Geodesic Slow

-> doesn't have problem of v. Field (only deponds on position

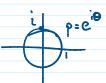
Ingredients: M mold, g Riemmanian metric

Geodesics in IR3 "straight lines"

 $\frac{\dot{x}(0)}{\dot{x}(0)}$ $\frac{\dot{x}(0)}{\dot{x}(0)}$ $\frac{\dot{x}(0)}{\dot{x}(0)}$ $\frac{\dot{x}(0)}{\dot{x}(0)}$ $\frac{\dot{x}(0)}{\dot{x}(0)}$ $\frac{\dot{x}(0)}{\dot{x}(0)}$ $\frac{\dot{x}(0)}{\dot{x}(0)}$

Two main approaches: 1) "Shortest path" (vague) -> parametrized by length -> "vaniational principle"

2) "acceleration = 0" $\frac{d}{dt}$ (velocity)" need connection ∇ because velocities not in same v. space.



geodesics $x(t) = e^{i(\theta_b + t\theta_i)}$ $\dot{z}(t) = i\theta_i e^{i(\theta_b + t\theta_i)}$

$$g. \quad S' \times S' = T^2$$





 \Rightarrow goodesic in the product $(x(t),y(t)) = (e^{i(\theta_0 + \theta_1 t)}, e^{i(\tau_0 + \tau_1 t)})$ -> amergence of non-periodic trajectories

