

An Introduction to Minimal Surfaces in \mathbb{R}^3

Chenjia Lin

University of Chicago

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① Motivation

Outline

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- ② Surfaces, tangent spaces, and curvature

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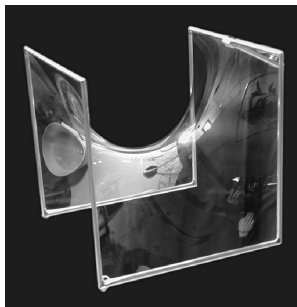
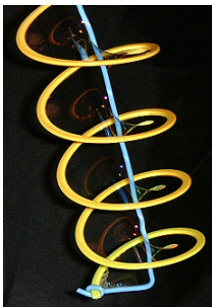
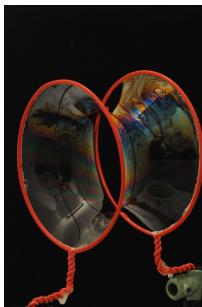
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- ② Surfaces, tangent spaces, and curvature
- ③ Variational characterization of minimal surfaces
- ④ Examples of minimal surfaces
- ⑤ Remarks

Motivation for Minimal Surfaces

- Soap films

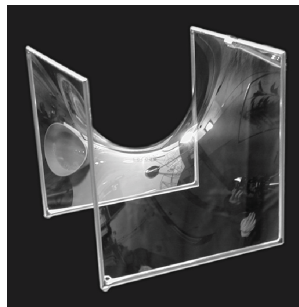
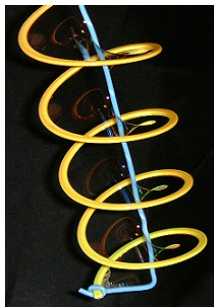
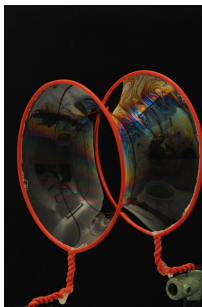
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 - Given any non-self-intersecting, closed curve Γ , is there a minimal surface with boundary Γ ? (Plateau's Problem)



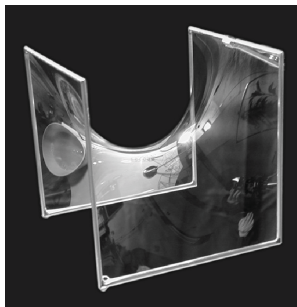
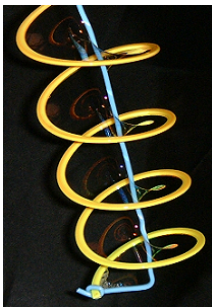
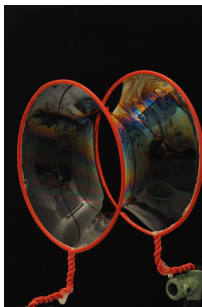
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- Think of them as solutions to optimization problems

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- Described by $\mathbf{x}(u, v) = (x(u, v), y(u, v), z(u, v))$ locally
- Tangent planes exist everywhere

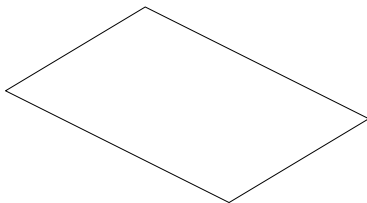
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Examples:

- Planes

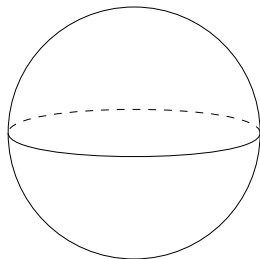


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- Spheres

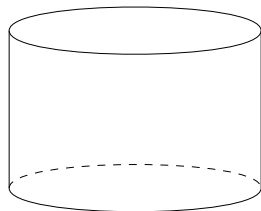


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- Cylinders



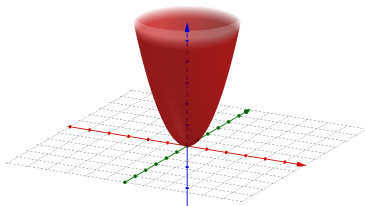
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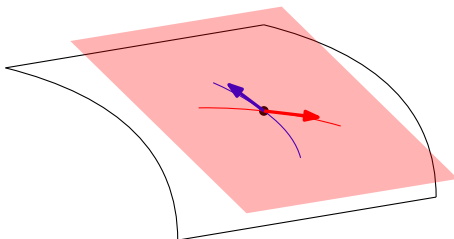
Examples:

- Planes
- Spheres
- Cylinders
- Graphs of smooth $f : \mathbb{R}^2 \rightarrow \mathbb{R}$



