

Geometria 28/4/22

Prop: se $A \in M_{n \times n}(\mathbb{R})$ simm. $\det(A) \neq 0$ con p autoval pos e q autoval neg. ($p+q=n$) allora
 $p = \max\{\dim(W) : \langle w|w \rangle_A > 0 \ \forall w \in W, w \neq 0\}$
 $q = \max\{\dots \langle w|w \rangle_A < 0 \dots\}$

Dimo: Teo spettrale $\Rightarrow W_0 = \bigoplus$ autosp. rel. e autoval > 0
 $U_0 = \bigoplus \dots \dots \dots < 0$

$\dim(W_0) = p$, $\dim(U_0) = q$ e soddisfa...

Se ci fosse W di $\dim > p$ su cui $\langle \cdot | \cdot \rangle_A$ è def > 0
 allora $W \cap U_0 \neq \{0\} \Rightarrow$ assurdo... \square

Cor: se $\det(A) \neq 0$ il numero di autoval pos./neg.
 non cambia sostituendo A con ${}^t M \cdot A \cdot M$, $\det(M) \neq 0$.

Dimo: $\langle w|w \rangle_{{}^t M \cdot A \cdot M} = \langle M \cdot w | M \cdot w \rangle_A$ \square

Continua dimo di ieri:

devo vedere che se $d_2 > 0$ allora il segno di $d_1 \cdot d_2$
 è conservato tramite $A \rightarrow {}^t M \cdot A \cdot M$.

Infatti i segni degli autoval sono:

$d_1 \cdot d_2 > 0$	+++	---
$d_1 \cdot d_2 < 0$	+-	-+

Poiché A è M.A.M mantiene ogni autov. allora
 mantiene anche segno di d_1, d_2 (solo se $d_2 > 0$).

- I 4 casi coprono tutto e sono mutuamente esclusivi.
- Tramite le transf. tecite A è M.A.M, A è k.A
 i 4 casi restano preservati.

Resta: in ognuno dei casi mi riconduco tramite transf. tecite
 al modello.

$$A = \begin{pmatrix} Q & l \\ +l & c \end{pmatrix}; \quad \exists B \text{ orbq t.r. } {}^t B \cdot Q \cdot B = \begin{pmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{pmatrix}$$

Usa $M = \begin{pmatrix} B & 0 \\ 0 & 1 \end{pmatrix}$ e mi riconduco a

$$A = \begin{pmatrix} \lambda_1 & 0 & a \\ 0 & \lambda_2 & b \\ a & b & c \end{pmatrix}. \quad \text{Oss: non può essere } \lambda_1 = \lambda_2 = 0$$

perché $\det \begin{pmatrix} 0 & 0 & a \\ 0 & 0 & b \\ a & b & c \end{pmatrix} = 0$

Affermo che se $\lambda_1, \lambda_2 \neq 0$ tramite traslez. ottengo $(\delta^1) \neq (0)$

$${}^t \begin{pmatrix} I & v \\ 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} Q & l \\ +l & c \end{pmatrix} \cdot \begin{pmatrix} I & v \\ 0 & 1 \end{pmatrix} = \begin{pmatrix} I & 0 \\ +v & 1 \end{pmatrix} \begin{pmatrix} Q+lv & Qv+l \\ +l & {}^t(v+c) \end{pmatrix}$$

$$= \begin{pmatrix} * & Qv+l \\ * & * \end{pmatrix}$$

basta prendere $v = -Q^{-1} \cdot l$ ($\lambda_1, \lambda_2 \neq 0 \Rightarrow \exists Q^{-1}$)

Eppure \tilde{c} :

$$\lambda_1 x^2 + \lambda_2 y^2 + c = 0$$

$$x = \sqrt{|c|} \cdot \frac{1}{\sqrt{|a_1|}} \cdot X \quad y = \sqrt{|c|} \cdot \frac{1}{\sqrt{|a_2|}} \cdot Y$$

$$\Rightarrow \pm X^2 \pm Y^2 \pm 1 = 0$$

$$\Rightarrow X^2 + Y^2 + 1 = 0 \quad \emptyset$$

$$X^2 + Y^2 - 1 = 0 \quad \text{circonf.}$$

$$X^2 - Y^2 \pm 1 = 0 \quad \text{iprob.}$$

Se $\lambda_1 \neq 0$, $\lambda_2 = 0$ caso sopra ok tempo

$$\begin{pmatrix} \lambda_1 & 0 & 0 \\ 0 & 0 & b \\ 0 & b & c \end{pmatrix}$$

$$\lambda_1 x^2 + by + c = 0$$

$$\begin{cases} X = x \\ Y = -(by + c) \end{cases}$$

$$Y = X^2 \quad \text{parab.}$$



Quadratiche non degeneri

$$\mathcal{L} = \left\{ \begin{pmatrix} x \\ y \\ z \end{pmatrix} \in \mathbb{R}^3 : {}^t \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix} \cdot A \cdot \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix} = 0 \right\}$$

