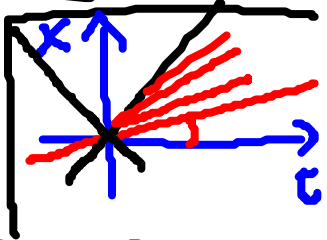


# Classification of Cayley Klein geometries:



$|P, Q|$   
 $\neq (L, M)$

Hyp

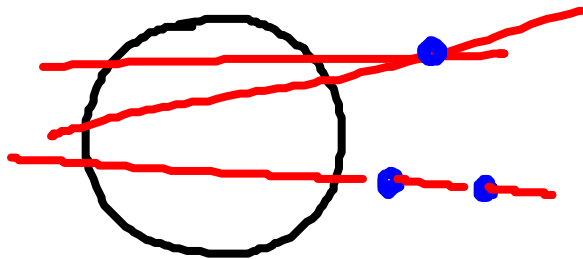
Ell

Euc

Hyp

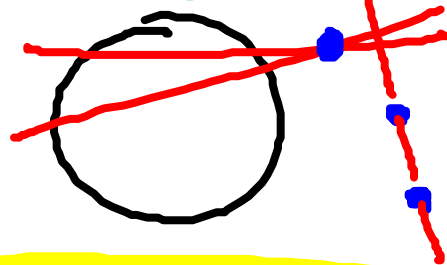
$$x^2 + y^2 - z^2 = 0$$

$$x^2 + y^2 - z^2 = 0$$



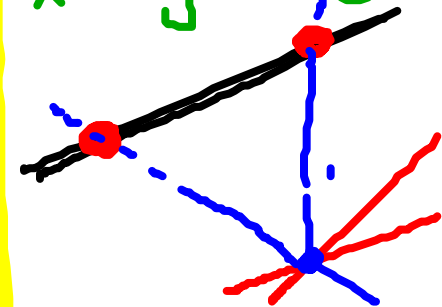
$$x^2 + y^2 - z^2 = 0$$

$$x^2 + y^2 - z^2 = 0$$



$$z^2 = 0$$

$$x^2 - y^2 = 0$$



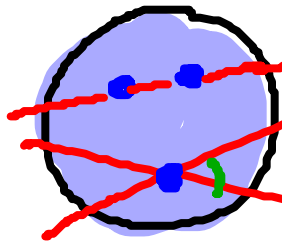
Pseudo euclidean  
 Geometry

~  
 Special  
 Relativity

Ell

$$x^2 + y^2 - z^2 = 0$$

$$x^2 + y^2 - z^2 = 0$$



Hyperbolic  
 geometry

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

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

Elliptic geometry  
 on a sphere  
 antipodes identified

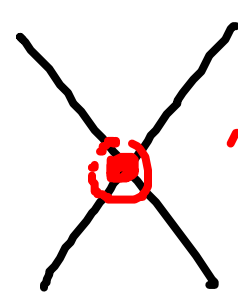
$$z^2 = 0$$

$$x^2 + y^2 = 0$$

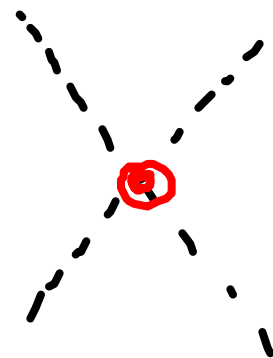


Euclidean  
 Geometry

Euc



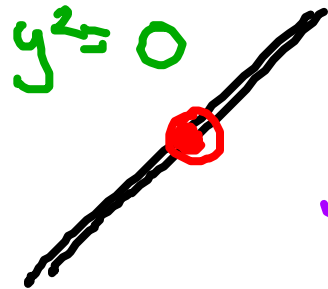
Dual  
 Pseudo  
 Euclidean



Dual  
 Euc.

