

Curvature and the Shape of Space

Florida State University
Math Fun Day 2014

October 11, 2014

What Is Curvature?

Roughly speaking, curvature is a mathematical device which quantifies how “not flat” something is.

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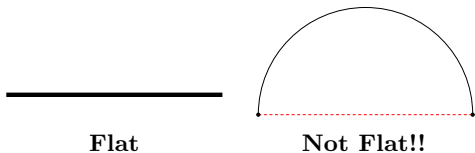
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Flat

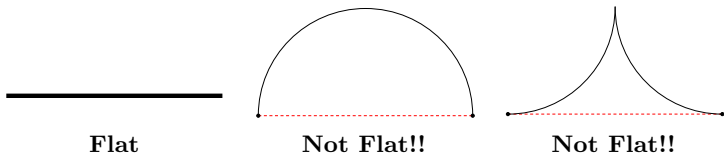
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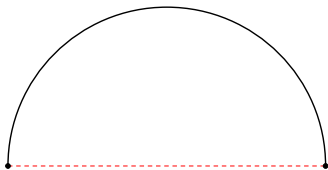


Not-Flat Things

Notice, too, that not all *not-flat* things are created equal!

Not-Flat Things

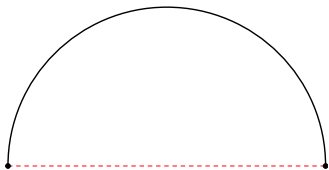
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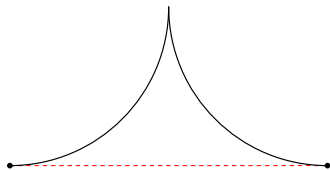
Not Flat + Convex
(...it pokes out...)

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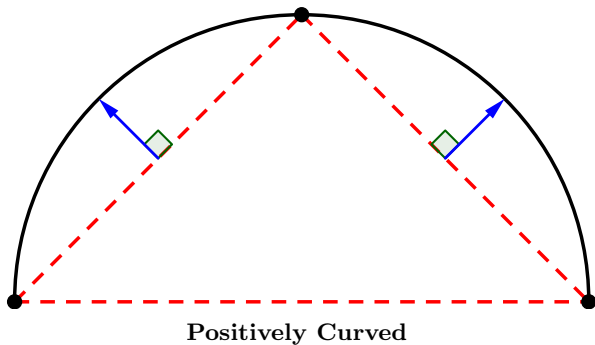
Not Flat + Convex
(...it pokes out...)



Not Flat + Concave
(...it caves in...)

Concave vs Convex

(Roughly speaking,) Things which are **not-flat and convex** are said to be *positively curved*...[†]



[†] This is extremely hand-wavy and imprecise....

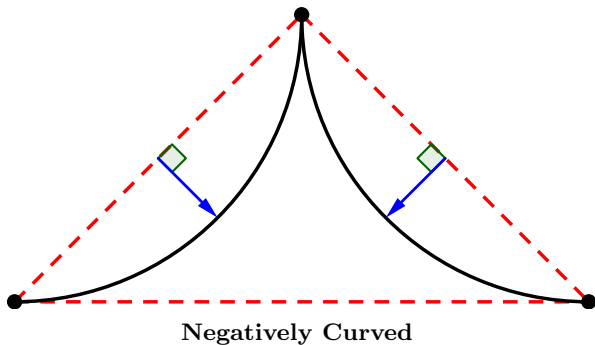
Concave vs Convex

...and (roughly speaking) things which are **not-flat and concave** are said to be *negatively curved*...[†]

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Concave vs Convex

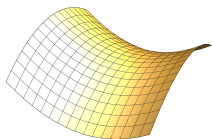
Flat things are said to have *zero curvature*.

All The Dimensions!

These ideas also apply to higher dimensions as well...

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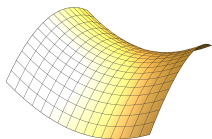
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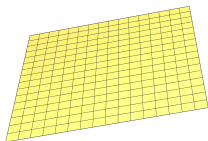
Negative

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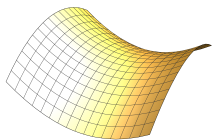
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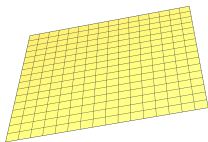
Zero

All The Dimensions!