$A \in M_{4 \times 4}(\mathbb{R})$ simm. $\det(A) \neq 0$

Modelli:

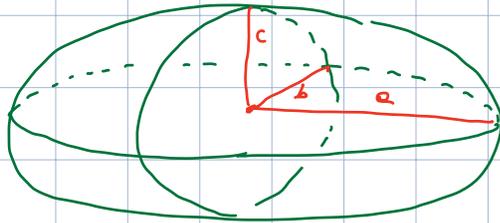
1) $x^2 + y^2 + z^2 + 1 = 0$

\emptyset

2) $x^2 + y^2 + z^2 = 1$

ellissoide

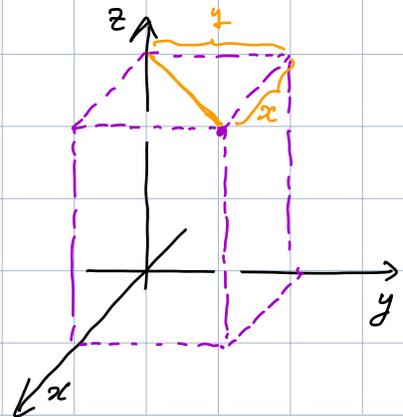
(metrizzato $\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$)



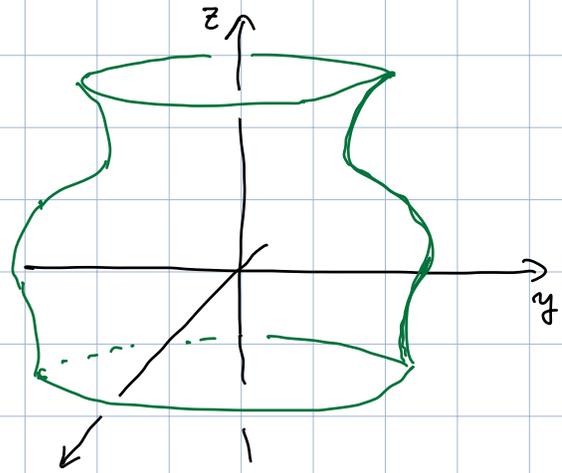
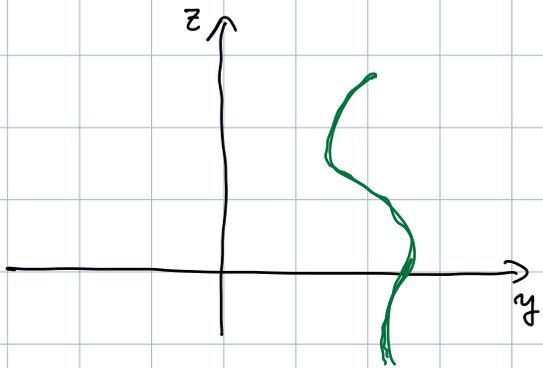
Oss: se $L \subset \mathbb{R}^3$ è definito da una equazione in cui x, y compaiono solo nelle espressioni $x^2 + y^2$ allora L è una superficie di rotazione intorno all'asse z .

Equaz: $h(\sqrt{x^2 + y^2}, z) = 0$

$$\sqrt{x^2 + y^2} = \text{dist} \left(\begin{pmatrix} x \\ y \\ z \end{pmatrix}, \text{asse } z \right)$$



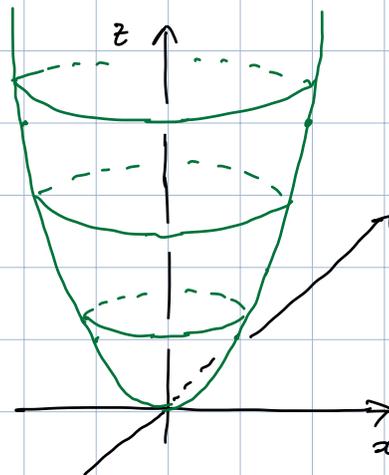
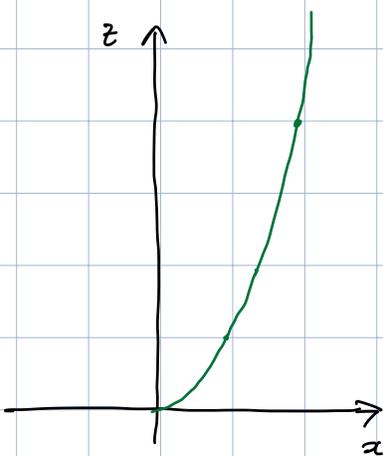
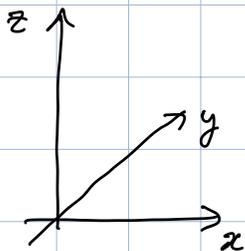
Nel piano y, z l'equazione $h(y, z) = 0$ descrive una certa curva