$$z^2 = 0$$

$$y^2 = 0$$



Galileo  
 geometry

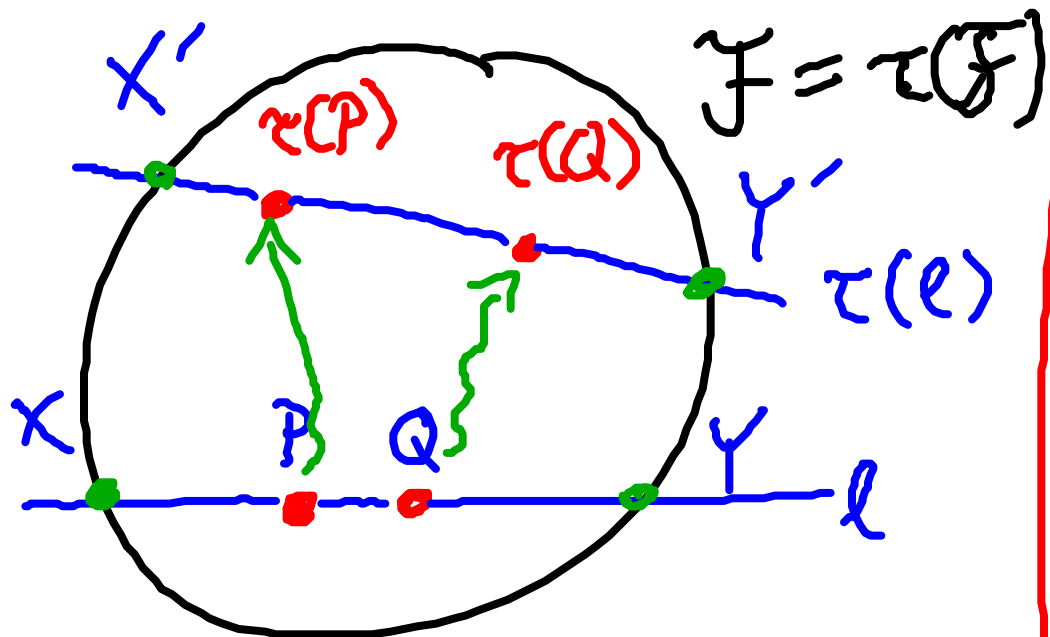
Transformations in  $CK$  geometries

$\mathcal{F} = (A, B)$  Fundamental Object.

Def **Motions** in a  $CK$  geometry are those projective Trafos that leave  $\mathcal{F}$  as a whole invariant.

Thm: Under such Mobius, all distances and angles remain invariant (upto sign)

"Proof by example"



$$\frac{\ln(PQ; XY)}{\ln(\tau(P)\tau(Q), X'Y')}$$

Under  $\tau$  we have:  
 $\{X', Y'\} = \{\tau(X), \tau(Y)\}$   
 Let  $X' = \tau(X), Y' = \tau(Y)$

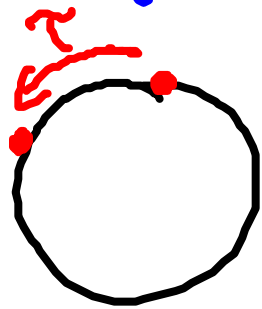
$$\ln(\tau(P), \tau(Q); \tau(X), \tau(Y))$$

Since  $\tau$  is a Proj. Transf.

# Transformations of special CK - Geometries

1) Hyperbolic:

$$A = \begin{pmatrix} 1 & & \\ & 1 & \\ & & -1 \end{pmatrix}, B = \begin{pmatrix} 1 & & \\ & 1 & \\ & & -1 \end{pmatrix}$$



---

2) Elliptic Geometry

$$A = \begin{pmatrix} 1 & & \\ & 1 & \\ & & 1 \end{pmatrix}, B = \begin{pmatrix} 1 & & \\ & 1 & \\ & & 1 \end{pmatrix}$$

Transformations that leave the unit circle as a whole invariant

This group of Transformations is isomorphic to  $\mathbb{R}P^1$  Transformations

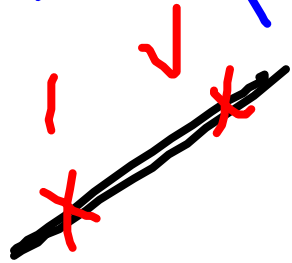
Transformations must have leave  $\begin{pmatrix} 1 & & \\ & 1 & \\ & & 1 \end{pmatrix}$  invariant

$$T^T E T = E \Rightarrow T^T T = E$$

These are Rotations in  $\mathbb{R}^3$  of the homog. coord.

3 Euklidean

$$A = \begin{pmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \end{pmatrix} \quad B = \begin{pmatrix} 1 & 1 & 0 \\ 1 & 1 & 0 \end{pmatrix}$$

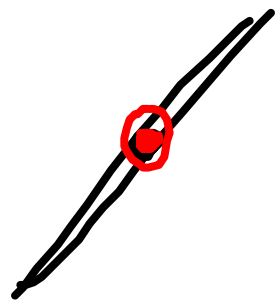


4) Pseudo eukl. geom

$$A = \begin{pmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \end{pmatrix} \quad B = \begin{pmatrix} 1 & -1 & 0 \\ 1 & -1 & 0 \end{pmatrix}$$

5 + 6 dual to 3, 4

7 Galileo geom



$$A = \begin{pmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \end{pmatrix} \quad B = \begin{pmatrix} 1 & 0 & 0 \\ 1 & 0 & 0 \end{pmatrix}$$

Transformations that leave  $I, J$  as a pair invariant.

$\Rightarrow$  Euclidean Trafos + Skalierung + Mirrorreflektion

Trafos that leave

$$\begin{pmatrix} 1 \\ -1 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix} \text{ invariant}$$

Trafos that leave

a line and a point unit fixed