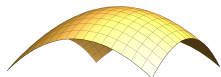
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Negative



Zero



Positive

Dimensions Are Hard...

...but things are considerably more complicated....

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$$\begin{aligned}
 \delta\tau &= \delta \int K d\lambda = \\
 &= \delta \int \sqrt{-\frac{1}{c^2} g_{\mu\nu} \frac{dx^\mu}{d\lambda} \frac{dx^\nu}{d\lambda}} d\lambda = \\
 &= \int \frac{-\frac{1}{c^2} \left((\delta g_{\mu\nu}) \frac{dx^\mu}{d\lambda} \frac{dx^\nu}{d\lambda} + g_{\mu\nu} \left(\delta \frac{dx^\mu}{d\lambda} \right) \frac{dx^\nu}{d\lambda} + g_{\mu\nu} \frac{dx^\mu}{d\lambda} \left(\delta \frac{dx^\nu}{d\lambda} \right) \right)}{2K} d\lambda = \\
 &= \frac{1}{c^2} \int \frac{\left(-\frac{1}{2} (\delta g_{\mu\nu}) \frac{dx^\mu}{d\lambda} \frac{dx^\nu}{d\lambda} - g_{\mu\nu} \left(\delta \frac{dx^\mu}{d\lambda} \right) \frac{dx^\nu}{d\lambda} \right)}{K} d\lambda = \\
 &= \frac{1}{c^2} \int \frac{\left(-\frac{1}{2} (\delta x^\alpha) \partial_\alpha g_{\mu\nu} \frac{dx^\mu}{d\lambda} \frac{dx^\nu}{d\lambda} - g_{\alpha\nu} \frac{d(\delta x^\alpha)}{d\lambda} \frac{dx^\nu}{d\lambda} \right)}{K} d\lambda + \frac{d}{d\lambda} \left(\frac{g_{\alpha\nu} \frac{dx^\nu}{d\lambda}}{K} \right) (\delta x^\alpha) d\lambda = \\
 &= \frac{1}{c^2} \int \frac{1}{K} \left(\frac{1}{K} \right) + \frac{d^2 x^\nu}{d\lambda^2} + \frac{1}{2} (\partial_\mu g_{\alpha\nu} + \partial_\nu g_{\alpha\mu} - \partial_\alpha g_{\mu\nu}) \frac{dx^\mu}{d\lambda} \frac{dx^\nu}{d\lambda} \Big) (\delta x^\alpha) d\lambda = \\
 &= \frac{1}{c^2} \int \frac{1}{K} \left(K \frac{d}{d\lambda} \left(\frac{1}{K} \right) + g_{\alpha\nu} \frac{d^2 x^\nu}{d\lambda^2} + \frac{1}{2} (\partial_\mu g_{\alpha\nu} + \partial_\nu g_{\alpha\mu} - \partial_\alpha g_{\mu\nu}) \frac{dx^\mu}{d\lambda} \frac{dx^\nu}{d\lambda} \right) (\delta x^\alpha) d\lambda = \\
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 &= \frac{1}{c^2} \int \frac{1}{K} \left(K \frac{d}{d\lambda} \left(\frac{1}{K} \right) g^{\alpha\rho} + \delta_\nu^\rho \frac{d^2 x^\nu}{d\lambda^2} + \frac{1}{2} g^{\alpha\rho} (\partial_\mu g_{\alpha\nu} + \partial_\nu g_{\alpha\mu} - \partial_\alpha g_{\mu\nu}) \frac{dx^\mu}{d\lambda} \frac{dx^\nu}{d\lambda} \right) (\delta x_\rho) d\lambda = \\
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 \end{aligned}$$

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One difficulty is that some objects tend to be visualized in a “distorted” manner....

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Example: The Torus

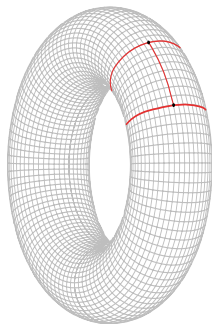
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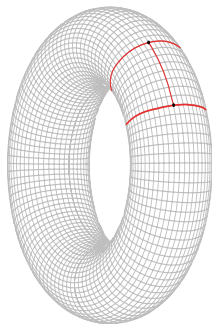


Is it convex?

