## Project 2 - Problem 3

Let C be the intersection of the surface  $x^2+y^2+z^2=9$  and the cylinder  $x^2+3y^2=4,\, z>0$ 

## (a) Draw the surface and the curve C

C is intersection:

$$x^2 + y^2 + z^2 - 9 = x^2 + 3y^2 - 4$$
  
 $\Leftrightarrow 2y^2 - z^2 + 5 = 0$ 

Change to polar cordinate:

$$\begin{cases} x = 3\sin\theta\sin\alpha \\ y = 3\sin\theta\cos\alpha \\ z = 3\cos\theta \end{cases}$$

$$\Rightarrow 2(3\sin\theta\cos\alpha)^2 - (3\cos\theta)^2 + 5 = 0$$

$$\Leftrightarrow 18\sin^2\theta\cos^2\alpha - 9(1-\sin^2\theta) + 5 = 0$$

$$\Leftrightarrow 9\sin^2\theta(1+2\sin^2\alpha) = 4$$

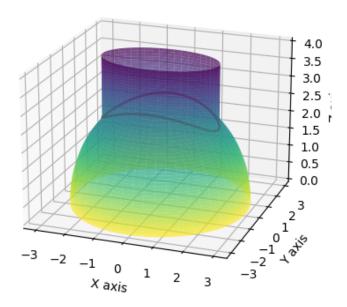
$$\Leftrightarrow \sin\theta = \sqrt{\frac{4}{9(1+2\sin^2\alpha)}}$$

$$\Rightarrow \cos\theta = \sqrt{1 - \frac{4}{9(1+2\sin^2\alpha)}} = \sqrt{\frac{5+18\sin^2\alpha}{9(1+2\sin^2\alpha)}}$$

The intersection function:

$$C = egin{cases} x = rac{2\coslpha}{\sqrt{1+2\sin^2lpha}} \ y = rac{2\sinlpha}{\sqrt{1+2\sin^2lpha}} & ext{with} \quad lpha \in [0,2\pi] \ z = \sqrt{rac{5+18\sin^2lpha}{(1+2\sin^2lpha)}} \end{cases}$$

```
In [ ]: # Import libraries
        import numpy as np
        import matplotlib.pyplot as plt
        from matplotlib import colormaps as cm
        from mpl toolkits import mplot3d
        # Set figure and axes for plotting
        fig = plt.figure()
        ax = plt.axes(projection="3d")
        ax.set_xlabel('X axis')
        ax.set_ylabel('Y axis')
        ax.set_zlabel('Z axis')
        # Plot surface created by union of sphere and cylinder
        dt = 50
        alpha = np.linspace(0,2*np.pi,dt) # Create an array of alpha
        z = np.linspace(0,4,dt)
                                           # Create an array of z
                                          # Creat a meshgrid of alpha and z
        alpha,z = np.meshgrid(alpha,z)
                                           # Blank list of x
        x = []
                                            # Blank list of y
        y = []
                                           # Change dimenseion of alpha from 2 to 1
        alpha = np.ravel(alpha)
                                            # Change dimension of z from 2 to 1
        z = np.ravel(z)
        # Union sphere and cylinder
        for i in range(dt**2):
            if z[i] > 3:
                x.append(2*np.cos(alpha[i]))
                                                                 # x cylinder
                y.append((2/np.sqrt(3))*np.sin(alpha[i]))
                                                                 # y cylinder
            else:
                delta = np.arccos(z[i]/3) - np.arcsin(2/(3*np.sqrt(1+2*(np.sin(alpha[i])**2))))
                if delta >= 0:
                    x.append(3*np.sin(np.arccos(z[i]/3))*np.cos(alpha[i]))
                                                                                      # x sphere
                    y.append(3*np.sin(np.arccos(z[i]/3))*np.sin(alpha[i]))
                                                                                      # y sphere
                elif delta < 0:</pre>
                    x.append(2*np.cos(alpha[i]))
                                                                                      # x cylinder
                    y.append((2/np.sqrt(3))*np.sin(alpha[i]))
                                                                                      # y cylinder
        Xs = np.array(x).reshape(dt,dt)
Ys = np.array(y).reshape(dt,dt)
                                                   # Reshape dimension of x from 1 back to 2
                                                   # Reshape dimension of y from 1 back to 2
        Zs = z.reshape(dt,dt)
                                                    # Reshape dimesnion of z from 1 back to 2
        # Plot suface to firgure
        ax.plot_surface(Xs,Ys,Zs,rstride=1, cstride=1,
                        cmap=cm.get_cmap('viridis_r'),linewidth=0.0,edgecolor='black',
                         antialiased=True, rasterized=False, alpha=0.7)
        # Plot intersection curve C
        dt = 50
        alpha = np.linspace(0,2*np.pi,dt)
                                                                            # Create a value array of alpha
        \#theta = np.arcsin(2/(3*np.sqrt(1+2*(np.sin(alpha)**2))))
        \#x = 3*np.sin(theta)*np.cos(alpha)
        #y = 3*np.sin(theta)*np.sin(alpha)
        \#z = 3*np.cos(theta)
        Xc = (2/(np.sqrt(1+2*np.sin(alpha)**2)))*np.cos(alpha)
        Yc = (2/(np.sqrt(1+2*np.sin(alpha)**2)))*np.sin(alpha)
        Zc = np.sqrt((5+18*np.sin(alpha)**2)/(1+2*np.sin(alpha)**2))
        ax.plot3D(Xc,Yc,Zc,color='red',alpha=1,linewidth=2)
                                                                             # Plot curve C to figure
        ax.view init(elev=20.,azim=-70.)
        plt.show()
```



