

Inverse function theorem in \mathbb{R}^n .

Let $f: \mathbb{R}^n \rightarrow \mathbb{R}^n$ be a smooth map

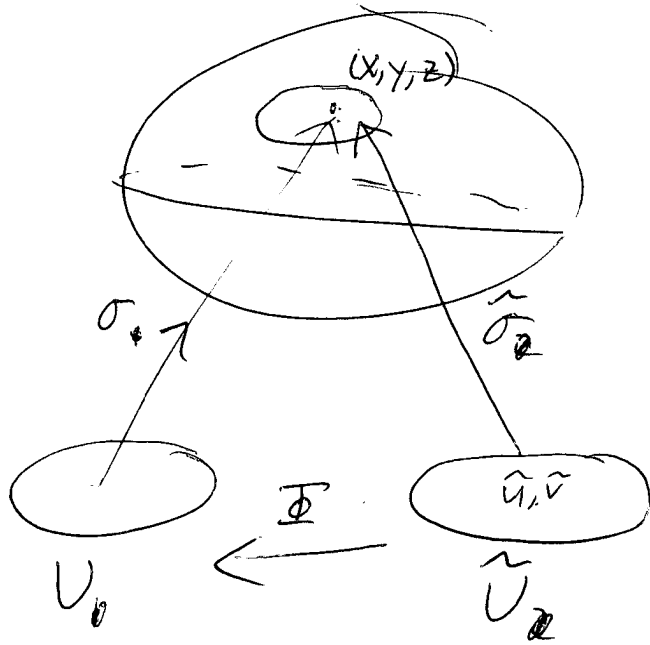
Suppose $f(p) = q$. If $Df_p = \begin{pmatrix} \frac{\partial f^1}{\partial x^1} & \dots & \frac{\partial f^1}{\partial x^n} \\ \vdots & & \vdots \\ \frac{\partial f^n}{\partial x^1} & \dots & \frac{\partial f^n}{\partial x^n} \end{pmatrix}$

is invertible, then there is a nbhd U of p ,
and a nbhd V of q s.t. $f|_U: U \rightarrow V$
 $= f(U)$

has a smooth inverse $g = f^{-1}: V \rightarrow U$

Furthermore, $(Dg)_q = (Df_p)^{-1}$

$$\begin{aligned} y = f(x), & \quad (Df)_p = \left(\frac{dy}{dx} \right)_p & ; & \quad (Dg)_q = \frac{dx}{dy} = \frac{1}{dy/dx} \\ x = g(y) & & & = \left(\frac{dy}{dx} \right)^{-1} \end{aligned}$$



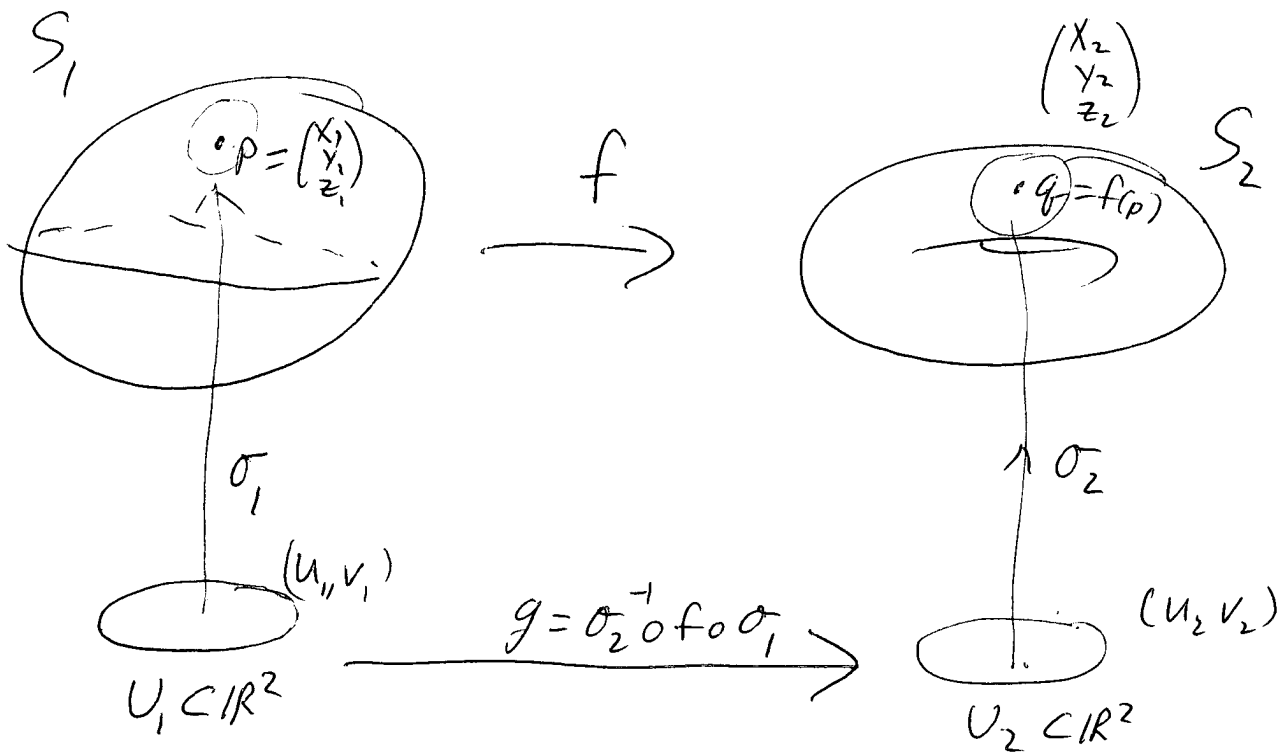
$$\begin{pmatrix} u \\ v \end{pmatrix} = \Phi \begin{pmatrix} \tilde{u} \\ \tilde{v} \end{pmatrix}$$

