



Αυτοτεμνόμενες μη προσανατολισμένες Επιφάνειες .



Φιάλη του Κλάιν (Bouteille de Klein

Μία εκδοχή του Robert Israel .

Παραμετροποίηση της Αυτοτεμνόμενης μη προσανατολισμένης Επιφάνειας :

$$x(u, v) = -\frac{2}{15} \cdot \cos(u) \cdot (3 \cdot \cos(v) - 30 \cdot \sin(u) + 90 \cdot \cos^4(u) \cdot \sin(u) - 60 \cdot \cos^6(u) \cdot \sin(u) + 5 \cdot \cos(u) \cdot \cos(v) \cdot \sin(u))$$

$$y(u, v) = -\frac{1}{15} \cdot \sin(u) \cdot (3 \cdot \cos(v) - 3 \cdot \cos^2(u) \cdot \cos(v) - 48 \cdot \cos^4(u) \cdot \cos(v) + 48 \cdot \cos^6(u) \cdot \cos(v) - 60 \cdot \sin(u) + 5 \cdot \cos(u) \cdot \cos(v) \cdot \sin(u) - 5 \cdot \cos^3(u) \cdot \cos(v) \cdot \sin(u) - 80 \cdot \cos^5(u) \cdot \cos(v) \cdot \sin(u) + 80 \cdot \cos^7(u) \cdot \cos(v) \cdot \sin(u)) :$$

$$z(u, v) = \frac{2}{15} \cdot (3 + 5 \cdot \cos(u) \cdot \sin(u)) \cdot \sin(v) :$$

όπου : $u = 0 .. \text{Pi}$, $v = 0 .. 2 \cdot \text{Pi}$



with(plots) :

with(Student[VectorCalculus]) :



OPTIONS := labels = [x, y, z], labelfont = [arial, bold, 14], title = "Φιάλη Klein\nΣΑΒΒΑΣ Π. ΓΑΒΡΙΗΛΙΔΗΣ", titlefont = [arial, 16, bold], orientation = [80, 20, 150], scaling = constrained :



$X := -\frac{2}{15} \cdot \cos(u) \cdot (3 \cdot \cos(v) - 30 \cdot \sin(u) + 90 \cdot \cos^4(u) \cdot \sin(u) - 60 \cdot \cos^6(u) \cdot \sin(u) + 5 \cdot \cos(u) \cdot \cos(v) \cdot \sin(u)) :$

$Y := -\frac{1}{15} \cdot \sin(u) \cdot (3 \cdot \cos(v) - 3 \cdot \cos^2(u) \cdot \cos(v) - 48 \cdot \cos^4(u) \cdot \cos(v) + 48 \cdot \cos^6(u) \cdot \cos(v) - 60 \cdot \sin(u) + 5 \cdot \cos(u) \cdot \cos(v) \cdot \sin(u) - 5 \cdot \cos^3(u) \cdot \cos(v) \cdot \sin(u) - 80 \cdot \cos^5(u) \cdot \cos(v) \cdot \sin(u) + 80 \cdot \cos^7(u) \cdot \cos(v) \cdot \sin(u)) :$

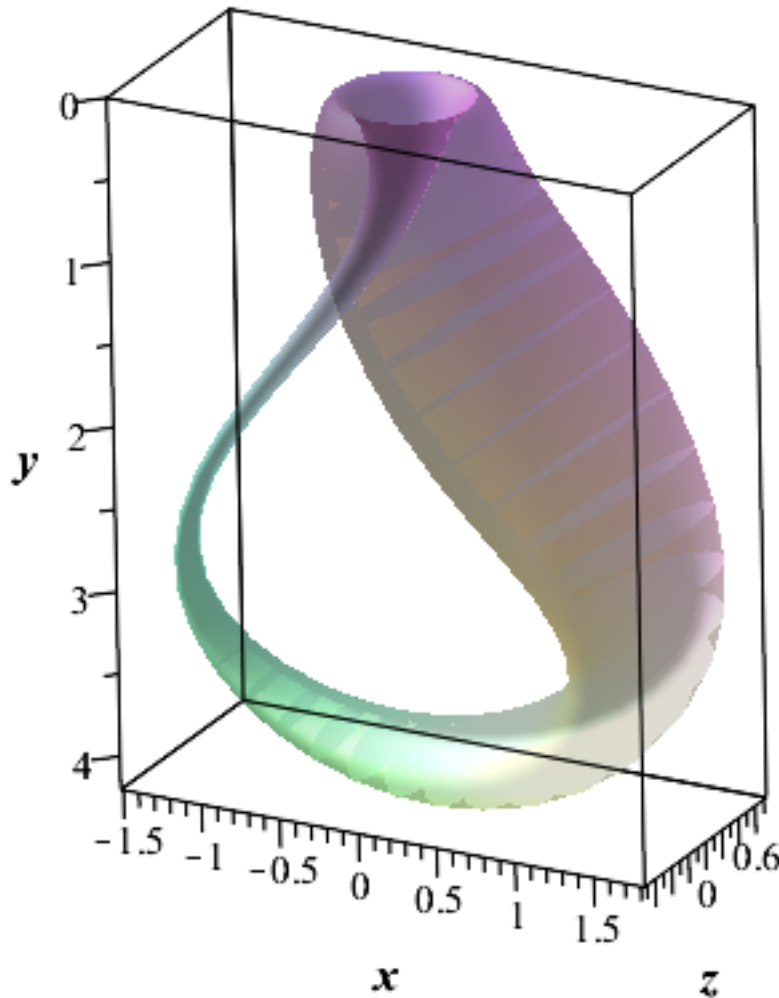
$Z := \frac{2}{15} \cdot (3 + 5 \cdot \cos(u) \cdot \sin(u)) \cdot \sin(v) :$