3) $z = x^2 + y^2$

notez. intorno all'asse z delle parabole

$$z = x^2$$



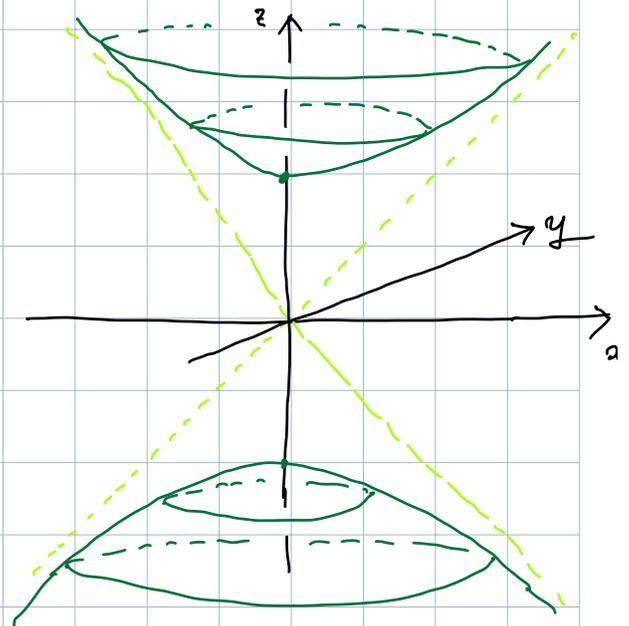
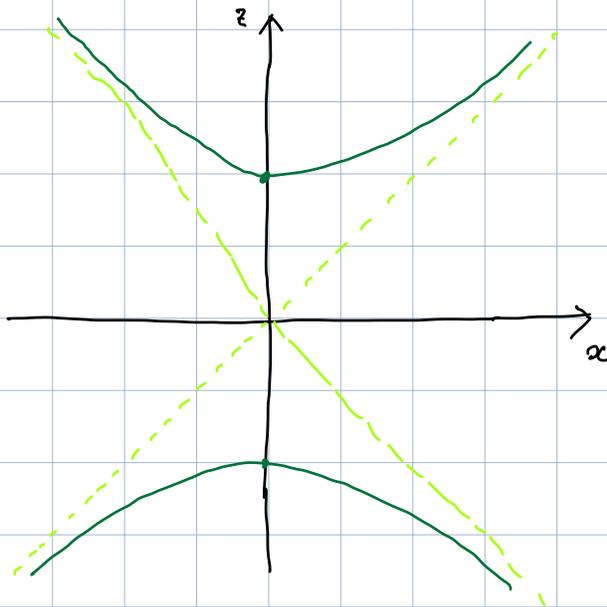
paraboloide ellittico

4)

$$z^2 = x^2 + y^2 + 1$$

rotazione intorno all'asse z di

$$z^2 = x^2 + 1 \quad z^2 - x^2 = 1$$



iperboloide ellittico
o a 2 falde

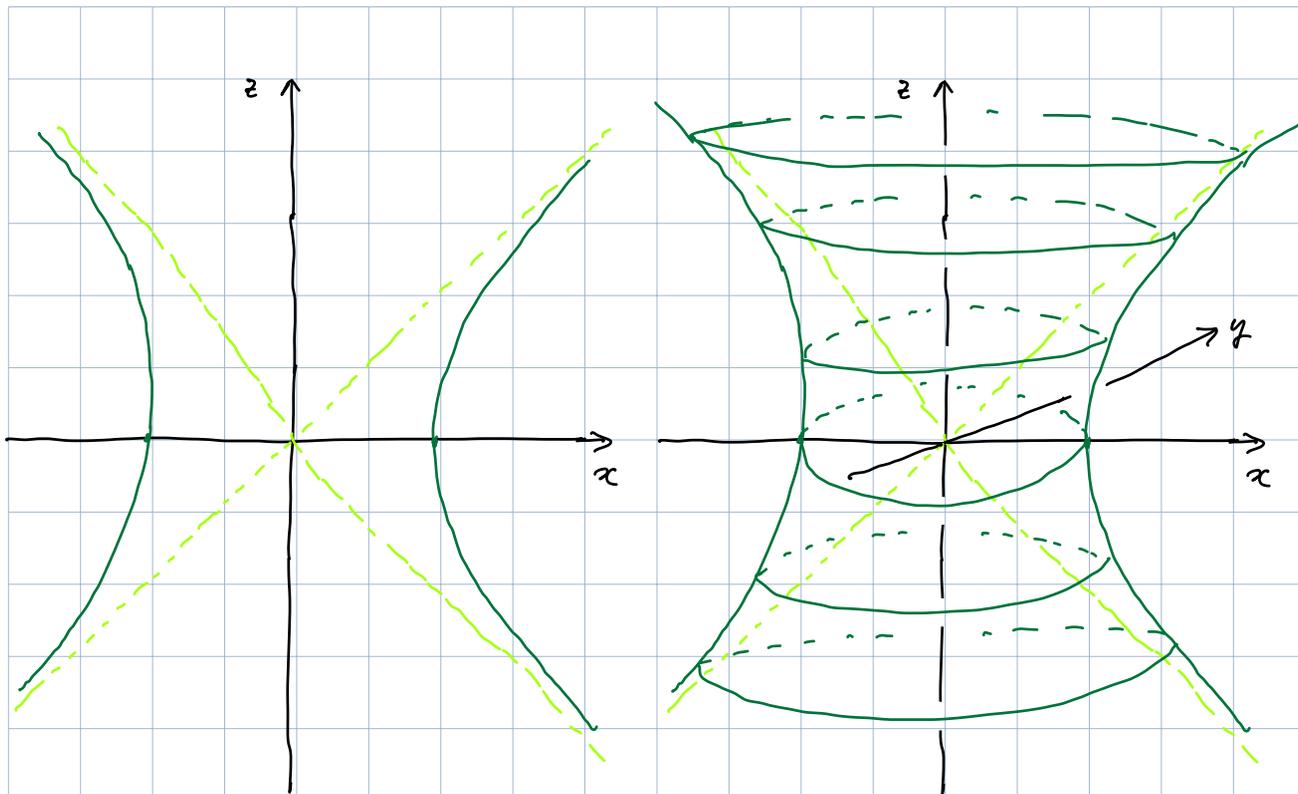
5)

