EMBEDDING A 2-D CURVED SURFACE IN 3-D: THE COSINE

Link to: physicspages home page.

To leave a comment or report an error, please use the auxiliary blog.

Reference: Moore, Thomas A., *A General Relativity Workbook*, University Science Books (2013) - Chapter 11; Problem 11.08.

A third example embedding a curved-space2-d metric in 3-d flat space. This time, our 2-d metric is

$$ds^2 = \frac{dr^2}{\cos^2(r/R)} + r^2 d\phi^2 \tag{0.1}$$

Here, the ϕ component is already in the required form, so we can equate this to the cylindrical metric directly:

$$\begin{aligned} dz^2 + r^2 d\phi^2 + dr^2 &= \frac{dr^2}{\cos^2(r/R)} + r^2 d\phi^2 & (0.2)\\ \frac{dz}{dr} &= \pm\sqrt{\frac{1-\cos^2(r/R)}{\cos^2(r/R)}} & (0.3)\\ &= \pm\tan\left(\frac{r}{R}\right) & (0.4)\end{aligned}$$

This integrates directly to give

$$z = \pm R\ln\left|\cos\left(\frac{r}{R}\right)\right| \tag{0.5}$$

This integral is a bit problematic, as the logarithm is defined only for positive arguments, which is why we've put the absolute value in the answer. If the limits include a region where the cosine is zero, the log goes to infinity, so in our case here, $0 \le r/R < \pi/2$. (This also follows from the original metric, since the cosine is in the denominator.) Since the cosine is always ≤ 1, the log is always negative.

The lobe of this surface obtained from taking the + sign above looks like this (there is an upper lobe which is a mirror image of the lower one):