BS := plot3d([X, Y, Z], u = 0 .. Pi, v = 0 .. 2 · Pi) :

display(BS, *OPTIONS*, transparency = 0.5, style = surface)

Φιάλη Klein

ΣΑΒΒΑΣ Π. ΓΑΒΡΙΗΛΙΔΗΣ



```

>
> Ppoint0 := [subs( {u = 0, v = 0}, X), subs( {u = 0, v = 0}, Y), subs( {u = 0, v = 0}, Z) ] :
> Ppoint := [subs( {u = Pi/4, v = Pi}, X), subs( {u = Pi/4, v = Pi}, Y), subs( {u = Pi/4, v = Pi},
Z) ] :
> Ppoint1 := [subs( {u = Pi, v = 2 * Pi}, X), subs( {u = Pi, v = 2 * Pi}, Y), subs( {u = Pi, v = 2
* Pi}, Z) ] :
> Ppoint2 := [subs( {u = 0, v = 2 * Pi}, X), subs( {u = 0, v = 2 * Pi}, Y), subs( {u = 0, v = 2
* Pi}, Z) ] :
>
> P0 := pointplot3d(Ppoint0, color = yellow, symbol = solidcircle, symbolsize = 20) :

```

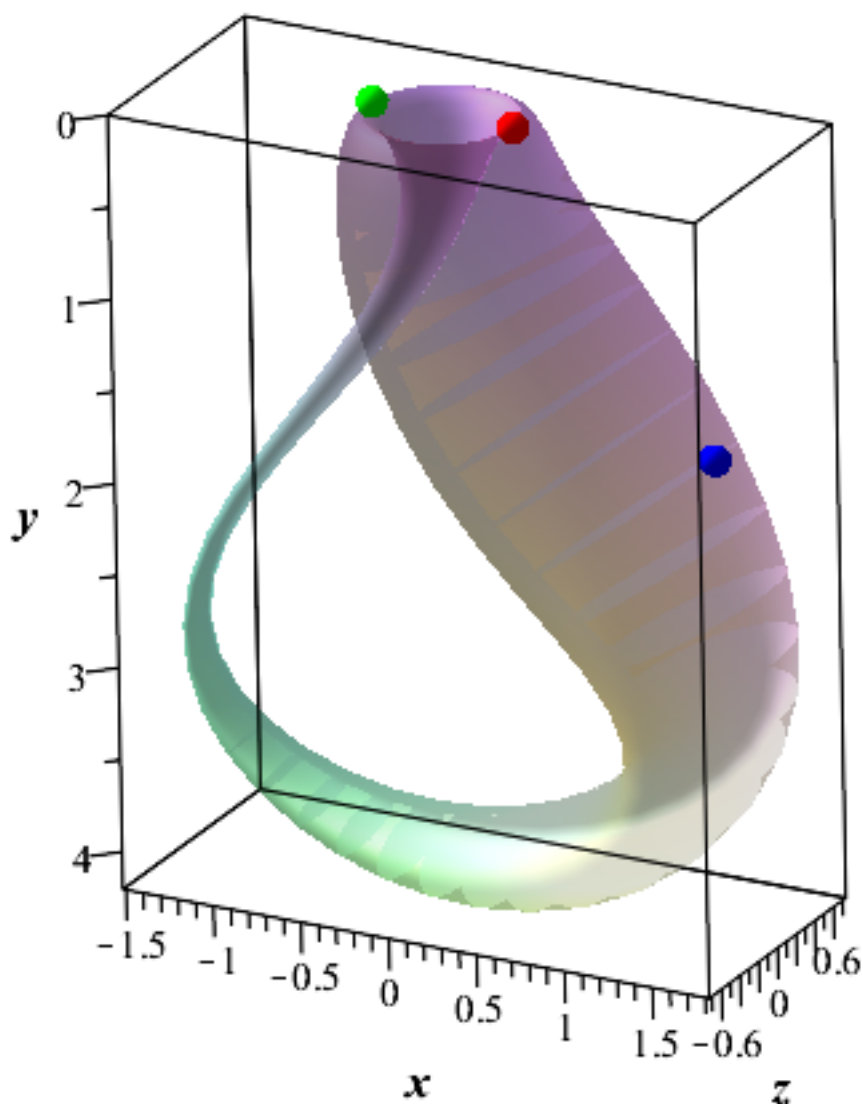
```

> P := pointplot3d(Ppoint, color = blue, symbol = solidcircle, symbolsize = 20) :
> P1 := pointplot3d(Ppoint1, color = red, symbol = solidcircle, symbolsize = 20) :
> P2 := pointplot3d(Ppoint2, color = green, symbol = solidcircle, symbolsize = 20) :
> display(BS, P0, P, P1, P2, OPTIONS, transparency = 0.5, style = surface)

