

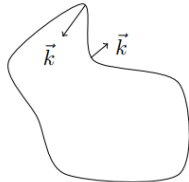


Brain White

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Mean curvature flow is a way to let submanifolds in a manifold evolve ◦



An embedded curve $\Gamma \subset \mathbb{R}^2$ and its curvature vector \vec{k} .

The curvature vector points in a direction which serves to smooth the curve out ◦

The curve shortening flow is $\frac{\partial X}{\partial t} = \frac{\partial^2 X}{\partial s^2}$

Where s is the arc-length parameter ◦

Because s changes with time, this is not the ordinary heat equation, but a non-linear heat equation ◦ However, it still has the nice smoothing properties ◦

If, for example, Γ is initially C^2 , then for $t > 0$ small, Γ_t becomes real analytic ◦

A ordinary [heat equation](#) is $u_t = ku_{xx}, k > 0$

§ Translating soliton

translate 翻譯 轉化

[Mean curvature flow](#) :

An example of geometric flow of hypersurfaces in Riemannian manifold ◦

直觀上，如果曲面上一點移動的速度法向分量由曲面的均曲率給出，則一曲面族在均曲率流下演化 ◦

例如，球面在均曲率流下會透過向內均勻收縮而演化（因為球面的均曲率向量指向內）。除特殊情況外，均曲率流都會出現奇點 ◦

在封閉體積恆定的約束下，稱為表面張力(surface tensor)流 ◦

均曲率流在幾何分析，幾何測度理論，偏微分方程，微分拓撲，數學物理...的十字路口 ◦

擴散 diffusion 擾動 perturbation **Laplace-Beltrami operator** denoted as Δ_M

The Laplace-Beltrami operator is the [divergence](#) of the (Riemannian) gradient :

$$\Delta f = \text{div}(\nabla f)$$

$$L_X dv = (\text{div} X) dv \quad [\text{Lie derivative}]$$

The divergence of a vector field X on the manifold is defined :

$(\nabla \cdot X)dv := L_X dv$ In local coordinates, one obtains

$$\nabla \cdot X = \frac{1}{\sqrt{|g|}} \partial_i (\sqrt{|g|} X^i)$$

then the formula for the Laplace-Beltrami operator applied to a

scalar function f is, in local coordinates $\Delta f = \frac{1}{\sqrt{|g|}} \partial_i (\sqrt{|g|} g^{ij} \partial_j f)$

$$\frac{\partial u}{\partial t} - \Delta u = 0 \quad \text{with initial data } u_0 \text{ and natural boundary condition on } \partial\Omega$$

[\[heat equation\]](#)

The geometric diffusion equation $\frac{\partial x}{\partial t} = \Delta_{M_t} x \cdots (*)$ for the coordinates x of the

corresponding family of surfaces $\{M_t\}_{t \in (0, T)}$

A classical formula says that, given a hypersurface in Euclidean space, one has:

$$\Delta_{M_t} x = \tilde{H}, \quad \text{where } \tilde{H} \text{ represents the mean curvature vector.}$$

This means that (*) can be written as $\frac{\partial}{\partial t} x(p, t) = \tilde{H}(p, t)$

Theorem

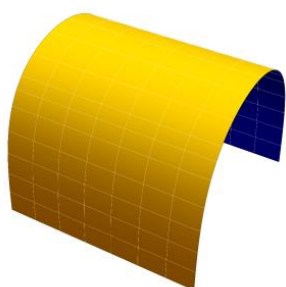
Given a compact, immersed hypersurface M in \mathbb{R}^{n+1} then there exists a unique mean curvature flow defined on an interval $[0, T)$ with initial surface M .

Theorem (Maximum/comparison principle)

If two compact immersed hypersurfaces of \mathbb{R}^{n+1} are initially disjoint, they remain so.

Theorem

Convex, embedded, compact hypersurfaces converge to points $p \in \mathbb{R}^{n+1}$. After rescaling to keep the area constant, they converge smoothly to round spheres.



Consider the euclidean product $M = \Gamma \times \mathbb{R}^{n-1}$

Where Γ is the grim reaper (镰刀) in \mathbb{R}^2 represented by the immersion

$$f : \left(-\frac{\pi}{2}, \frac{\pi}{2}\right) \rightarrow \mathbb{R}^2$$

$$f(x) = (x, \log(\cos x))$$

Let M_t be the result of flowing M by mean curvature flow for time t , then

$M_t = M - te_{n+1}$, where $\{e_1, e_2, \dots, e_{n+1}\}$ represents the canonical basis of \mathbf{R}^{n+1} . In other words, M moves by vertical translations.

§ Translator

A **translator** is a hypersurface M in \mathbf{R}^{n+1} such that $t \rightarrow M - te_{n+1}$ is a mean curvature flow, i.e. such that normal component of the velocity at each point is equal to the mean curvature at that point: $\tilde{H} = -e_{n+1}^\perp$

The cylinder over a grim-reaper curve, i.e. the hypersurface in \mathbf{R}^{n+1} parameterized by $\Upsilon: (-\frac{\pi}{2}, \frac{\pi}{2}) \times \mathbf{R}^{n-1} \rightarrow \mathbf{R}^{n+1}$ given by $\Upsilon(x_1, \dots, x_n) = (x_1, \dots, x_n, -\log \cos x_1)$ is a translating soliton.

We can produce other examples of solitons just by scaling and rotating the grim reaper. In this way, we obtain a 1-parameter family of translating solitons parametrized by $\mathcal{G}_\theta: \left(-\frac{\pi}{2 \cos(\theta)}, \frac{\pi}{2 \cos(\theta)}\right) \times \mathbf{R}^{n-1} \rightarrow \mathbf{R}^{n+1}$

$$\mathcal{G}_\theta(x_1, \dots, x_n) = (x_1, \dots, x_n, \sec^2(\theta) \log \cos(x_1 \cos(\theta)) - \tan(\theta)x_n), \quad (3.2)$$

where $\theta \in [0, \pi/2)$. Notice that the limit of the family F_θ , as θ tends to $\pi/2$, is a hyperplane parallel to e_{n+1} .

§ Variational approach

[Tom Ilmanen](#)(1961-):

A translating soliton M in \mathbf{R}^{n+1} can be seen as a minimal surface for the weighted volume functional $A_f[M] = \int_M e^{-f} d\mu$ where f represents the Euclidean height function, that is, the restriction of the last coordinate x_{n+1} to M .

§ Examples

Bowl(碗) soliton (translating paraboloid)

Translating catenoids



Fig. 5. The bowl soliton in \mathbf{R}^3 and the translating catenoid for $\lambda = 2$.

§ Graphical translator

If a translator M is the graph of function $u: \Omega \subset \mathbf{R}^n \rightarrow \mathbf{R}$, we will say that M is a translating graph ◦

Translator equation
$$D_i \left(\frac{D_i u}{\sqrt{1 + |D_u|^2}} \right) = - \frac{1}{\sqrt{1 + |D_u|^2}}$$

§ The Spruck-Xiao convexity theorem

§ Omori-Yau theorem

§ Characterization of translating graphs in \mathbf{R}^3

參考資料

1. [Soliton](#)
2. The evolution of hypersurfaces in Riemannian and Lorentzian manifolds