$$z^2 + 1 = x^2 + y^2$$

Superficie di rotazione intorno all'asse z di

$$z^2 + 1 = x^2$$

$$x^2 - z^2 = 1$$



iparaboloida ipربولico
0 a 1 folde

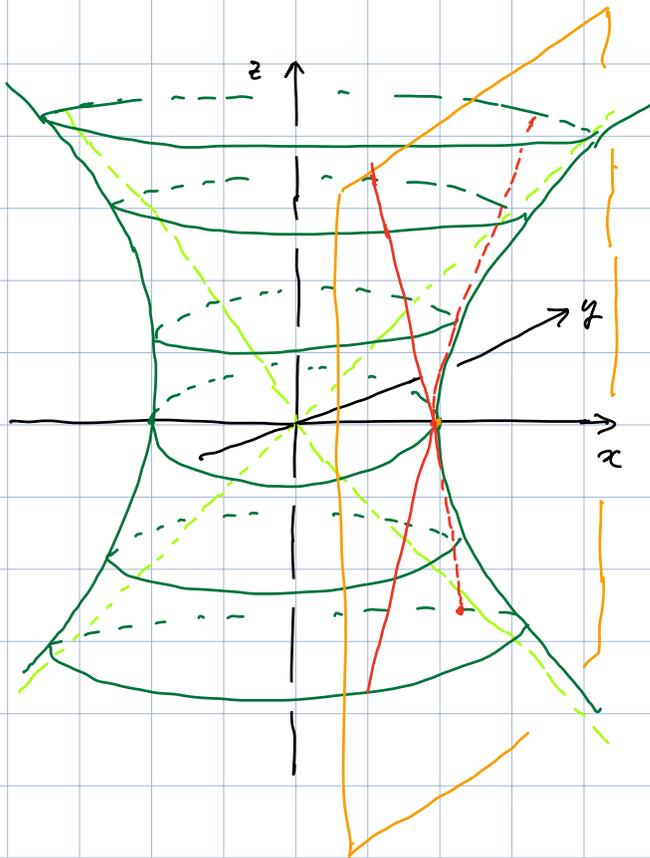
$$z^2 + 1 = x^2 + y^2$$

Intersecando con il piano $x = 1$

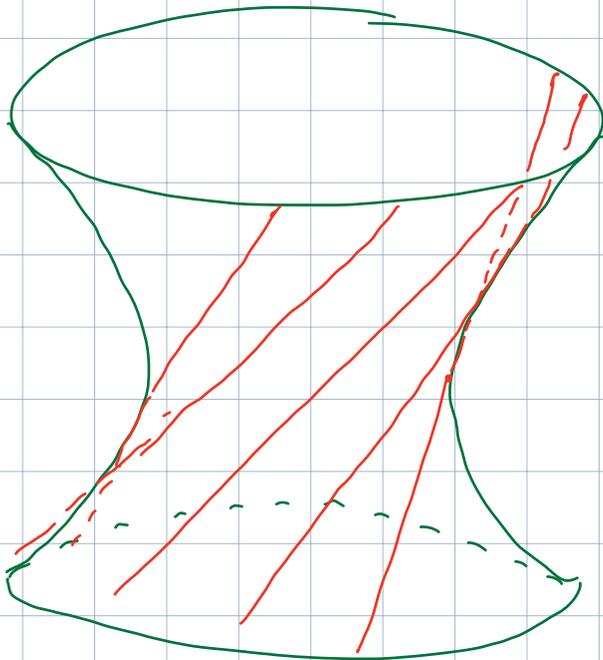
trovo $z^2 + 1 = 1 + y^2$

$$z^2 = y^2$$

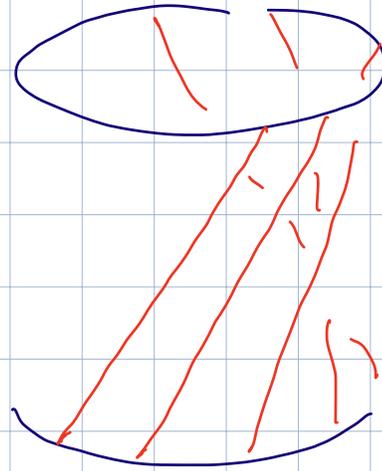
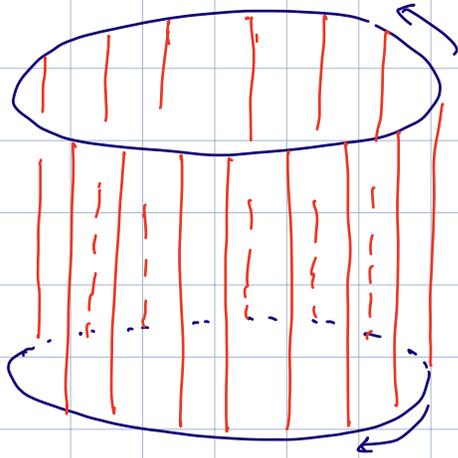
$z = \pm y$ due rette



le superficie antice
anche tutte le rette
da esse ottenute
sceso facendo i piani
all'asse z:

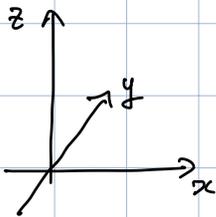


Modo per costruirlo:



L'iperboloide iperbolico è una superficie "ripetuta"
(per ogni suo punto passano due rette)