```

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```

> animP := animate(pointplot3d, [[subs(u = Pi/4, X), subs(u = Pi/4, Y), subs(u = Pi/4, Z)]],

```

```
color = blue, symbol = solidcircle, symbolsize = 10 ], v = 0 .. 2 · Pi, frames = 80, trace = 80 )
```

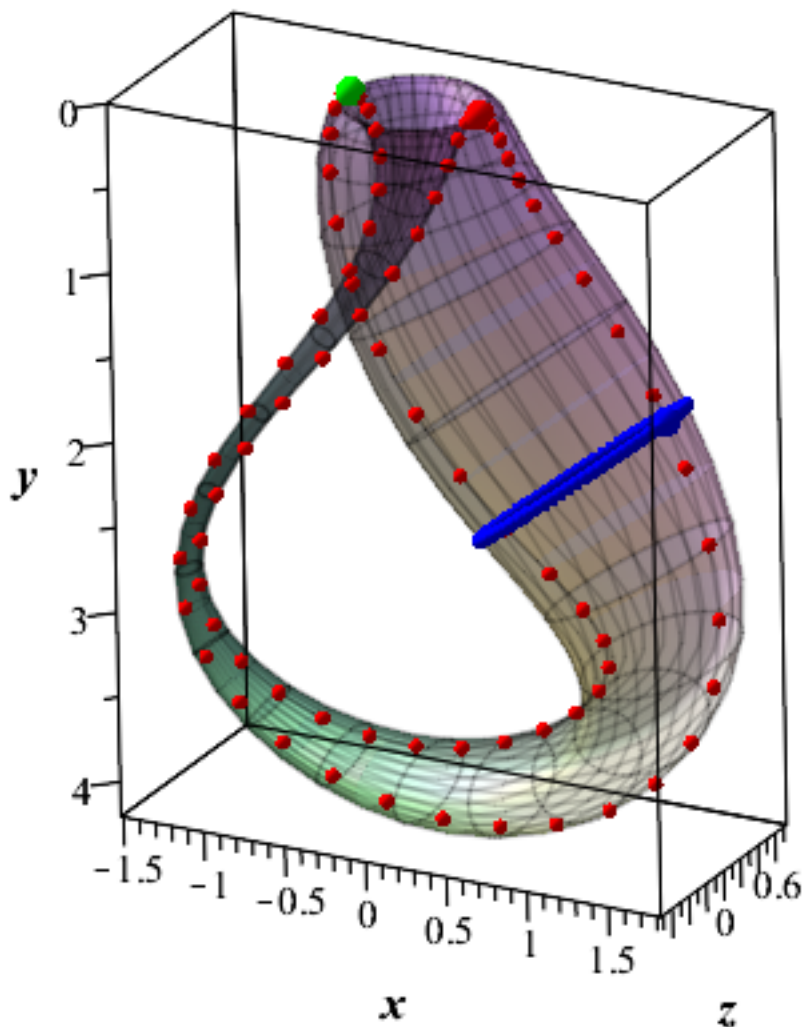
:

