

MINIMAL SURFACES

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Overview

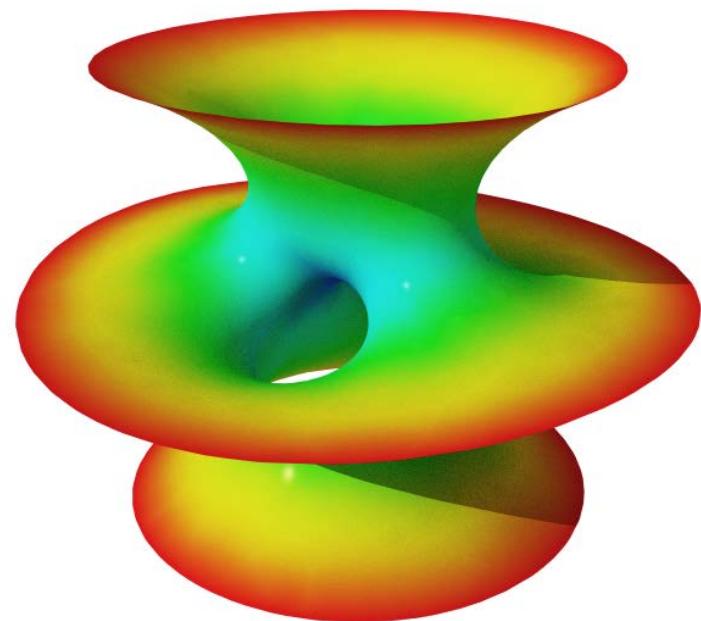
- What is a minimal surface?
- Surface Area & Curvature
- History
- Mathematics
- Examples & Applications



<http://www.bugman123.com/MinimalSurfaces/Chen-Gackstatter-large.jpg>

What is a Minimal Surface?

- A surface with mean curvature of zero at all points
- Bounded VS Infinite
- A plane is the most trivial minimal surface

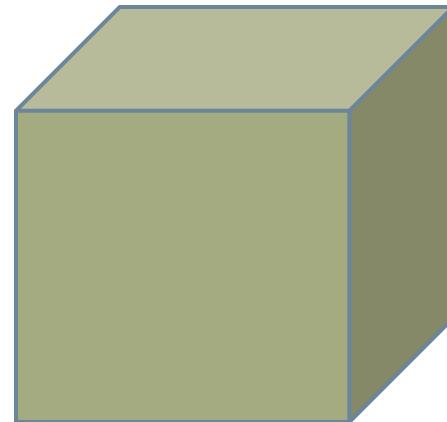


http://commons.wikimedia.org/wiki/File:Costa's_Minimal_Surface.png

Minimal Surface Area

- **Cube side length 2**

- Volume enclosed = 8
 - Surface Area = 24



- **Sphere**

- Volume enclosed = 8
 - $r=1.24$
 - Surface Area = 19.32

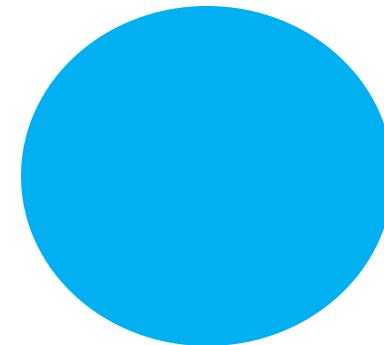


<http://1.bp.blogspot.com/-fHajrx3gE4/TdFRVtNB5XI/AAAAAAAABAAo/AAdIrxWhG7Y/s1600/sphere+copy.jpg>