$$b) \quad z = x^2 - y^2$$



$$y=0$$

$$z = x^2$$

$$x=0$$

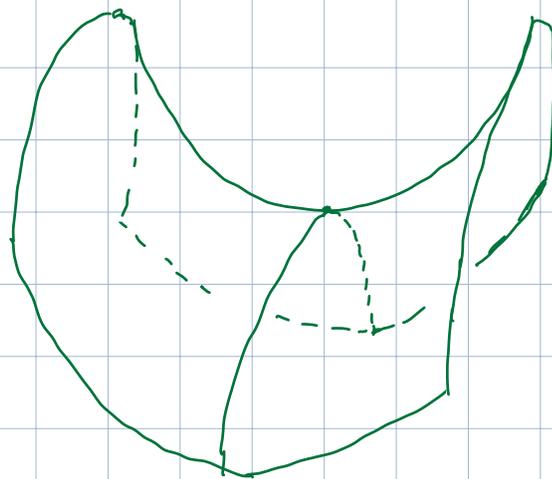
$$z = -y^2$$

$$y = \text{cost}$$

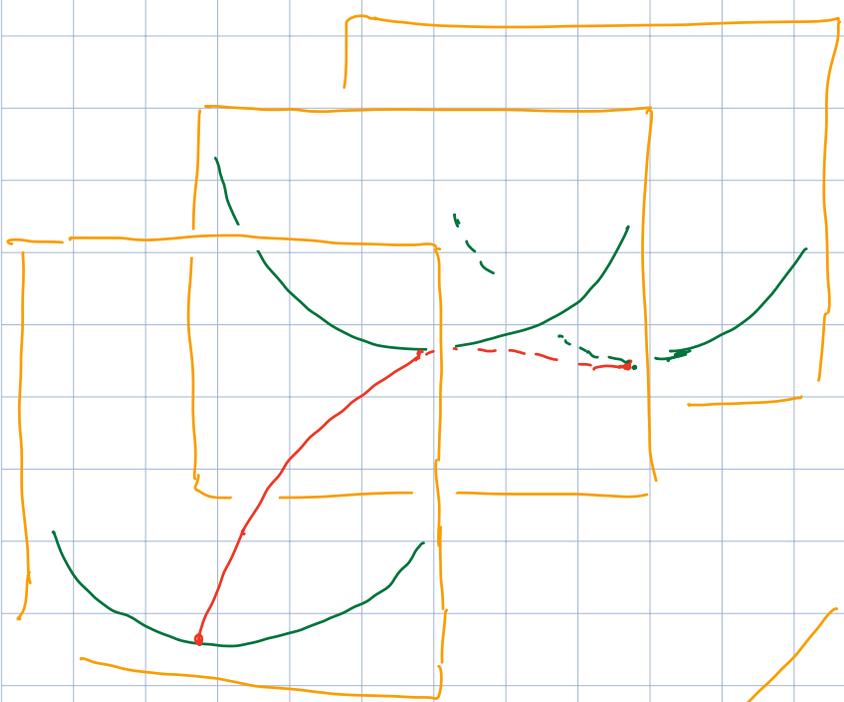