```
> animP1 := animate(pointplot3d, [[subs(v = 2 · Pi, X), subs(v = 2 · Pi, Y), subs(v = 2 · Pi, Z)], color = red, symbol = solidcircle, symbolsize = 10], u = 0 .. 2 · Pi, frames = 80, trace = 80) :
```

```
>
```

```
> display(BS, P, P1, P2, animP, animP1, OPTIONS, transparency = 0.5)
```

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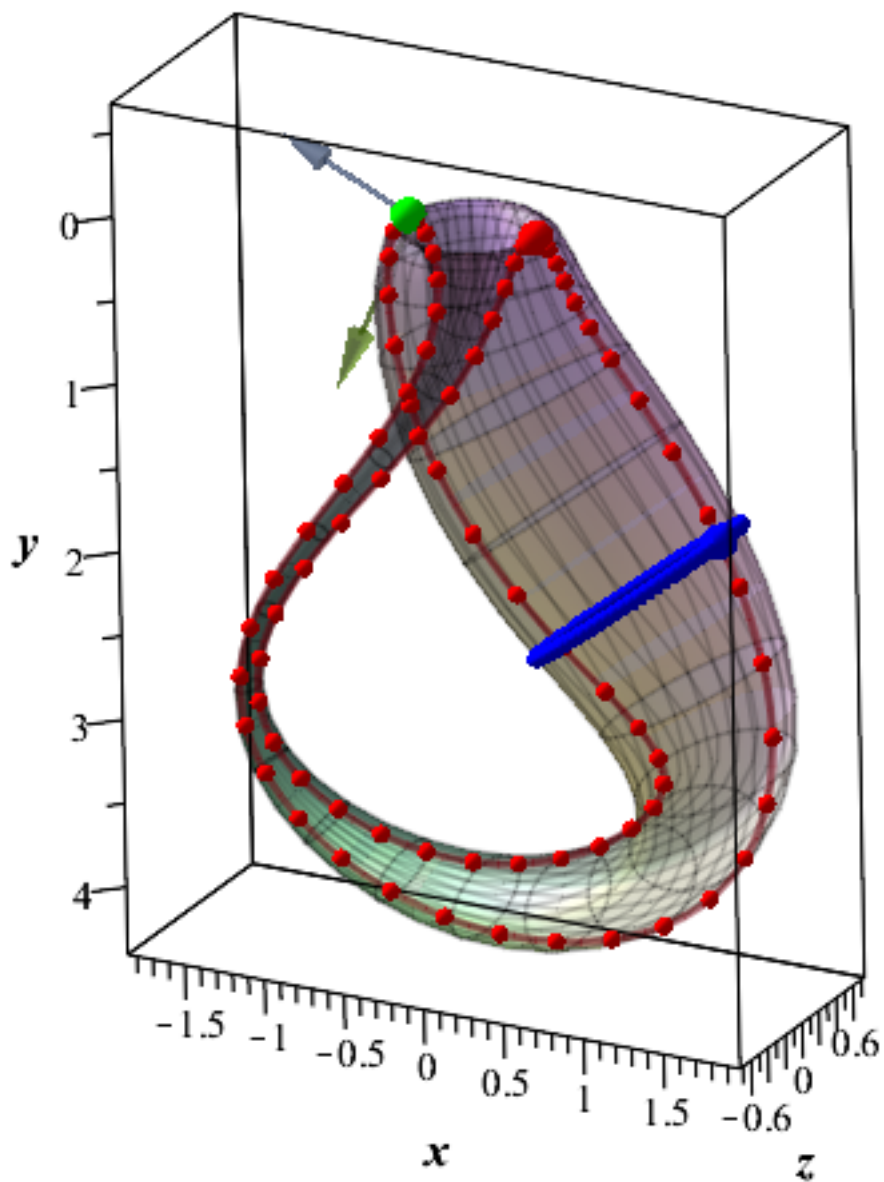


```
>
```

```
> TRIEDRO := TNBFrame(⟨subs(v = 2 · Pi, X), subs(v = 2 · Pi, Y), subs(v = 2 · Pi, Z)⟩, range = 0 .. 2 · Pi, output = animation, binormal = false, frames = 80) :
```

> `display(BS, P, P1, P2, animP, animP1, TRIEDRO, OPTIONS, transparency = 0.5)`

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Animation de(s) vecteur(s) de Frenet-Serret: normale principal, tangent.

>