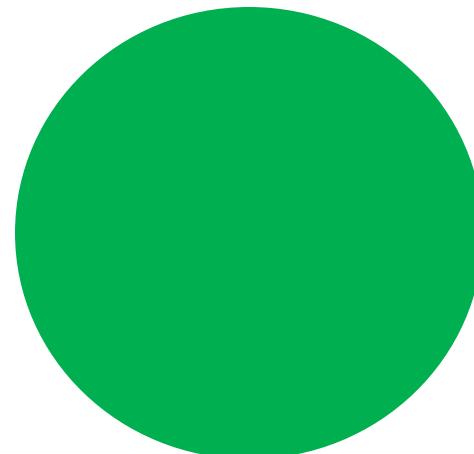
Curvature \sim rate of change

- More Curvature

$$\kappa = \left\| \frac{dT}{ds} \right\|$$



- Less Curvature

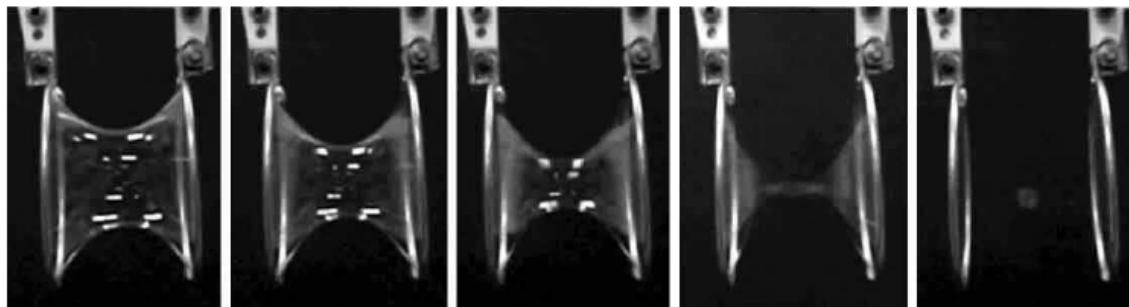


History

- Joseph-Louis Lagrange first brought forward the idea in 1768
- Monge (1776) discovered mean curvature must equal zero
- Leonhard Euler in 1774 and Jean Baptiste Meusiner in 1776 used Lagrange's equation to find the first non-trivial minimal surface, the catenoid
- Jean Baptiste Meusiner in 1776 discovered the helicoid
- Later surfaces were discovered by mathematicians in the mid nineteenth century

Soap Bubbles and Minimal Surfaces

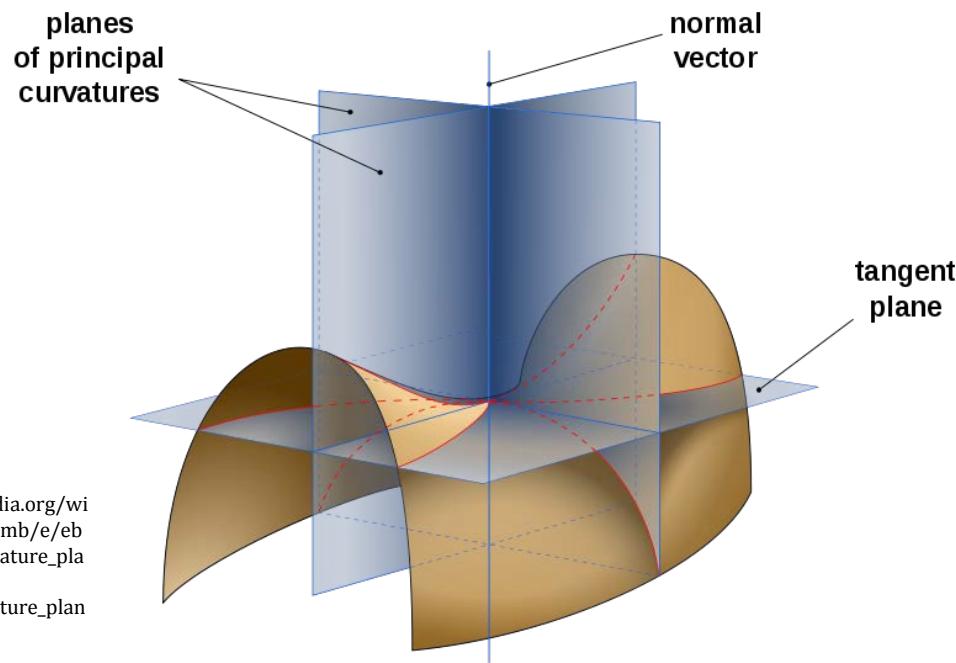
- Principle of Least Energy
- A minimal surface is formed between the two boundaries.
- The sphere is not a minimal surface.



