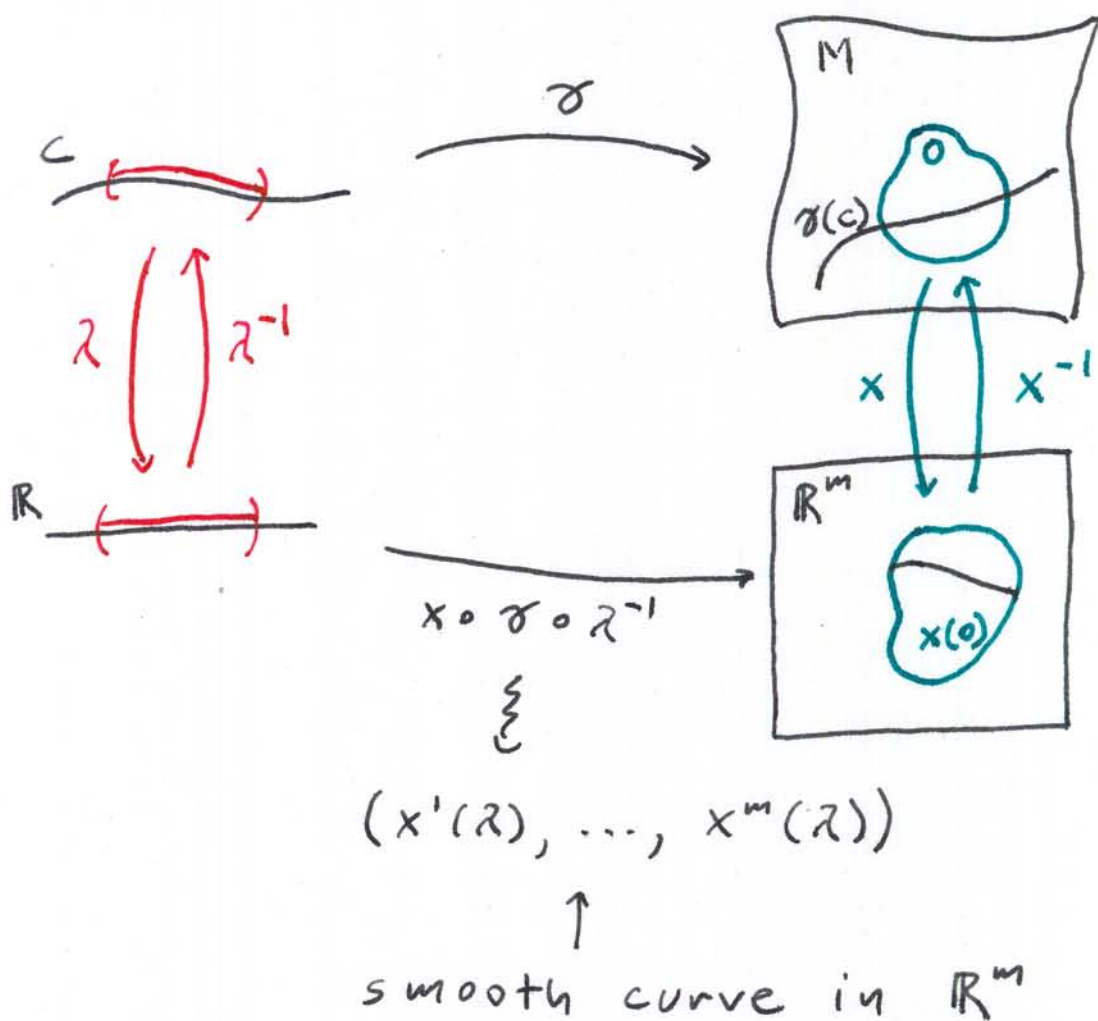
$$x \circ \tilde{x}^{-1}: \mathbb{R}^m \rightarrow \mathbb{R}^m, \text{ smooth}$$

$$\Rightarrow f_{\tilde{x}}: \mathbb{R}^m \rightarrow \mathbb{R} \text{ is smooth}$$

by the chain rule!

Example: Smooth Curve

A smooth curve is a smooth mapping γ from a one-dim. manifold C into a m -dim. manifold M .



