Calculating the Surface Area of Smooth Manifolds Embedded in 4 Dimensions

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Mary Wall Calculating Surface Area in 4-D

• Getting Undergraduates Interested in Mathematics

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- An example

Area (2-dimensional volume) in \mathbb{R}^3

Area of the parallelogram *P* spanned by two vectors $\mathbf{u} = (u_1, u_2, u_3)$, $\mathbf{v} = (v_1, v_2, v_3)$

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$$Vol(\mathbf{u}, \mathbf{v}) = \| u \times v \| \qquad \text{where} \qquad \mathbf{u} \times \mathbf{v} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix}$$

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Consider $\mathbf{u}, \mathbf{v} \in \mathbb{R}^4$:

$$\mathbf{u} = (u_1, u_2, u_3, u_4) \text{ and } \mathbf{v} = (v_1, v_2, v_3, v_4)$$

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How do I calculate the area, $\textit{Vol}\,(u,v),$ of the parallelogram spanned by $\{u,v\}$ in $\mathbb{R}^4?$

(And for the even curioser, the n - k dimensional volume of a parallelotope in \mathbb{R}^{n} .)

Definition

Given a set of k vectors $\mathbf{u}_1, \ldots, \mathbf{u}_k \in \mathbb{R}^n$, the Gram Matrix $G_{\mathbf{u}_1, \ldots, \mathbf{u}_k}$ associated with these vectors is the matrix with entries given by taking the pairwise inner products of the vectors \mathbf{u}_i

$$(G_{\mathbf{u}_1,\ldots,\mathbf{u}_k})_{i,j} = \mathbf{u}_i \cdot \mathbf{u}_j.$$

Now how can we use this?

One Possible way: We can still calculate dot products of vectors in \mathbb{R}^4 , so the *Gram Matrix* is well defined:

$$G_{u,v} = \left[\begin{array}{ccc} \mathbf{u} \cdot \mathbf{u} & \mathbf{u} \cdot \mathbf{v} \\ \mathbf{v} \cdot \mathbf{u} & \mathbf{v} \cdot \mathbf{v} \end{array} \right]$$

In fact this will be well defined when $\mathbf{u}, \mathbf{v} \in \mathbb{R}^n$ for any $n \in \mathbb{N}$.

Theorem

Let $\mathbf{u}_1, \ldots, \mathbf{u}_k \in \mathbb{R}^n$, with the standard inner product. Then $Vol(\mathbf{u}_1, \ldots, \mathbf{u}_k) = (\det(G_{\mathbf{u}_1, \ldots, \mathbf{u}_k}))^{1/2}$

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Corrollary

Let u,v be two vectors in $\mathbb{R}^n,$ and $G_{u,v}$ be the Gram matrix determined by u and v. Then

$$Vol(\mathbf{u},\mathbf{v}) = \sqrt{\det(G_{\mathbf{u},\mathbf{v}})}.$$

- Let $V = \operatorname{span} \{ \mathbf{u}, \mathbf{v} \} \subset \mathbb{R}^4$
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- $G_{\mathbf{u},\mathbf{v}} = P^t P \Longrightarrow \det(G_{\mathbf{u},\mathbf{v}}) = \det(P^t) \det(P).$
- Now take square roots.

An elementary example

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Consider the following two algebraic equations:

$$x^2 + y^2 = 1$$

 $z^2 + w^2 = 1$

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\end{array}$$

which determine a surface (a torus) embedded in $\mathbb{R}^4.$ A convenient parametrization is given by

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

 $0 \le \theta, \phi \le 2\pi$

Now, how to integrate a function over this surface? Formally we take the limit of a riemann sum

$$\lim_{\Delta\theta,\Delta\phi\to 0}\sum_{(\theta_i,\phi_i)} f(\theta_i,\phi_i) A(\Delta\theta \cdot r_{\theta}(\theta_i,\phi_i),\Delta\phi \cdot r_{\phi}(\theta_i,\phi_i))$$

where $A(\vec{u}, \vec{v})$ is the area of the parallelogram determined by the vectors $\vec{u}, \vec{v} \in \mathbb{R}^4$.