## (b) Find the length of the figure

Intersection curve:

$$C = \left\{ egin{aligned} x &= rac{2\coslpha}{\sqrt{1+2\sin^2lpha}} \ y &= rac{2\sinlpha}{\sqrt{1+2\sin^2lpha}} \ z &= \sqrt{rac{5+18\sin^2lpha}{(1+2\sin^2lpha)}} \end{aligned} 
ight. ext{ with } \quad lpha \in [0,2\pi]$$

Derivative of x, y and z respect to  $\alpha$ :

$$\begin{split} \frac{dx}{d\alpha} &= -\frac{2\sin\alpha}{\sqrt{2\sin^2\alpha + 1}} - \frac{4\sin\alpha\cos^2\alpha}{(2\sin^2\alpha + 1)^{\frac{3}{2}}} \\ \frac{dy}{d\alpha} &= \frac{2\cos\alpha}{\sqrt{2\sin^2\alpha + 1}} - \frac{4\sin^2\alpha\cos\alpha}{(2\sin^2\alpha + 1)^{\frac{3}{2}}} \\ \frac{dz}{d\alpha} &= \frac{8\sin(2\alpha)}{64\cos(2\alpha) + 9\cos(4\alpha) + 65} \sqrt{\frac{14 - 9\cos(2\alpha)}{2 - \cos(2\alpha)}} \end{split}$$

Length of curve:

$$arc\_length = \int_0^{2\pi} \sqrt{(rac{dx}{dlpha})^2 + (rac{dy}{dlpha})^2 + (rac{dz}{dlpha})^2} \; dlpha pprox 10.367$$

```
In [ ]: import numpy as np
        dt = 1000000
        alpha = np.linspace(0,2*np.pi,dt)
                                                                        # Create a value array of alpha
        x = (2/(np.sqrt(1+2*np.sin(alpha)**2)))*np.cos(alpha)
                                                                       # Calculate y
        y = (2/(np.sqrt(1+2*np.sin(alpha)**2)))*np.sin(alpha)
        z = np.sqrt((5+18*np.sin(alpha)**2)/(1+2*np.sin(alpha)**2)) # Calculate z
                                                                        # Differential x
        dx = np.diff(x)
        dy = np.diff(y)
                                                                        # Differential y
                                                                        # Differential z
        dz = np.diff(z)
        length = np.trapz(np.sqrt(dx**2 + dy**2 + dz**2))
                                                                        # Intergrate
                                                                        # Print length
        print('Length: {}'.format(length))
```

Length: 10.367666158156583

## (c) At any given point belongs to the curve draw the unit tangent vector

Vector gradient of C:

$$abla C = egin{bmatrix} rac{dx}{dlpha} \ rac{dy}{dlpha} \ rac{dz}{dlpha} \ rac{dz}{dz} \ rac{dz}{dlpha} \ rac{dz}{dlpha} \ rac{dz}{dlpha} \ rac{dz}{dlpha} \ rac{dz}{dlpha} \ rac{dz}{dz} \ rac{dz}{dz}$$

Normalize gradient vector:

$$norm = \sqrt{(rac{dx}{dlpha})^2 + (rac{dy}{dlpha})^2 + (rac{dz}{dlpha})^2}$$

Unit tangent vector:

$$T = \frac{\nabla}{norm}$$

```
In [ ]: import matplotlib.pyplot as plt
        import numpy as np
        from mpl_toolkits.mplot3d import Axes3D
        # Define the parameter t
        dt = 100
        alpha = np.linspace(0,2*np.pi,dt)
        \# Define the x, y, and z functions
        x = 3*(2/(3*np.sqrt(1+2*np.sin(alpha)**2)))*np.cos(alpha)
        y = 3*(2/(3*np.sqrt(1+2*np.sin(alpha)**2)))*np.sin(alpha)
        z = 3*np.sqrt((5+18*np.sin(alpha)**2)/(9*(1+2*np.sin(alpha)**2)))
        # Calculate the tangent vector of the curve
        dx = np.diff(x)
        dy = np.diff(y)
        dz = np.diff(z)
        norm = np.sqrt(dx**2 + dy**2 + dz**2)
        tx, ty, tz = dx/norm, dy/norm, dz/norm
        # Pick 10 points from arrays
        x_{pos} = x[::10]
        y_pos = y[::10]
        z_pos = z[::10]
        tx_pos = tx[::10]
        ty_pos = ty[::10]
        tz_pos = tz[::10]
        # Plot the curve and the tangent vectors in 3D
        fig = plt.figure()
        ax = fig.add_subplot(projection='3d')
        ax.view_init(elev = 40., azim = 310.)
        ax.plot3D(x,y,z,color='blue')
        ax.quiver(x\_pos,\ y\_pos,\ z\_pos,\ tx\_pos,\ ty\_pos,\ tz\_pos,\ color='red',\ length=0.5,\ normalize=True)
        ax.set_xlabel('X axis')
        ax.set_ylabel('Y axis')
        ax.set_zlabel('Z axis')
        plt.show()
```