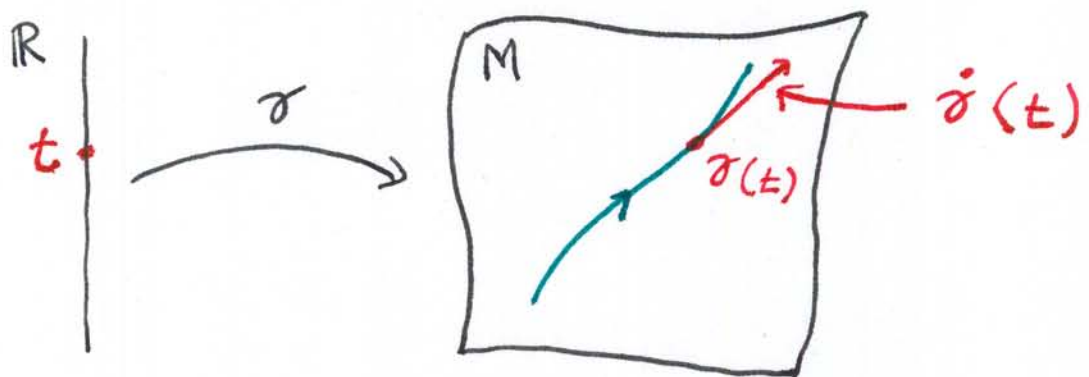
Note: this definition does not assume a parameterization.

$$(\mathbb{R} \rightarrow M)$$

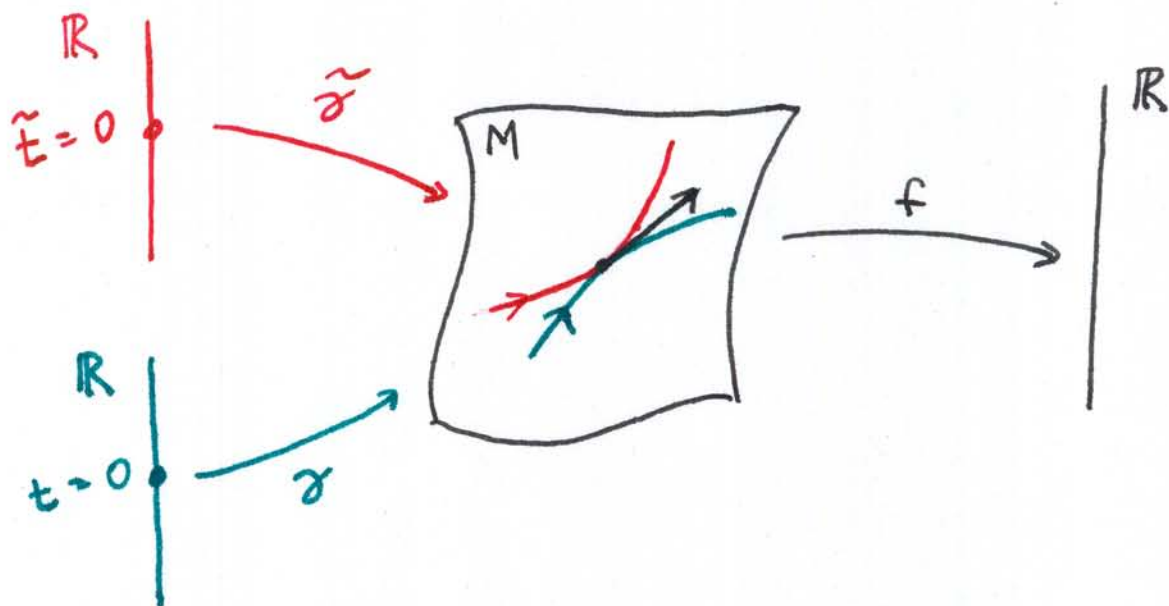
Tangent Vectors

The standard physical example of a tangent vector is the velocity of a particle at a point of its trajectory.

In mathematical language, let $\gamma: \mathbb{R} \rightarrow M$ be a parameterized curve. Then $\dot{\gamma}(t)$ should be a tangent vector to M at $\gamma(t)$.



But many curves will have the same velocity at a point:



Q: How do we describe the different tangent vectors without redundancy?

A: Derivative operators.

Let $f: M \rightarrow \mathbb{R}$ be any smooth function, and calculate

$$\dot{\gamma} \left(\frac{0}{t} \right) (f) := \frac{d}{dt} (f \circ \gamma) \Big|_{t=0}$$

$$\dot{\tilde{\gamma}} \left(\frac{0}{\tilde{t}} \right) (f) := \frac{d}{d\tilde{t}} (f \circ \tilde{\gamma}) \Big|_{\tilde{t}=0}$$

equal if velocities identical.

