

(1)

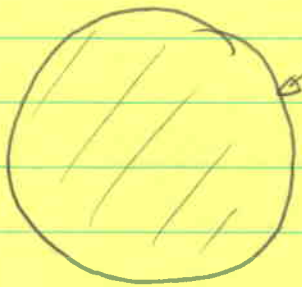
(a)




bad! any neighbourhood looks like this:

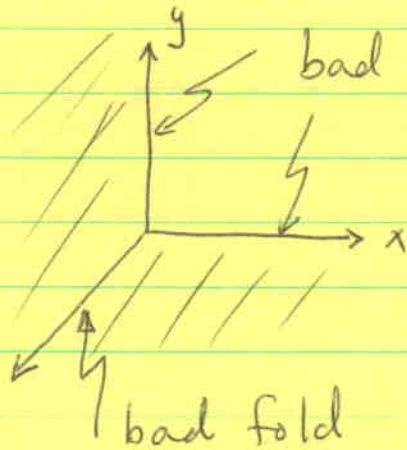


(b)



any point on the boundary looks like a point on the boundary of a half-plane , it does not live in a nhd which looks like an open set in \mathbb{R}^2 .

(c)



4

(a) $\sigma(u, v) = (u, uv, v)$ is clearly 1-1

$$\sigma_* = \begin{bmatrix} 1 & 0 \\ v & u \\ 0 & 1 \end{bmatrix} \text{ which is clearly 1-1}$$

Good patch

(b) $\sigma(u, v) = (u^2, u^3, v)$ is 1-1 :

$$\sigma(u_1, v_1) = \sigma(u_2, v_2)$$

$$\Rightarrow \begin{cases} u_1^3 = u_2^3 \\ v_1 = v_2 \end{cases} \Rightarrow \begin{cases} u_1 = u_2 \\ v_1 = v_2 \end{cases}$$

$$\sigma_* = \begin{bmatrix} 2u & 0 \\ 3u & 0 \\ 0 & 1 \end{bmatrix} \text{ which is 1-1 except if } u=0$$

Good patch unless domain includes $u=0$

(c) $\sigma(u, v) = (u, u^2, v+v^3)$ is 1-1 :

The tricky part is to verify that

$$v_1 + v_1^3 = v_2 + v_2^3 \Rightarrow v_1 = v_2.$$

$$\text{But } v_1 + v_1^3 = v_2 + v_2^3 \Rightarrow (v_1 - v_2)(1 + v_1^2 + v_1 v_2 + v_2^2) = 0$$

Since $1+u_1^2+u_1u_2+u_2^2$ is never zero (check!).
this means $u_1 = u_2$.

$$\sigma_* = \begin{bmatrix} 1 & 0 \\ 2u & 0 \\ 0 & 1+3u^2 \end{bmatrix}, \text{ which is always } 1-1$$

Good Patch.

p139 (9)

$$\sigma(u, v) = (uv, u-v, uv) ; (u, v) \in \mathbb{R}^2$$

(i) σ is 1-1 : $\sigma(u_1, v_1) = \sigma(u_2, v_2)$

$$\Rightarrow \begin{cases} u_1 + v_1 = u_2 - v_2 \\ u_1 - v_1 = u_2 - u_2 \end{cases}$$

$$\Rightarrow \begin{cases} u_1 = u_2 \\ v_1 = v_2 \end{cases} \quad (\text{check the linear algebra!})$$

(ii) σ_x is 1-1 : $\sigma_x = \begin{bmatrix} 1 & 1 \\ 1 & -1 \\ v & u \end{bmatrix}$ which is 1-1 for all (u, v) .

(iii) image = M : If $(x, y, z) = \sigma(u, v)$
 $= (uv, u-v, uv)$

then $\frac{x^2 - y^2}{4} = \frac{(uv)^2 - (u-v)^2}{4}$

$$= uv$$

$$= z \quad \text{i.e. } \sigma(u, v) \in M$$

Conversely, if $\frac{x^2 - y^2}{4} = z$ we can solve for (u, v)

i.e. take $\boxed{u = \frac{x+y}{2}, v = \frac{x-y}{2}}$

i.e. $(x, y, z) = \sigma\left(\frac{x+y}{2}, \frac{x-y}{2}\right)$

Hence any ~~every~~ $(x, y, z) \in M$ is in the image of σ .