

Special Curves

$$\begin{aligned} \vec{\alpha} \text{ is } \underline{\text{principal}} &\Leftrightarrow \frac{d\vec{\alpha}}{du} \parallel \frac{d\hat{n}}{du} \\ \vec{\alpha} \text{ is } \underline{\text{asymptotic}} &\Leftrightarrow \frac{d^2\vec{\alpha}}{du^2} \perp \hat{n} \\ \vec{\alpha} \text{ is a } \underline{\text{geodesic}} &\Leftrightarrow \frac{d^2\vec{\alpha}}{du^2} \parallel \hat{n} \end{aligned}$$

Recall: $\hat{n} \cdot \frac{d\vec{\alpha}}{du} = 0 \Rightarrow \frac{d\hat{n}}{du} \cdot \frac{d\vec{\alpha}}{du} = -\hat{n} \cdot \frac{d^2\vec{\alpha}}{du^2}$

- $\vec{\alpha} = \text{plane } \cap M$ at constant angle ($\hat{n} \cdot \hat{p} = \text{const}$)
 - $\hat{p} \quad \hat{n} \Rightarrow \frac{d\vec{\alpha}}{du} \perp \hat{n}, \hat{p}$
 - $\Rightarrow \frac{d\vec{\alpha}}{du} \parallel \frac{d\hat{n}}{du}$
 - $(\text{or } \hat{n} = \pm \hat{p})$
 - $\Rightarrow \underline{\text{principal}}$

Ex: latitude & longitude ("parallels" & "meridians")
on any surface of revolution

- $\vec{\alpha} = \text{plane } \cap M$ at $\perp \Rightarrow \frac{d\vec{\alpha}}{ds} \perp \hat{p}$ as above
 - $\& \vec{\alpha}$ unit speed (constant speed enough) $\hat{t} \Rightarrow \{\hat{t}, \hat{n}, \hat{p}\}$ is a frame
 - $\Rightarrow \frac{d\hat{t}}{ds} \cdot \hat{p} = -\hat{t} \cdot \frac{d\hat{p}}{du} = 0$
 - $\therefore \frac{d\hat{t}}{ds} \perp \hat{t}, \hat{p} \Rightarrow \frac{d^2\vec{\alpha}}{ds^2} = \frac{d\hat{t}}{ds} \parallel \hat{n}$
 - $\Rightarrow \text{geodesic}$

Ex: all meridians (but not most parallels)
on any surface of revolution

$\vec{\alpha}$ not constant speed \Rightarrow pregeodesic

Asymptotic Curves

- $k(\vec{v}) = k_1 \cos^2 \theta + k_2 \sin^2 \theta = 0$
 - $\Rightarrow k_1, k_2 = 0 \Rightarrow M$ flat \Rightarrow planar or $\exists!$ asymptotic direction (which is also principal!)
 - OR $k_1, k_2 < 0 \Rightarrow \tan^2 \theta = -\frac{k_1}{k_2} \Rightarrow \exists! 2$ asymptotic directions
- M minimal $\Rightarrow k_1 = -k_2$
 - $\Rightarrow \tan^2 \theta = 1$ (or planar)
 - $\Rightarrow \theta = \pm \frac{\pi}{4} \Rightarrow \exists! 2$ asymptotic directions