

Differential Geometry & Curved Spaces

Book: Einstein's Gravity in a Nutshell

First Fundamental Form

$$ds^2 = g_{ij} dx^i dx^j = \bar{g}_{kl} d\bar{x}^k d\bar{x}^l$$

Notes:

g_{ij} → metric tensor in 3D or 4D

a → metric tensor in 2D

$\begin{matrix} g_{kl} \\ \downarrow \end{matrix} \Rightarrow \begin{matrix} 4D \\ 2D \end{matrix}$

ex. plane: a_{ab}
bump of hill: g_{ij}

g_{ij} → 2D (latin)

from ordinary calculus:

differentials

$$\frac{dx^i}{dr} = \frac{\partial \bar{x}^i}{\partial x^1} dx^1 + \frac{\partial \bar{x}^i}{\partial x^2} dx^2 + \frac{\partial \bar{x}^i}{\partial x^3} dx^3 + \dots + \frac{\partial \bar{x}^i}{\partial x^4} dx^4 = \sum_{v=1}^3 \frac{\partial \bar{x}^i}{\partial x^v} dx^v$$

$d\bar{x}^2 = \dots$

$d\bar{x}^1 = \dots$

$$d\bar{x}^i = \frac{\partial \bar{x}^i}{\partial x^j} dx^j \quad \leftrightarrow \quad dx^i = \frac{\partial x^i}{\partial \bar{x}^j} d\bar{x}^j$$

\downarrow

$\frac{dx^i}{dx^j} = \delta^i_j$

rows
if linear, reduces to something we've seen before
columns

$\begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$

→ "gradient is covariant"

contravariant metric tensor \rightarrow covariant metric tensor

$$g_{ij} \rightarrow g^{ij} = (g_{ij})^{-1}$$

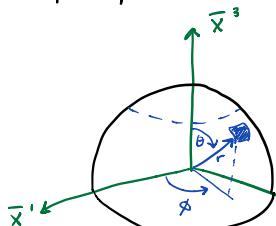
changing coordinate system

$$ds^2 = g_{ij} dx^i dx^j$$

$$\therefore \bar{g}_{kl} d\bar{x}^k d\bar{x}^l = g_{ij} \frac{\partial x^i}{\partial \bar{x}^k} \frac{\partial x^j}{\partial \bar{x}^l} d\bar{x}^k d\bar{x}^l$$

$$\bar{g}_{kl} = g_{ij} \frac{\partial x^i}{\partial \bar{x}^k} \frac{\partial x^j}{\partial \bar{x}^l}$$

Ex. segment of a sphere



$$\vec{r} = \begin{bmatrix} r \sin \theta \cos \phi \\ r \sin \theta \sin \phi \\ r \cos \theta \end{bmatrix}$$

$$\frac{d\vec{r}}{dr} = \begin{bmatrix} \sin \theta \cos \phi \\ \sin \theta \sin \phi \\ \cos \theta \end{bmatrix}$$

$$\frac{d\vec{r}}{d\theta} = \begin{bmatrix} r \cos \theta \cos \phi \\ r \cos \theta \sin \phi \\ -r \sin \theta \end{bmatrix}$$

$$\frac{d\vec{r}}{d\phi} = \begin{bmatrix} -r \sin \theta \sin \phi \\ r \sin \theta \cos \phi \\ 0 \end{bmatrix}$$

THE METRIC TENSOR

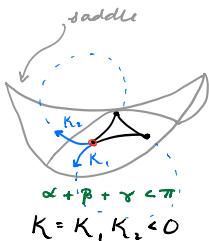
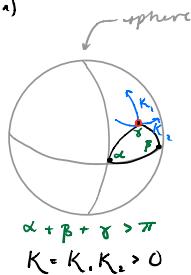
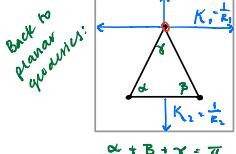
$$g_{ij} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & r^2 & 0 \\ 0 & 0 & r^2 \sin^2 \theta \end{bmatrix}$$

$$\frac{\partial \vec{r}}{\partial r} \cdot \frac{\partial \vec{r}}{\partial r} = 1$$

$$\frac{\partial \vec{r}}{\partial \theta} \cdot \frac{\partial \vec{r}}{\partial \theta} = r^2$$

$$\frac{\partial \vec{r}}{\partial \phi} \cdot \frac{\partial \vec{r}}{\partial \phi} = r^2 \sin^2 \theta$$

Gaussian Curvature, K (kappa)