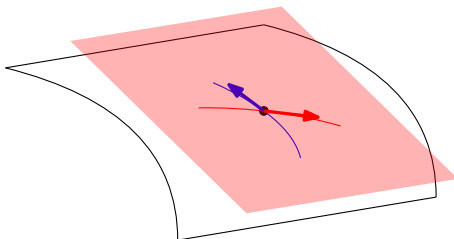
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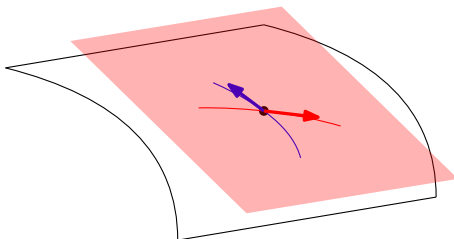


Given local parametrization $\mathbf{x}(u, v) = (x(u, v), y(u, v), z(u, v))$ and $\mathbf{x}(0, 0) = p$, consider the *coordinate curves*:

$$u \rightarrow \mathbf{x}(u, 0), \qquad v \rightarrow \mathbf{x}(0, v).$$

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Let \mathbf{x}_u and \mathbf{x}_v be the respective velocity vectors at p .

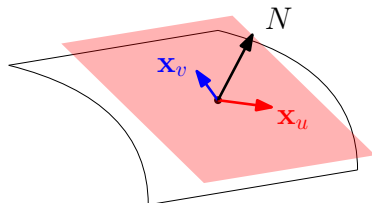
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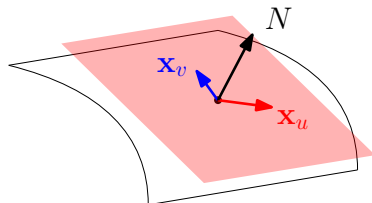
$$N(p) = \frac{\mathbf{x}_u \times \mathbf{x}_v}{\|\mathbf{x}_u \times \mathbf{x}_v\|}$$



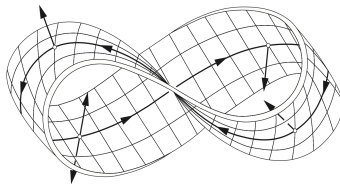
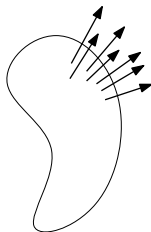
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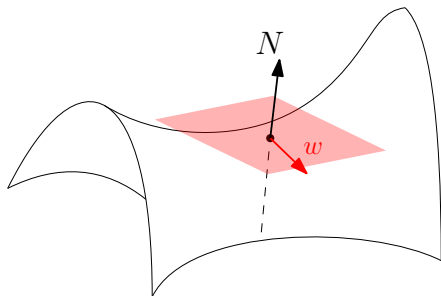
- We will assume our surfaces have a 'consistent' normal direction.



Curvature

Normal Curvature

- Take $w \in T_p S$ with $\|w\| = 1$.

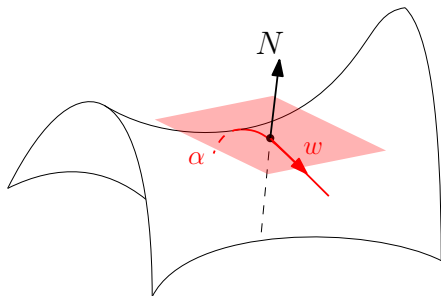


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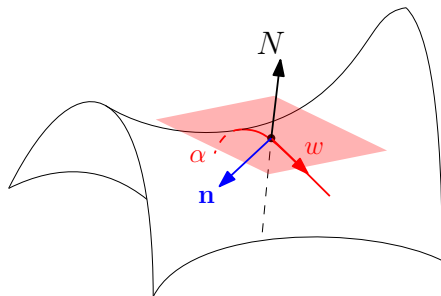
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$$\mathbf{n} = \frac{\alpha''(0)}{\|\alpha''(0)\|}.$$



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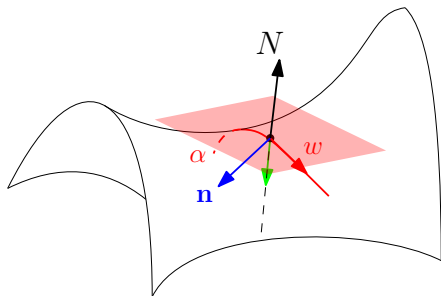
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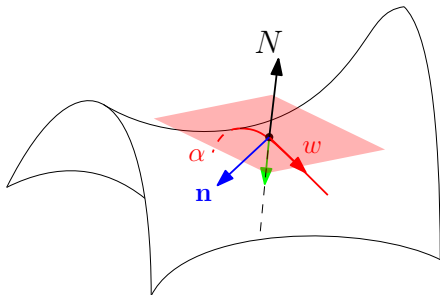
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Interpretation