$$(u, v) = \Phi(\tilde{u}, \tilde{v})$$

$$\Phi = \sigma^{-1} \circ \tilde{\sigma} : \mathbb{R}^2 \rightarrow \mathbb{R}^2$$

Thm If $\sigma, \tilde{\sigma}$ are regular patches, $\sigma_u \times \sigma_v \neq 0$
 $\tilde{\sigma}_{\tilde{u}} \times \tilde{\sigma}_{\tilde{v}} \neq 0$
 then Φ is smooth.

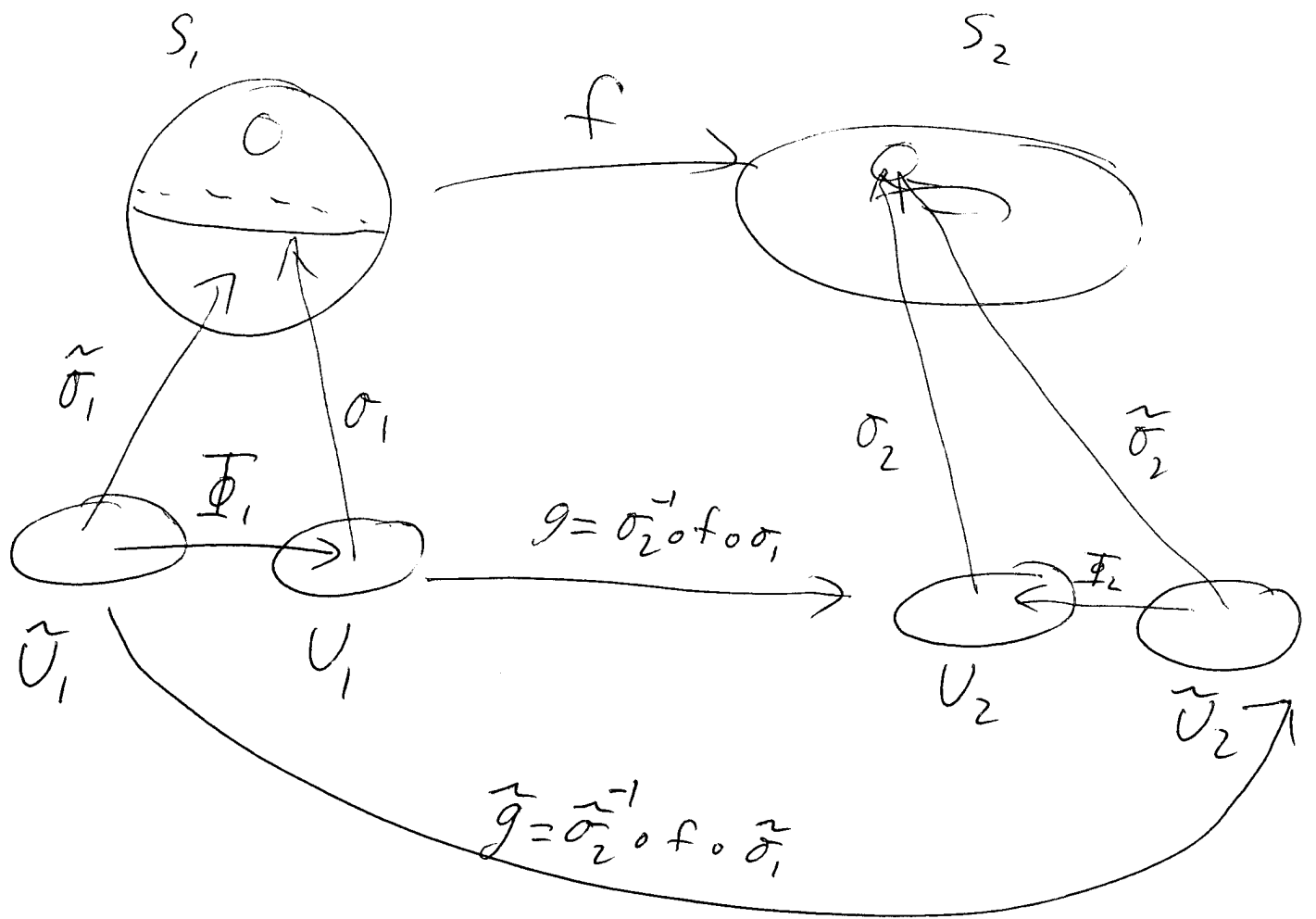
Lemma: If $\sigma_u \times \sigma_v$ has 3rd component nonzero, then
 $(u, v) = \text{smooth function of } (x, y)$