$$z = x^2 - \text{cost}^2$$

$$x = \text{cost}$$

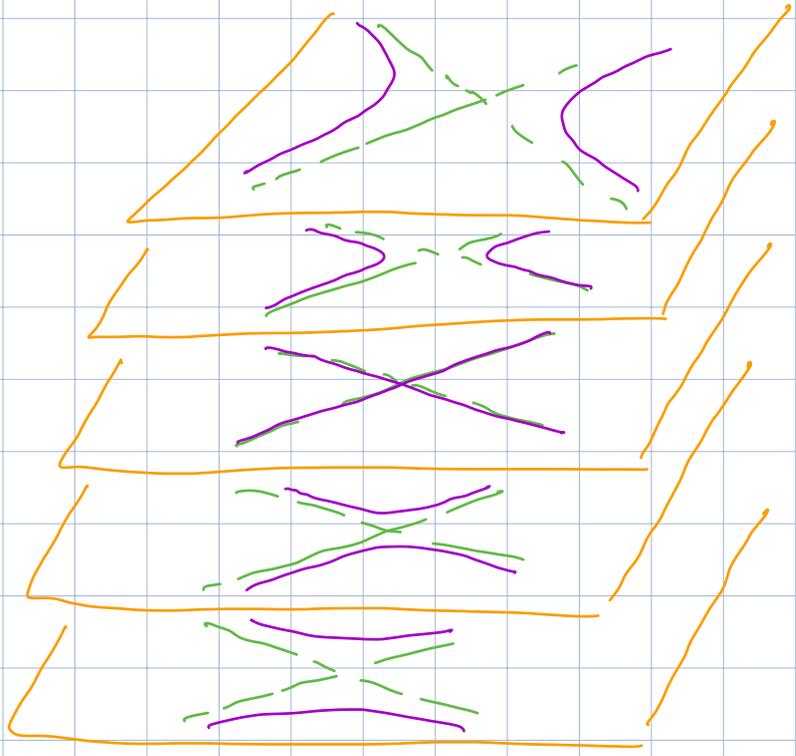
$$z = -y^2 + \text{cost}^2$$

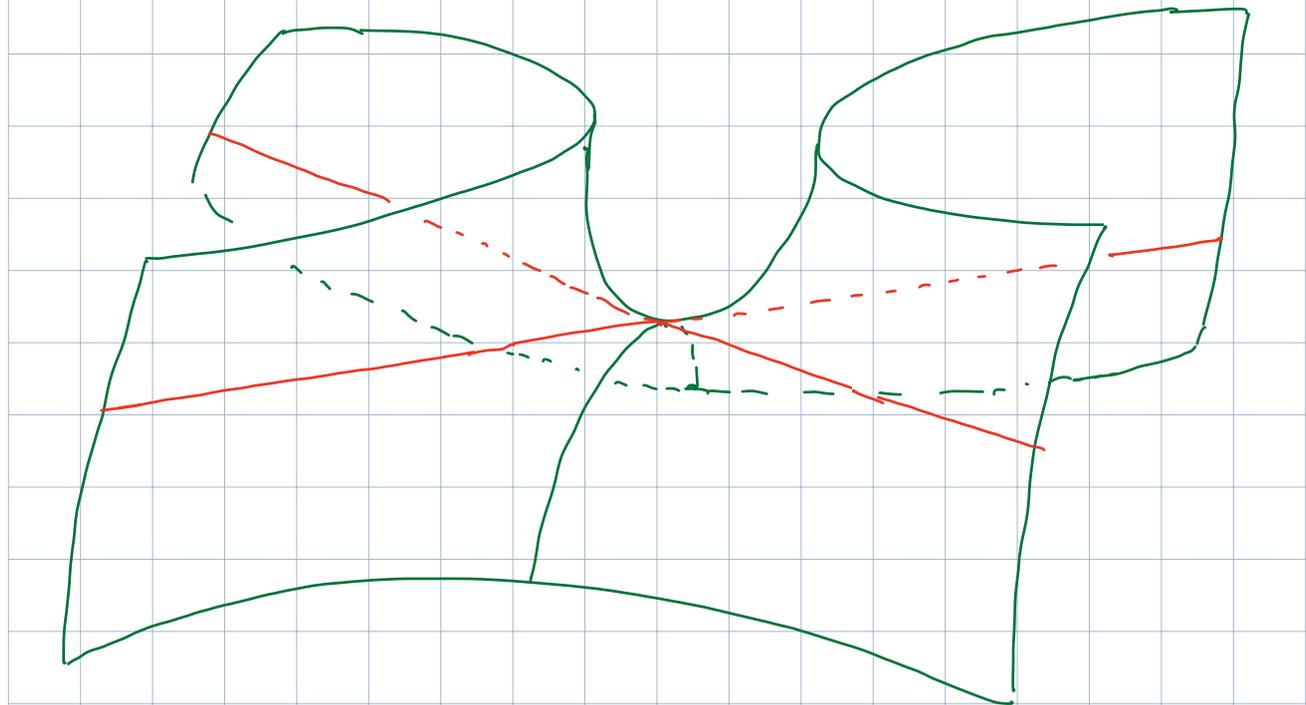