<http://arxiv.org/pdf/0711.3256.pdf>

Principal Curvatures

- Measures the amount that surfaces bend at a certain point
- Principal curvatures give the direction of the plane with the maximal and minimal curvatures



First Fundamental

- Characterizes a surface $x(u, v)$ principal curvatures

- First fundamental matrix is given by:

$$\begin{pmatrix} E & F \\ F & G \end{pmatrix} \quad E = x_u \bullet x_u \quad F = x_u \bullet x_v \\ G = x_v \bullet x_v$$

- Where subscripts denote partial derivatives and \bullet denotes the dot product

Second Fundamental

- The second fundamental is given by:

$$\begin{pmatrix} L & M \\ M & N \end{pmatrix} \quad \begin{aligned} L &= x_{uu} \bullet \vec{n} & N &= x_{vv} \bullet \vec{n} \\ M &= x_{uv} \bullet \vec{n} & \vec{n} &= \frac{x_u \times x_v}{|x_u \times x_v|} \end{aligned}$$

- Using the two fundamentals you can get the mean curvature:

$$K_M = \frac{\text{Trace}(I * \text{adj}(II))}{2 * \text{Det}(I)}$$

Lagrange's Equation

- Using a similar method, but with vectors rather than matrices, Lagrange found that minimal surfaces must obey:

$$0 = (1 + x_u^2) x_{vv} - 2x_u x_v x_{uv} + (1 + x_u^2) x_{vv}$$

- Where subscript denotes a partial derivative

Weierstrass-Enneper Parameterization

- Makes a minimal surface by the following method:

$$x_k(\alpha) = \Re\left(\int_0^\alpha \beta(z) dz\right) \quad \beta_1 = \frac{1}{2} f(1 - g^2) \quad \beta_2 = \frac{1}{2} f(1 + g^2) \mathbf{i}$$