Definition: A tangent vector V at a point $p \in M$ maps smooth functions f on M to numbers $V(f)$ such that:

• V is linear: $V(f+g) = V(f) + V(g)$

• V is Leibniz: $V(fg) = f(p)V(g) + g(p)V(f)$

first-order

derivatives; $p =$ base point

• V annihilates constants: $V(c) = 0$.

Note: These criteria imply linearity in the usual sense:

$$\begin{aligned} V(c_1 f_1 + c_2 f_2) &= V(c_1 f_1) + V(c_2 f_2) \\ &= c_1(p) V(f_1) + f_1(p) \cancel{V(c_1)}^0 \\ &\quad + c_2(p) \cancel{V(f_2)}^{(ok.)} + f_2(p) \cancel{V(c_2)}^0 \\ &= c_1 V(f_1) + c_2 V(f_2) \end{aligned}$$

Tangent Space

The set of all tangent vectors with a given base point $p \in M$ is a vector space:

$$\begin{aligned}(\alpha_1 V_1 + \alpha_2 V_2)(f) &:= \\ \alpha_1 V_1(f) + \alpha_2 V_2(f)\end{aligned}$$

Need to show this is linear,
Leibniz and annihilates constants.

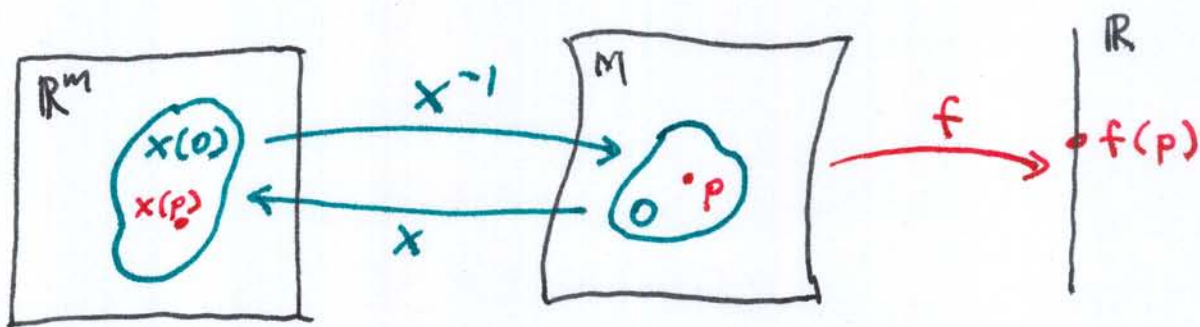
$$\begin{aligned}(V_1 + V_2)(f+g) &:= \\ &:= V_1(f+g) + V_2(f+g) \\ &= V_1(f) + V_1(g) + V_2(f) + V_2(g) \\ &= (V_1 + V_2)(f) + (V_1 + V_2)(g)\end{aligned}$$

$$\begin{aligned}(V_1 + V_2)(fg) &:= V_1(fg) + V_2(fg) \\ &= f(p) V_1(g) + g(p) V_1(\overset{f}{\cancel{g}}) \\ &\quad + f(p) V_2(g) + g(p) V_2(f)\end{aligned}$$

$$\text{(etc.)} \quad = f(p) (V_1 + V_2)(g) + g(p) (V_1 + V_2)(f)$$

Coordinate Basis

Every coordinate chart (x, \mathcal{O}) at a point $p \in \mathcal{O} \subset M$ defines a basis in the tangent space $T_p M$ at p .



$$\partial_\alpha (f) := \left. \frac{\partial}{\partial x^\alpha} (f \circ x^{-1}) \right|_{x(p)}$$

↑ abstract tangent vector at p .
 ↑ ordinary partial derivative

$f_x(x^1, \dots, x^m)$

Theorem: (Taylor)

$$f_x(x^1, \dots, x^m) = f_x(0, \dots, 0) + \sum_\alpha \frac{\partial f_x}{\partial x^\alpha}(0, \dots, 0) x^\alpha + R(x^1, \dots, x^m)$$

Remainder
↓

Now, we can write

$$\begin{aligned} f &= f \circ x^{-1} \circ x = f_x \circ x \\ &= f(p) + \partial_\alpha(f) x^\alpha + R \end{aligned}$$

$$\begin{aligned} V(f) &= \cancel{V(f(p))} + \cancel{V(\partial_\alpha(f) x^\alpha)} + \cancel{V(R)} \\ &= \partial_\alpha(f) \cdot V(x^\alpha) \end{aligned}$$

basis vectors
acting on f .

components
 V^α of V in
the ∂_α basis.

Thus, the tangent space $T_p M$
is naturally an m -dimensional
vector space!