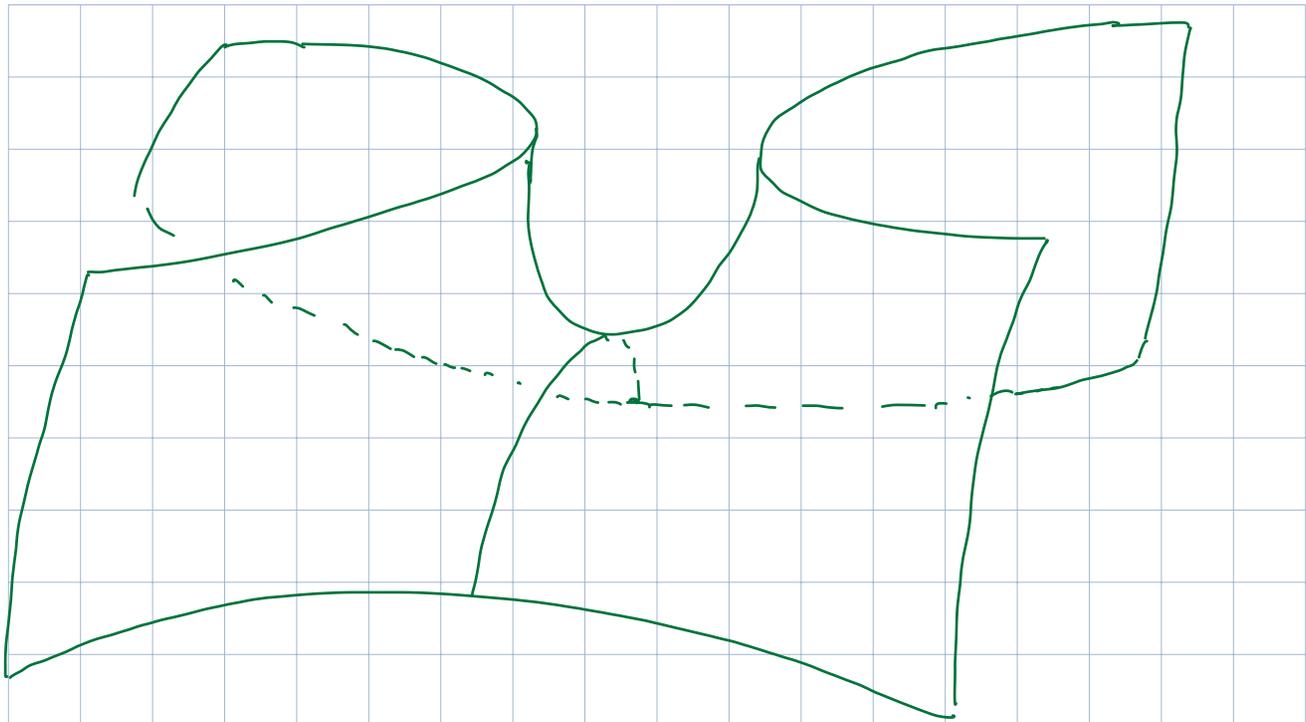


paraboloide iperbolico o a sella



$z = x^2 - y^2$
 $z = \text{cost}$
 $x^2 - y^2 = \text{cost}$ iperbole
 o due rette