- The surface given by $\beta_3 = fg$

$$\langle x_1, x_2, x_3 \rangle$$

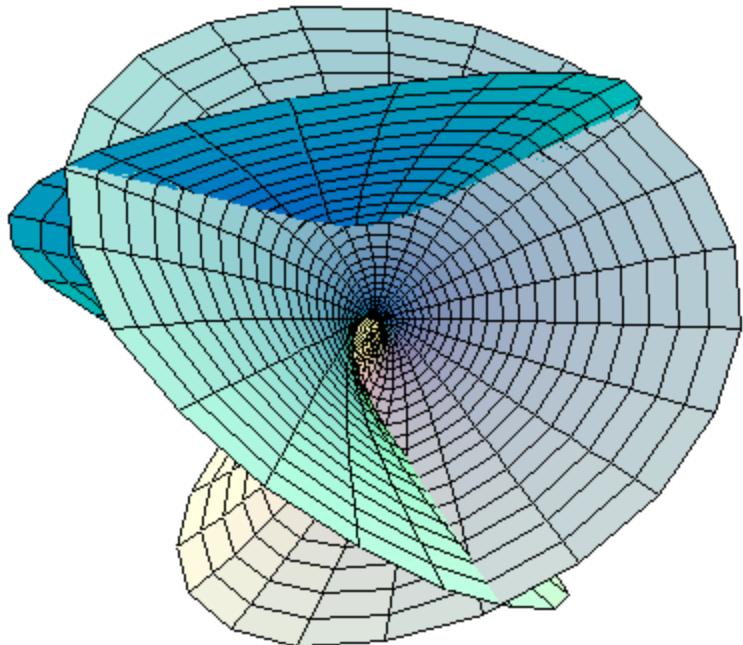
$$\alpha = u + i\nu$$

will be a minimal one

Weierstrass-Enneper Example

$$f(z) = 1$$

$$g(z) = z$$



$$x_1 = u(1 - u^2) / 3 + v^2 / 3$$

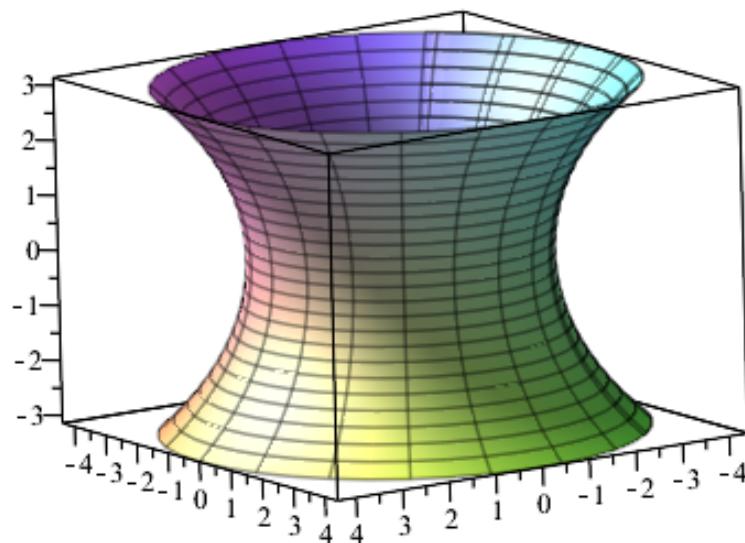
$$x_2 = -v(1 - v^2 / 3 + u^2) / 3$$

$$x_3 = (u^2 - v^2) / 3$$

Catenoid

- Discovered by Euler (1774) and Meusiner (1776)

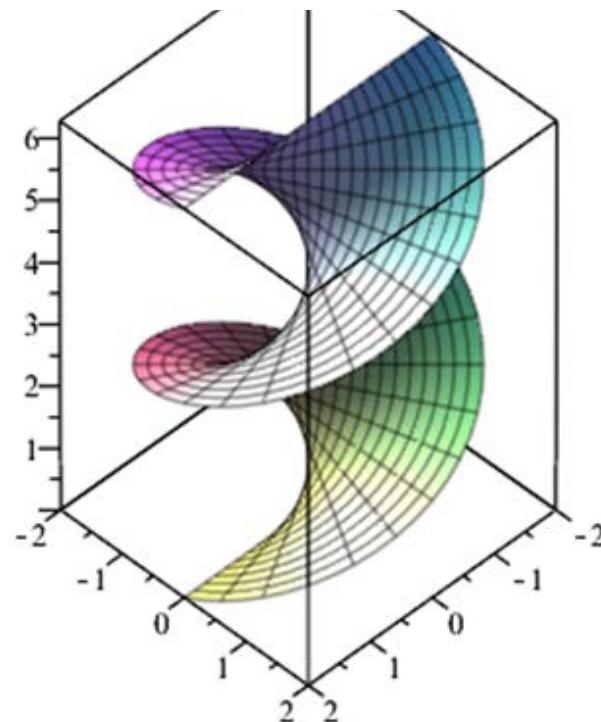
$$[c * \cosh(\sqrt{v/d}) * \cos(u), c * \cosh(\sqrt{v/d}) * \sin(u), v]$$



Helicoid

- The third minimal surface found by Meusiner (1776).

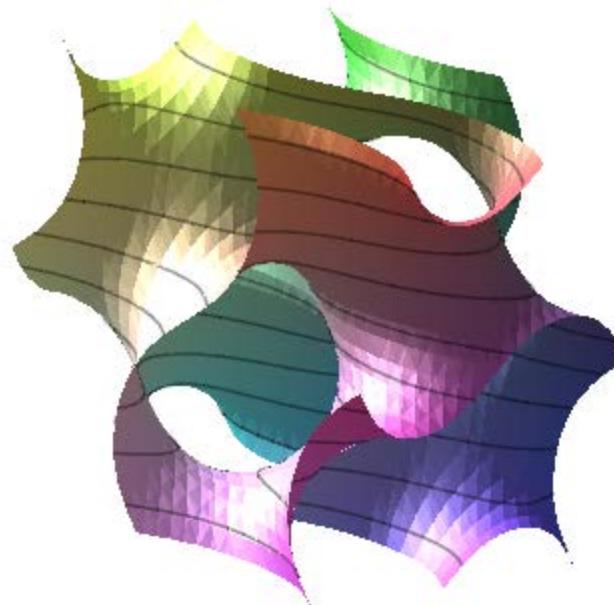
$$[u * \cos(v), u * \sin(v), v]$$



Gyroid

- Discovered by Alan Schoen in 1970

$$\cos(x) * \sin(y) + \cos(y) * \sin(z) + \cos(z) * \sin(x) = 0$$



Applications

- Road structures
- Architecture
- Efficiency
- Least Cost



Conclusion



<http://www.math.cornell.edu/~mec/Summer2009/Fok/introduction.html>

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