

# Spiraler (9)

**Inspireret af artikel:**

"Spirals on surfaces of revolution" af Cristian Lazareanu:  
<http://elib.mi.sanu.ac.rs/files/journals/vmn57/vmn57p2-10.pdf>

*restart*

```
with(plots) :  
with(VektorAnalyse4) :
```

**Rotation om z-aksen:**

[https://en.wikipedia.org/wiki/Rotation\\_matrix#In\\_three\\_dimensions](https://en.wikipedia.org/wiki/Rotation_matrix#In_three_dimensions)

$$R_z(\theta) := \begin{bmatrix} \cos(\theta) & -\sin(\theta) & 0 \\ \sin(\theta) & \cos(\theta) & 0 \\ 0 & 0 & 1 \end{bmatrix} :$$

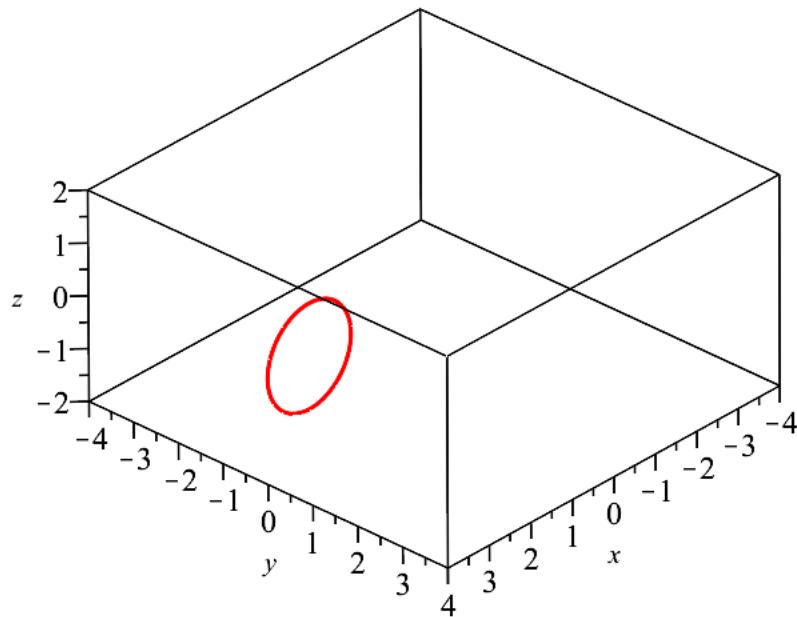
## Torus

Parametrisering af lodret cirkel, dvs. beliggende i xz-planen:

$C(u) := \langle r \cdot \cos(u), 0, r \cdot \sin(u) \rangle + \langle c, 0, 0 \rangle :$

hvor  $u \in [0; 2 \cdot \pi]$

$P_{cirke} := spacecurve([vop(subs(r=1, c=3, C(u)))], u=0..2 \cdot \pi, color=red, thickness=3, labels=[x, y, z], scaling=constrained, view=[-4..4, -4..4, -2..2])$

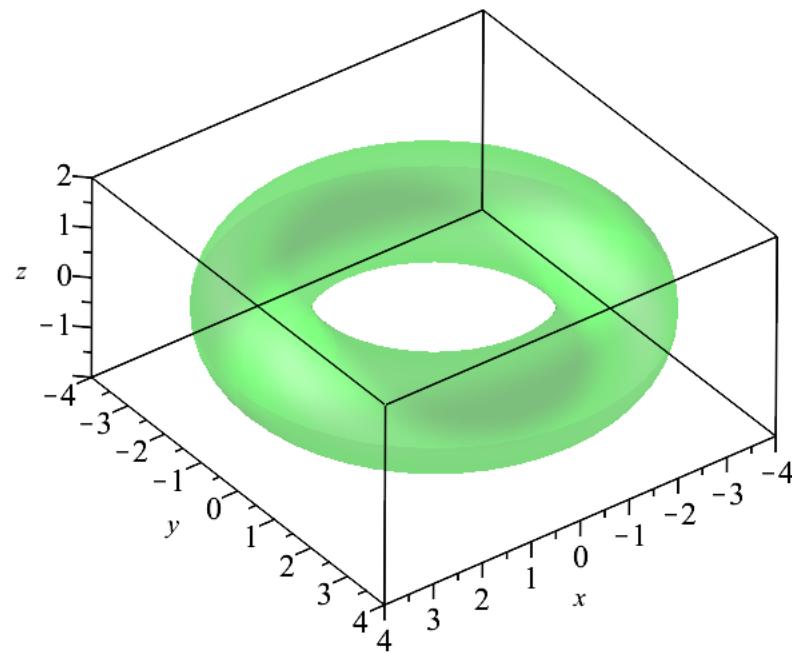


En **torus** fås ved at dreje cirklen om z-aksen med vinklen v:

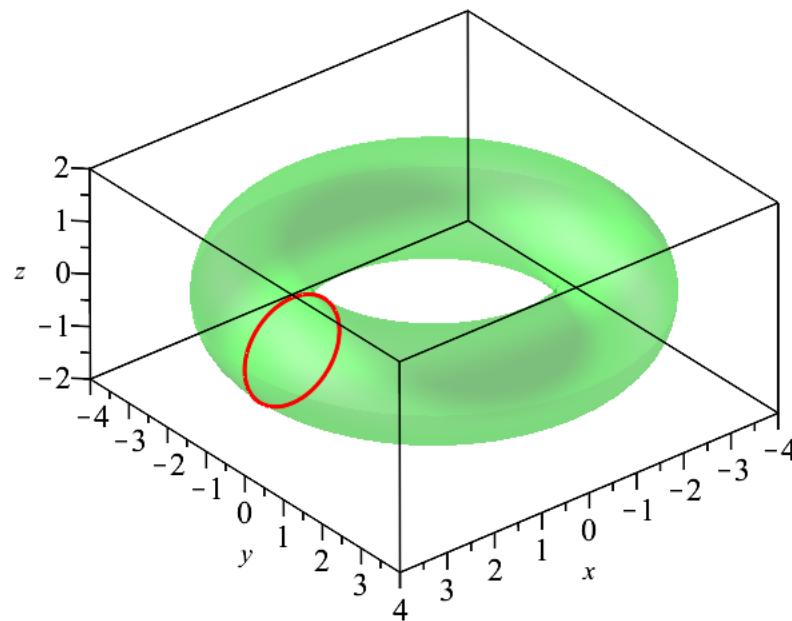
$$T(u, v) := R_z(v) \cdot C(u) :$$

$$T(u, v) = \begin{bmatrix} \cos(v) (r \cos(u) + c) \\ \sin(v) (r \cos(u) + c) \\ r \sin(u) \end{bmatrix}$$

```
P_torus := plot3d(subs(r=1, c=3, T(u, v)), u=0..2·π, v=0..2·π, color=green, labels=[x, y, z], scaling=constrained, style=patchnogrid, transparency=0.7, view=[-4..4, -4..4, -2..2])
```



$$\text{display}(P_{\text{circle}}, P_{\text{torus}})$$



## ▼ Helix

Helixen skal rotere n gange rundt på torussen.

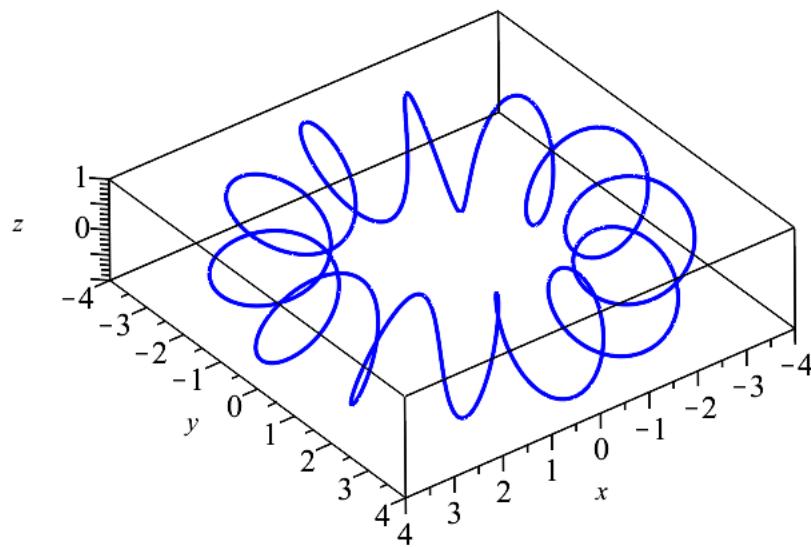
$$H(t) := R_z\left(\frac{u}{n}\right) \cdot C(u) :$$

hvor  $u \in [0; 2\pi \cdot n]$

$$H(t) = \begin{bmatrix} \cos\left(\frac{u}{n}\right) (r \cos(u) + c) \\ \sin\left(\frac{u}{n}\right) (r \cos(u) + c) \\ r \sin(u) \end{bmatrix}$$

$n := 12$  :

```
P_helix := spacecurve( [vop(subs(r=1, c=3, H(u)))], u=0..2*pi*n, color=blue, thickness=3, labels=[x, y, z], scaling=constrained, numpoints=1000)
```



## ▼ Helix på en torus

`display(P_torus, P_helix)`