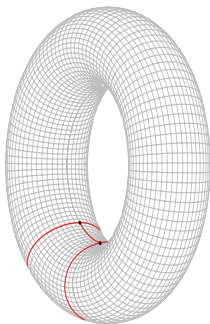
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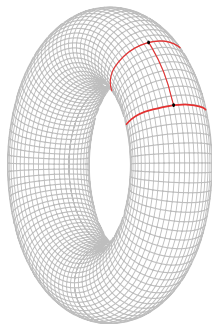


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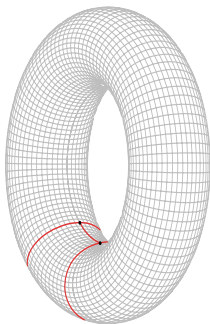
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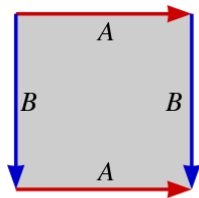
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Is it convex?



...maybe concave?



No. It's flat.

Example: The Torus
(think of a hollowed-out donut)

We LOVE Examples...

Even so, curvature is everywhere!



Negative Curvature

...Examples Make People Care!

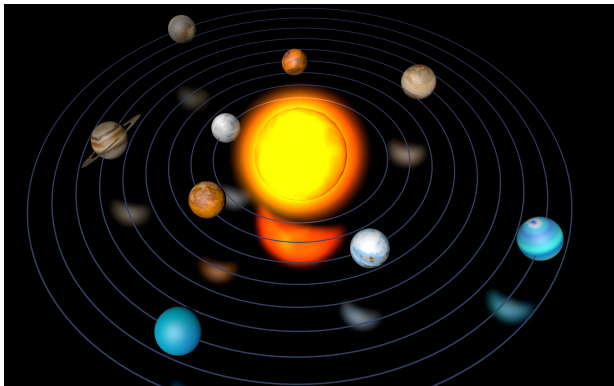
...curvature, curvature, curvature,...



Positive Curvature

Positive Curvature Is *Everywhere*...

Seriously...just *look up!*



Space Stuff

Space Things

QUESTION:

Space Things

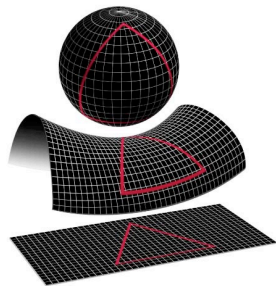
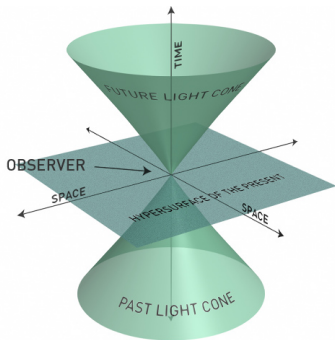
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What about *space itself*? What shape does it have?

Space Things

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Space Things

ANSWER:

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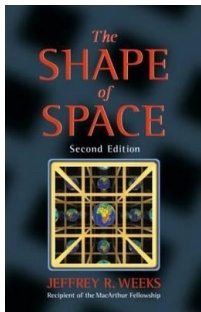
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Space Things

ANSWER:

Nobody *really* knows...

...but Dr. Jeff Weeks has some ideas.

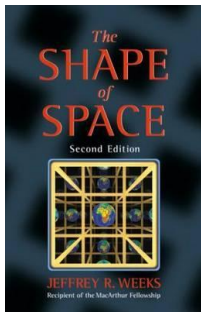


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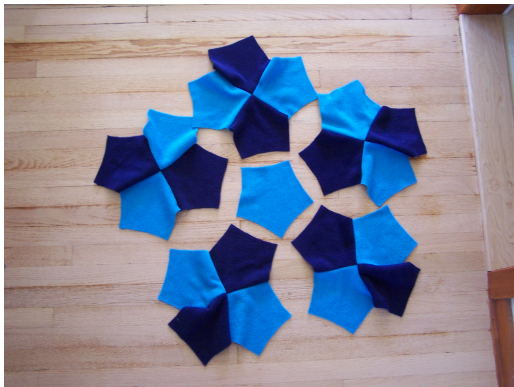
You can hear some of them today (4p–5p, Moore Auditorium)!

More Curvature/Shape-Related Things

You can also see Dr. Hironaka's construction of a hyperbolic blanket for examples of building not-flat things out of flat things!

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(image belongs to Dr. Jeff Weeks, who owns all rights thereto)

Thank you!