## Class \#9

## Projective plane, affine plane, hyperbolic plane,

## Interpretation \#5

- Points are points on a sphere

$$
S^{3}=\left\{(x, y, z): x^{2}+y^{2}+z^{2}=1\right\}
$$

- Lines are great circles (great circles are circles of unit radius with the center at the origin)


| A |  |
| :---: | :---: |







## "Gluing" spaces



## Möbius band



Torus


## "Fixing" a sphere: Real projective plane

- Points are pairs $\{(x, y, z),(-x,-y,-z)\}$
- You are gluing antipodal points
- Lines are sets of points $\{(x, y, z),(-x,-y,-z)\}$ that are parts of great circles




## Projective plane



Another way define $\mathrm{P}^{2}$ is to say it is a hemisphere where the antipodal points on the rim are identified.

## Model \#4: P²

- The real projective plane is a model for incidence geometry
- It satisfies elliptic parallel property:
- For every line $l$ and every point P not on $l$ there is no line passing through P which is parallel to $l$.

Some topological considerations




Another way to think of $\mathrm{P}^{2}$


Crosscap


## Hyperbolic plane (the upper half plane model)

- Points are ordered pairs of real numbers ( $\mathrm{x}, \mathrm{y}$ ), where $\mathrm{y}>0$.
- Lines are
- Subsets of vertical lines that consist of points ( $\mathrm{x}, \mathrm{y}$ ), with $\mathrm{y}>0$
- Semicircles whose centers are points $(x, 0)$, where $x$ is a real number


## Model \#5: $\mathrm{H}^{2}$

- Hyperbolic plane is also a model of incidence geometry
- It satisfies hyperbolic parallel postulate:
- For every line $l$ and every point P not lying on $l$ there are at least two lines that pass through P and are parallel to $l$.


A
B


Half-Plane Model Credits $\rfloor$ | $\mid$ 1