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In the limit this equals the surface integral

$$\int_{0}^{2\pi} \int_{0}^{2\pi} f(\theta,\phi) A(r_{\theta},r_{\phi}) d\theta d\phi$$

Now we can use the Gram matrix to find the area element:

$$r_{\theta} = \left(\begin{array}{ccc} -\sin\theta & \cos\theta & 0 & 0 \end{array}\right)$$
$$r_{\phi} = \left(\begin{array}{ccc} 0 & 0 & -\sin\phi & \cos\phi \end{array}\right)$$

and

$$G_{r_{\theta},r_{\phi}} = \left| \begin{array}{cc} r_{\theta} \cdot r_{\theta} & r_{\theta} \cdot r_{\phi} \\ r_{\phi} \cdot r_{\theta} & r_{\phi} \cdot r_{\phi} \end{array} \right|$$

which at the end of the day equals just the determinant of the identity matrix, or just 1. In this case the surface area is

$$\int_0^{2\pi} \int_0^{2\pi} 1 \, d\theta d\phi = 4\pi^2.$$

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A more complicated (yet illustrative) example

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Here is a circle C, which is the intersection of a cone and a sphere:



 $1 = x^{2} + y^{2} + z^{2}$ $z^{2} = x^{2} + y^{2}$

A more complicated (yet illustrative) example

We are going to construct an embedded sphere in \mathbb{R}^4 which does not lie in any 3-dimensional hyperplane of \mathbb{R}^4 . First an analogy in \mathbb{R}^3 :

Here is a circle C, which is the intersection of a cone and a sphere:



But this isn't very interesting since C lies entirely in a 2-dimensional plane within \mathbb{R}^3 .

Here we have slightly deformed *C* so that it does not lie in a 2-dimensional hyperplane in \mathbb{R}^3 :



In this picture a = 2.

A sphere in 4-dimensions

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A sphere in 4-dimensions

An embedding of the 2-sphere in \mathbb{R}^4 with a deformation parameter *a*:

$$1 = x^{2} + y^{2} + z^{2} + w^{2}$$
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A sphere in 4-dimensions

An embedding of the 2-sphere in \mathbb{R}^4 with a deformation parameter *a*:

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and after some work a parametrization $r(\theta, \phi) = (x(\theta, \phi), ...)$ with

$$x = \frac{1}{\sqrt{a+1}} \cos \phi$$

$$y = \frac{1}{\sqrt{2}} \cos \theta \sin \phi$$

$$z = \frac{1}{\sqrt{2}} \sin \theta \sin \phi$$

$$w = \left(\frac{a}{a+1} \cos^2 \phi + \frac{1}{2} \sin^2 \phi\right)^{1/2}$$

Calculation of surface differential element (by Gram matrix)

The tangents to the coordinate curves:

$$r_{\theta} = \left(0, -\frac{1}{\sqrt{2}}\sin\theta\sin\phi, \frac{1}{\sqrt{2}}\cos\theta\sin\phi, 0\right)$$

$$\begin{split} r_{\phi} = \left(-\frac{1}{\sqrt{a+1}}\sin\phi, \quad \frac{1}{\sqrt{2}}\cos\theta\cos\phi, \\ & \frac{1}{\sqrt{2}}\sin\theta\cos\phi, \frac{\left(\frac{1}{2} - \frac{a}{a+1}\right)\sin\phi\cos\phi}{\left(\frac{a}{a+1}\cos^2\phi + \frac{1}{2}\sin^2\phi\right)^{1/2}} \right) \end{split}$$

Calculation of surface differential element (by Gram matrix)

$$\sqrt{\det \left(G_{r_{\theta}, r_{\phi}}\right)} = \left| \begin{array}{cc} r_{\theta} \cdot r_{\theta} & r_{\theta} \cdot r_{\phi} \\ r_{\phi} \cdot r_{\theta} & r_{\phi} \cdot r_{\phi} \end{array} \right|^{1/2}$$
$$= \left| \begin{array}{cc} \sin^{2} \phi & \frac{1}{2} \sin \theta \cos \theta \sin \phi \cos \phi \\ \frac{1}{2} \sin \theta \cos \theta \sin \phi \cos \phi & \frac{(a+1)+(a-1)\cos(2\phi)}{(3a+1)+(a-1)\cos(2\phi)} \end{array} \right|^{1/2}$$

= $(Something very long)^{1/2}$

Some numerical evaluations for selected values of a



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Thank You!

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