To study $f: S_1 \rightarrow S_2$, study $\sigma_2^{-1} \circ f \circ \sigma_1 = g$

$$(u_2, v_2) = g(u_1, v_1)$$

We say f is smooth if g is smooth.



$$\begin{aligned}
 &= (\tilde{\sigma}_2^{-1} \circ \sigma_2) \circ \sigma_2^{-1} \circ f \circ \sigma_1 \circ \sigma_1^{-1} \circ \tilde{\sigma}_1 \\
 &= \tilde{\Phi}_2^{-1} \circ g \circ \Phi_1
 \end{aligned}$$

A diffeomorphism is a smooth map
with a smooth inverse.

A local diffeomorphism is a smooth
map ~~map~~ that s.t., for each $p \in S_1$, $\exists U \subset S_1$,
 $S_1 \rightarrow S_2$

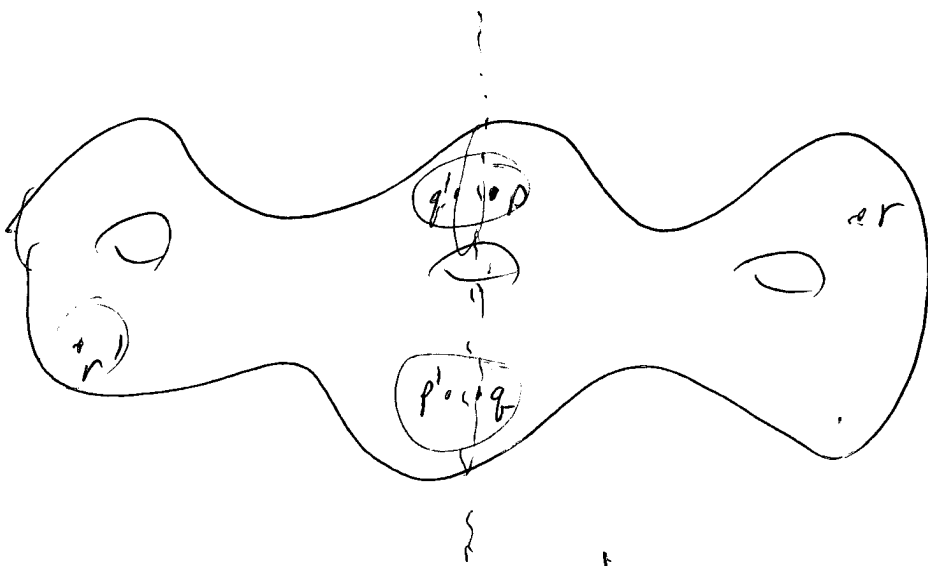
s.t. $f|_U$ is a diffeo $U \rightarrow f(U)$