- High (+) normal curvature \implies curve ‘bends’ or ‘accelerates’ towards N

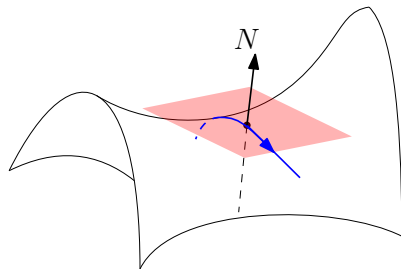
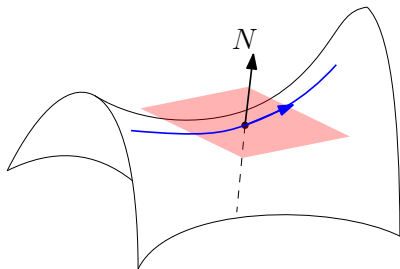
Principle Curvatures

- Define the *principal curvatures*

$$\kappa_1 := \max_{\|w\|=1} (\text{normal curvature w.r.t. } w),$$

$$\kappa_2 := \min_{\|w\|=1} (\text{normal curvature w.r.t. } w).$$

- Principal directions* either maximize or minimize normal curvature



Mean Curvature and Minimal Surfaces

Define *mean curvature* H

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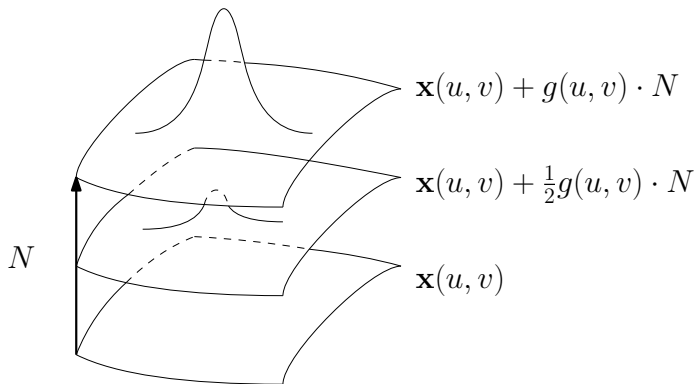
- i.e. $\kappa_1 = -\kappa_2$
- But what is minimized with ‘minimal surfaces?’

Variational Characterization of Minimal Surfaces

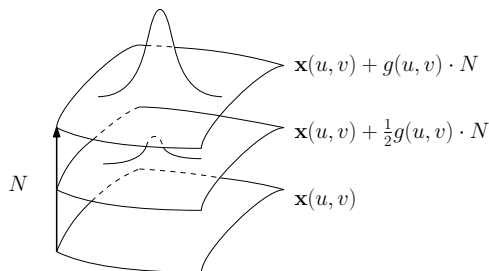
Assume S is parametrised by $\mathbf{x}(u, v)$ with domain \mathbb{R}^2 .

- 1 Take some closed disk $D \subset \mathbb{R}^2$ and perturbation $g : D \rightarrow \mathbb{R}$
- 2 “Stretch” S along its normal direction by tg where $t \in \mathbb{R}$ small

$$\mathbf{x}^t(u, v) = \mathbf{x}(u, v) + tg(u, v) \cdot N$$



Variational Characterization of Minimal Surfaces



- ③ Compute area of stretched S by factor t

$$A(t) = \int_D \|\mathbf{x}_u^t \times \mathbf{x}_v^t\| \, du \, dv$$

Equivalent Formula of ‘Minimal’:

We say S is *minimal* if $A'(0) = 0$ for any disk D and perturbation g .

Equivalence of Minimal Surface Definitions

Theorem

$H = 0$ everywhere $\iff A'(0) = 0$ for any D and $h : \bar{D} \rightarrow \mathbb{R}$

Sketch of Proof.

- Some computation yields

$$A'(0) = - \int_D 2gH \|\mathbf{x}_u \times \mathbf{x}_v\| \, du \, dv$$

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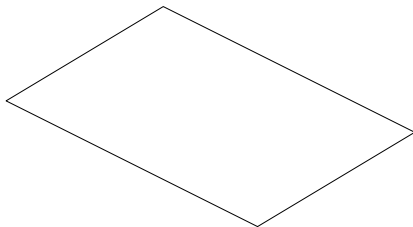
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- Converse using contradiction:
 - If $H \neq 0$ at $p \in S$, then pick g so that $gH > 0$.
 - Then $A'(0) < 0$ on a certain disk.