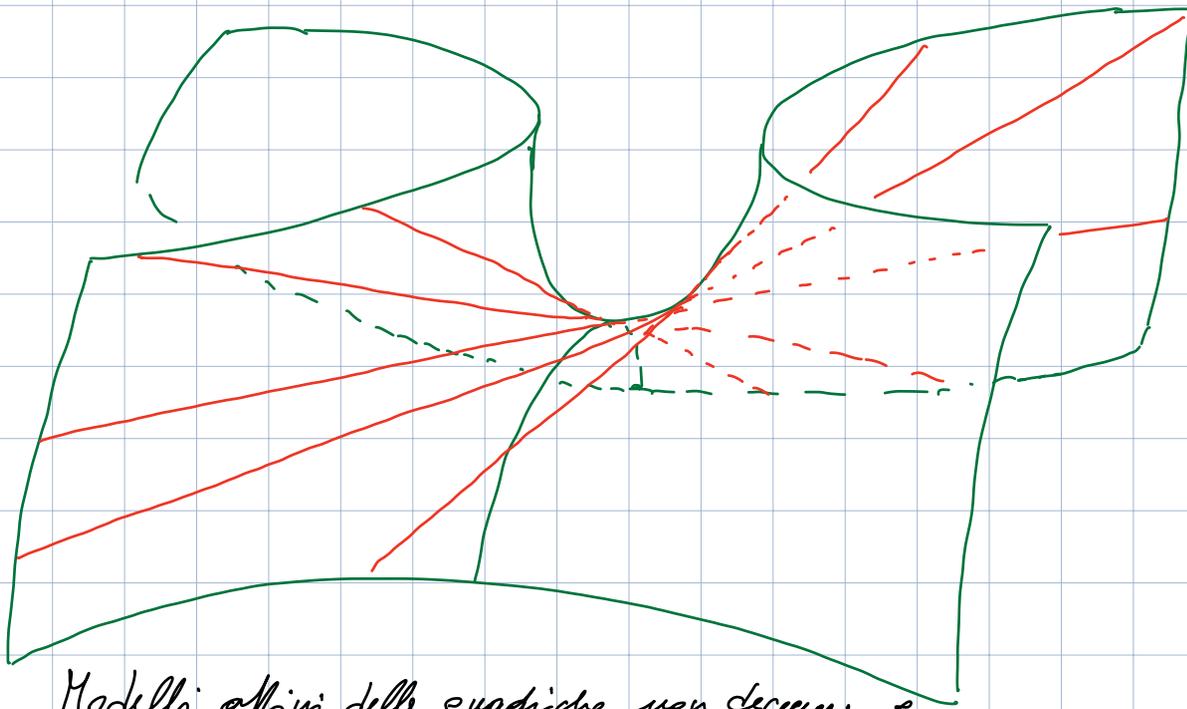
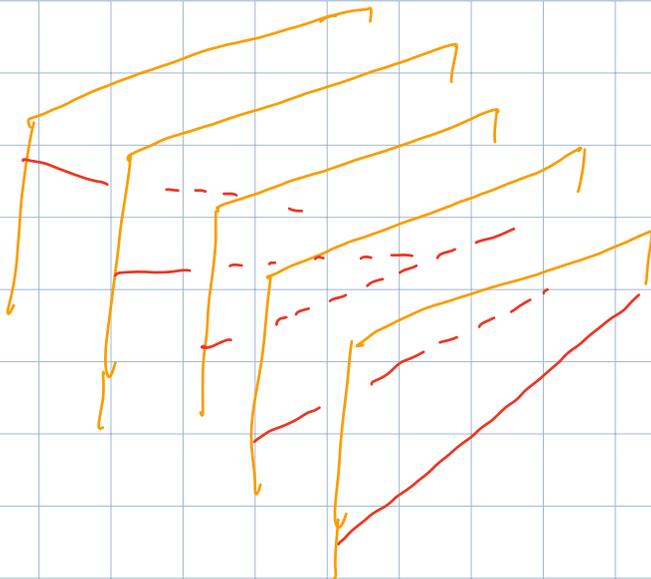
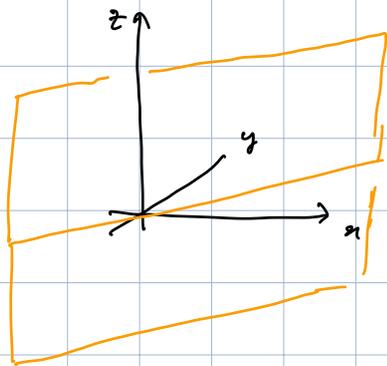




$$z = x^2 - y^2$$

$$z = (x+y)(x-y)$$

Se interseco con il piano $x-y = \text{cost}$ trovo $z = \text{cost}(x+y)$
 retta



Modelli affini delle quadriche non degeneri \mathbb{R}

- 1) $x^2 + y^2 + z^2 + 1 = 0$ \emptyset
- 2) $x^2 + y^2 + z^2 = 1$ ellissoide
- 3) $z = x^2 + y^2$ parab. ell.
- 4) $z^2 = x^2 + y^2 + 1$ iperb. ell. 2 fogli

5) $z^2 = x^2 + y - 1$

iprb iprb. 1 folde

6) $z = x^2 - y^2$

parab. -iprb.

$\emptyset \quad \overline{L} : x^2 + y^2 + z^2 + w^2 = 0 \quad \emptyset \quad L_\infty : x^2 + y^2 + z^2 = 0 \quad \emptyset$

ellipsoide $\overline{L} : x^2 + y^2 + z^2 = w^2$ ellipsoide proiettivo

$L_\infty : x^2 + y^2 + z^2 = 0 \quad \emptyset$

parab. ell:

$\overline{L} : zW = x^2 + y^2$

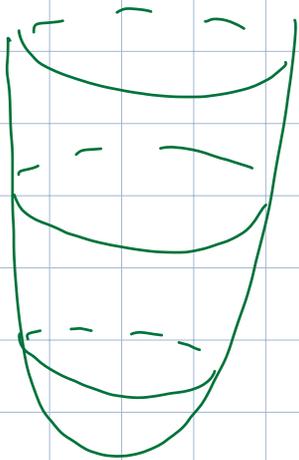
$\begin{cases} z = u+v \\ w = u-v \end{cases}$

$u^2 - v^2 = x^2 + y^2$

$x^2 + y^2 + v^2 = u^2$ ellipsoide proiettivo

$L_\infty : x^2 + y^2 = 0$

$[0:0:1]$ un pto.



→
zoom
out



→
α