Ex: $S_1 = \mathbb{R}^2 \subset \mathbb{R}^3$ $S_2 = \text{cylinder } (x^2 + y^2 = 1)$

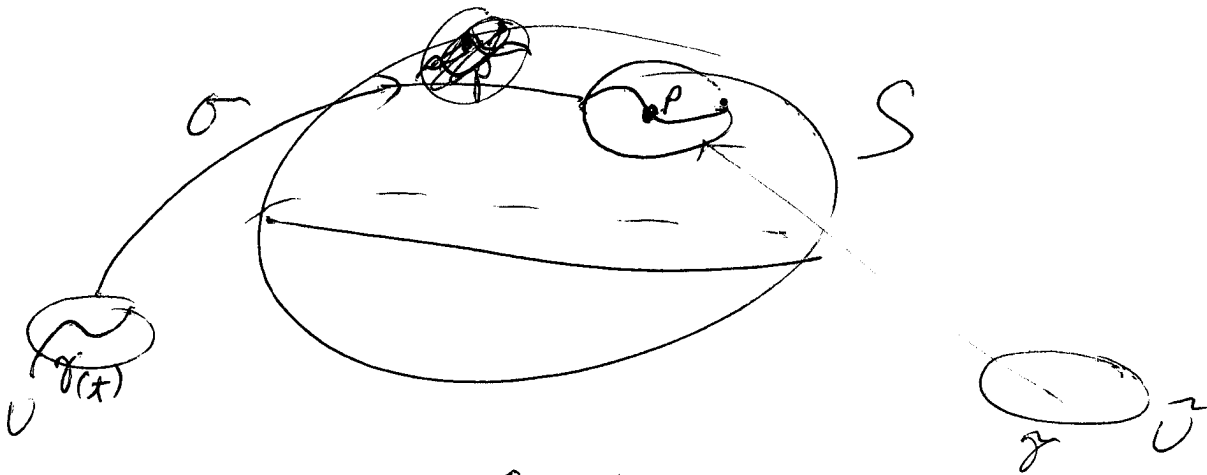
$$f(x, y, 0) = (\cos(x), \sin(x), y)$$

Not diffeo, not 1-1.

But local diffeo(morphism)