Some Facts About Minimal Surfaces

Quick Facts:

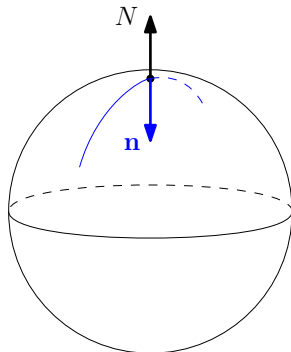
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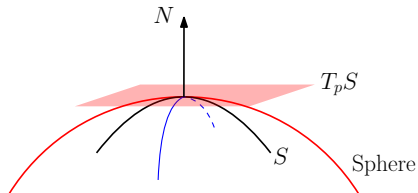
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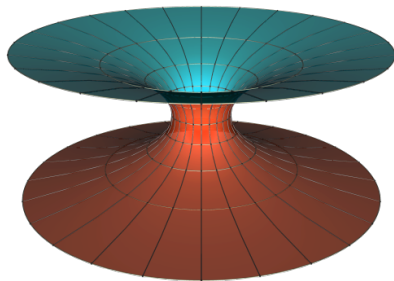
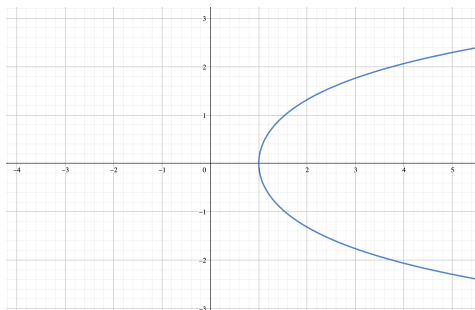
- Planes are minimal.
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- Compact surfaces are not minimal.



Example: Catenoid

Parametrization given by:

$$\mathbf{x}(u, v) = (a \cosh v \cos u, a \cosh v \sin u, av)$$

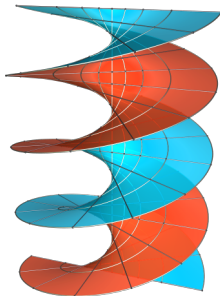


The catenoid is the only minimal surface of revolution (aside from plane)

Example: Helicoid

Parametrization given by:

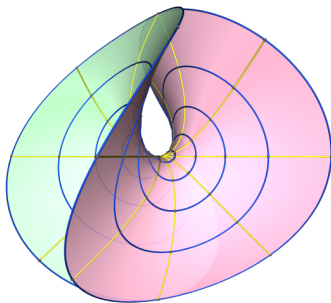
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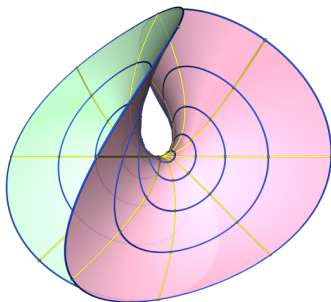


- Known for having self-intersections.

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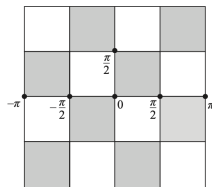
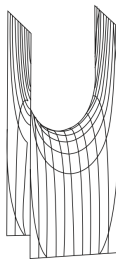
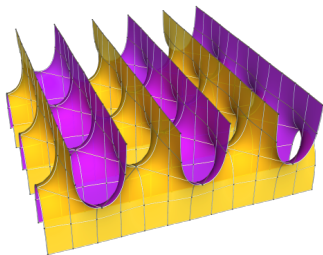
- Known for having self-intersections.
- Invariant after $\pi/2$ rotation about z -axis, followed by reflection over xy -plane

Example: Doubly-Scherk Surface

Parametrization given by:

$$\mathbf{x}(u, v) = \left(\arg \left(\frac{\zeta + i}{\zeta - i} \right), \arg \left(\frac{\zeta + 1}{\zeta - 1} \right), \log \left| \frac{\zeta^2 + 1}{\zeta^2 - 1} \right| \right)$$

where $\zeta = u + iv$ and $\arg \zeta$ is the angle from the real axis to ζ .



Known for being periodic.

Why do we care about minimal surfaces?

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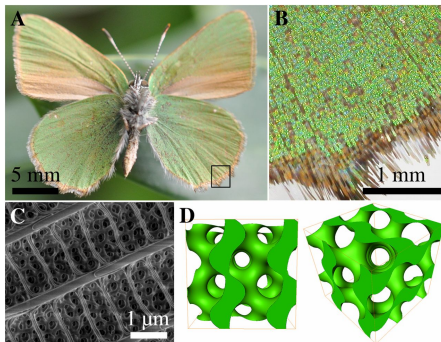


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 - e.g. Butterfly wing colors



THANK YOU!