Gauss's Theorem Egregium

K is invariant under local isometry

deformation that
does not stretch a surface

... gaussian curvature will not change if the metric does not change

... impossible to wrap a soccer ball without crumpling the wrapping paper... the lines that result are where the stretch are

... if you change gaussian curvature, you are always stretching

Let's say we live on surface of a sphere:

$$g_{ij} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & r^2 & 0 \\ 0 & 0 & r^2 \sin^2 \theta \end{bmatrix}$$

$$ds^2 = g_{ij} dx^i dx^j = dr^2 + r^2 d\theta^2 + r^2 \sin^2 \theta d\phi^2 \Rightarrow ds^2 = d\theta^2 + \sin^2 \theta d\phi^2 \text{ (on surface)}$$

let's say we
don't care about
changes in r

$$a_{\alpha\beta} = \begin{bmatrix} 1 & 0 \\ 0 & \sin^2 \theta \end{bmatrix}$$

$$\gamma_{\alpha\beta} = \frac{1}{2} (\bar{a}_{\alpha\beta} - a_{\alpha\beta})$$

green-strain tensor deformed original

have some curvilinear coordinate system:



the normal (take cross product): $a_1 \times a_2 = \frac{\partial r}{\partial x^1} \times \frac{\partial r}{\partial x^2}$

take unit normal: $a_3 = \frac{a_1 \times a_2}{|a_1 \times a_2|}$

change in unit normal, a_3

$$\frac{\partial a_3}{\partial x^2}$$

projection onto a_1 and a_2
 $\frac{\partial a_3}{\partial x^2} a^2 = -b^1_2$

* b is a matrix (tensor, 2x2), 2nd order *

↳ Second Fundamental Form

$$II : \frac{1}{2} b_{\alpha\beta} dx^\alpha dx^\beta$$

$$b_{\alpha\beta} = \begin{bmatrix} L & M \\ M & N \end{bmatrix}$$

Taylor Series Exp (but ignoring first order terms):

$$f(x^1, x^2) \approx \frac{1}{2} (x^1)^2 + x^1 x^2 \underbrace{\frac{\partial f(0,0)}{\partial x^1}}_L + \underbrace{\frac{\partial f(0,0)}{\partial x^2}}_M + \frac{1}{2} (x^2)^2 \underbrace{\frac{\partial^2 f(0,0)}{\partial x^2}}_N + \dots$$

$$\text{II} = L dx^{1^2} + 2 M dx^1 dx^2 + N dx^{2^2}$$

$$f(0,0) + \frac{\partial f(0,0)}{\partial x^1} + \frac{\partial f(0,0)}{\partial x^2}$$

principal curvatures are eigenvalues of matrix... two x two, two eigenvalues

$$H = \frac{1}{2} a^{\alpha\beta} b_{\alpha\beta} = \frac{1}{2} b_a^a$$

$$K = \frac{\det(b)}{\det(a)} = b_1^1 b_2^2 - b_1^2 b_2^1$$

mean curvature extrinsic

$H = \dots$ trace of matrix in curved space

gaussian curvature intrinsic $K = \dots$ determinant $\frac{\det(b)}{\det(a)} = b_1^1 b_2^2 - b_1^2 b_2^1$

Calculus on Curved Manifolds

- gradients \rightarrow increases your tensor order by 1
scalar \rightarrow vector
vector \rightarrow tensor

- Divergence \rightarrow decreases tensor order by 1
vector \rightarrow scalar
tensor \rightarrow vector

- Laplacian \rightarrow divergence of gradient of object \rightsquigarrow maintains tensor order!
vector \rightarrow vector
tensor \rightarrow tensor

$$\nabla_\mu \nabla^\mu V^\lambda = b^\lambda \quad \text{VECTOR}$$

$$\nabla_\mu \nabla^\mu \phi = \phi \quad \text{SCALAR}$$

The covariant derivative: $\nabla_\mu \vec{v} \rightsquigarrow d_\mu \vec{v} = d_\mu (v^\lambda e_\lambda) = d_\mu v^\lambda e_\lambda + v^\lambda d_\mu e_\lambda$ since both depend on x , take product rule

\hookrightarrow ordinary derivative + change in reference frame
(how much vector changing) + (how much basis vector changing)

why need to change basis

$$\nabla_\mu v^\nu = d_\mu v^\nu + \Gamma_{\mu\nu}^\nu v^\nu$$

\hookrightarrow derivatives of the metric

$$\Gamma_{\mu\nu}^\rho = \frac{1}{2} g^{\rho\sigma} (\partial_\mu g_{\nu\sigma} + \partial_\nu g_{\mu\sigma} - \partial_\sigma g_{\mu\nu})$$