Tangent spaces

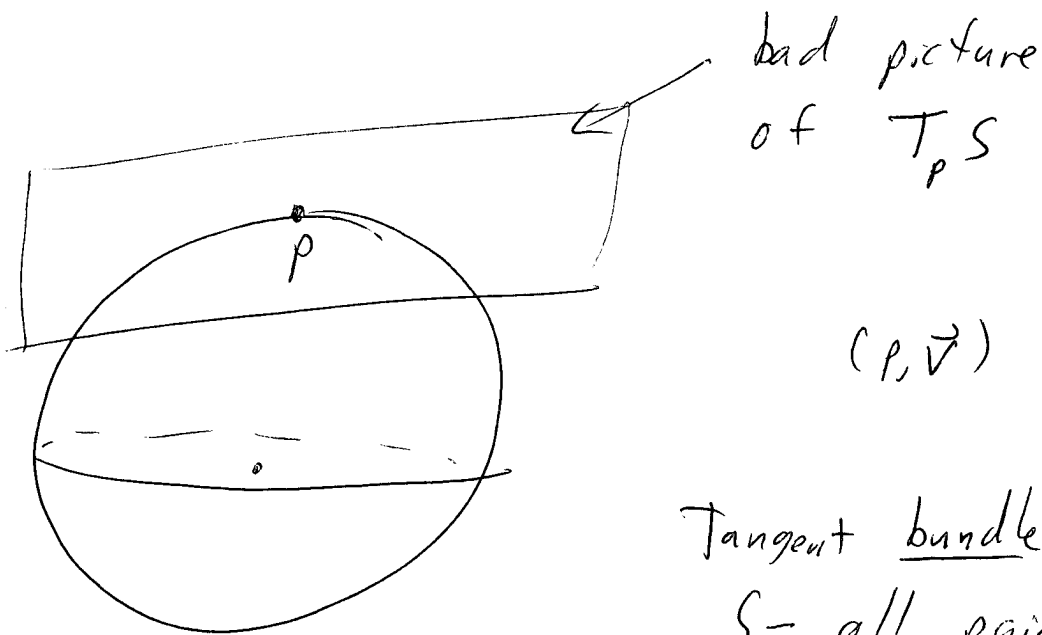


$T_p S = \{ \text{all possible velocities of curves on } S, \text{ through } p \}$
 $= \text{tangent space to } S \text{ at } p.$

$$\begin{aligned} \frac{d}{dt} (\sigma \circ \gamma) &= \frac{\partial \sigma}{\partial u} \frac{du}{dt} + \frac{\partial \sigma}{\partial v} \frac{dv}{dt} \\ &= \sigma_u \dot{u} + \sigma_v \dot{v} \end{aligned}$$

$$T_p S = \text{Span} \{ \sigma_u, \sigma_v \} = \text{property of } S, \text{ not of } \sigma.$$

$$d \tilde{\sigma} \circ \tilde{\gamma} = \sigma \circ (\sigma^{-1} \circ \tilde{\sigma}) \circ \tilde{\gamma} = \sigma \circ (\Phi \circ \tilde{\gamma})$$



bad picture
of $T_p S$

(p, \vec{v})

Tangent bundle of
 $S =$ all pairs (p, \vec{v})
 with \vec{v} living at
 p .

A tangent vector has

1) a location.

2) a velocity.

Can only add ^{tangent} vectors w/ same location.

How to describe tangent plane at p .

- 1) Span $\{\sigma_u, \sigma_v\}$ Very coordinate-dependent.
- 2) By normal vector $\sigma_u \times \sigma_v$. defined up to scale.
- 3) By unit normal vector $\frac{\sigma_u \times \sigma_v}{|\sigma_u \times \sigma_v|} = \vec{N}_\sigma$ Sign?

$$(u, v) = \underline{\Phi}(\tilde{u}, \tilde{v})$$

$$\frac{\partial}{\partial u} = \frac{\partial \tilde{u}}{\partial u} \frac{\partial}{\partial \tilde{u}} + \frac{\partial \tilde{v}}{\partial u} \frac{\partial}{\partial \tilde{v}}$$

$$\begin{pmatrix} \frac{\partial}{\partial u} \\ \frac{\partial}{\partial v} \end{pmatrix} = \begin{pmatrix} \frac{\partial \tilde{u}}{\partial u} & \frac{\partial \tilde{v}}{\partial u} \\ \frac{\partial \tilde{u}}{\partial v} & \frac{\partial \tilde{v}}{\partial v} \end{pmatrix} \begin{pmatrix} \tilde{\sigma}_{\tilde{u}} \\ \tilde{\sigma}_{\tilde{v}} \end{pmatrix}$$

$$\begin{pmatrix} \tilde{\sigma}_{\tilde{u}} \\ \tilde{\sigma}_{\tilde{v}} \end{pmatrix} = D\underline{\Phi} \begin{pmatrix} \sigma_u \\ \sigma_v \end{pmatrix}$$

$$\tilde{\sigma}_{\tilde{u}} \times \tilde{\sigma}_{\tilde{v}} = \det(D\underline{\Phi}) \sigma_u \times \sigma_v$$

$$N_{\tilde{\sigma}} = (\text{sign}(\det D\underline{\Phi})) N_{\sigma}$$

Def A surface is orientable if there is an atlas where all transitions have $\det(D\underline{\Phi}) > 0$.

Thm ~~The~~ S is orientable iff there is a consistent choice of unit normal throughout S .

pf If orientable, pick atlas with $\det(D\Phi) > 0$, let $N_p = \frac{\sigma_u \times \sigma_v}{|\sigma_u \times \sigma_v|}$

\Leftarrow On each patch, either $N = \frac{\sigma_u \times \sigma_v}{|\sigma_u \times \sigma_v|}$ or $N = -\frac{\sigma_u \times \sigma_v}{|\sigma_u \times \sigma_v|}$. In the latter case, switch to (v, u) coordinates.