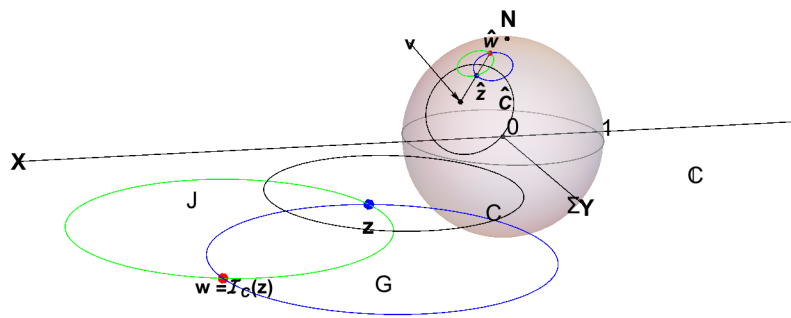
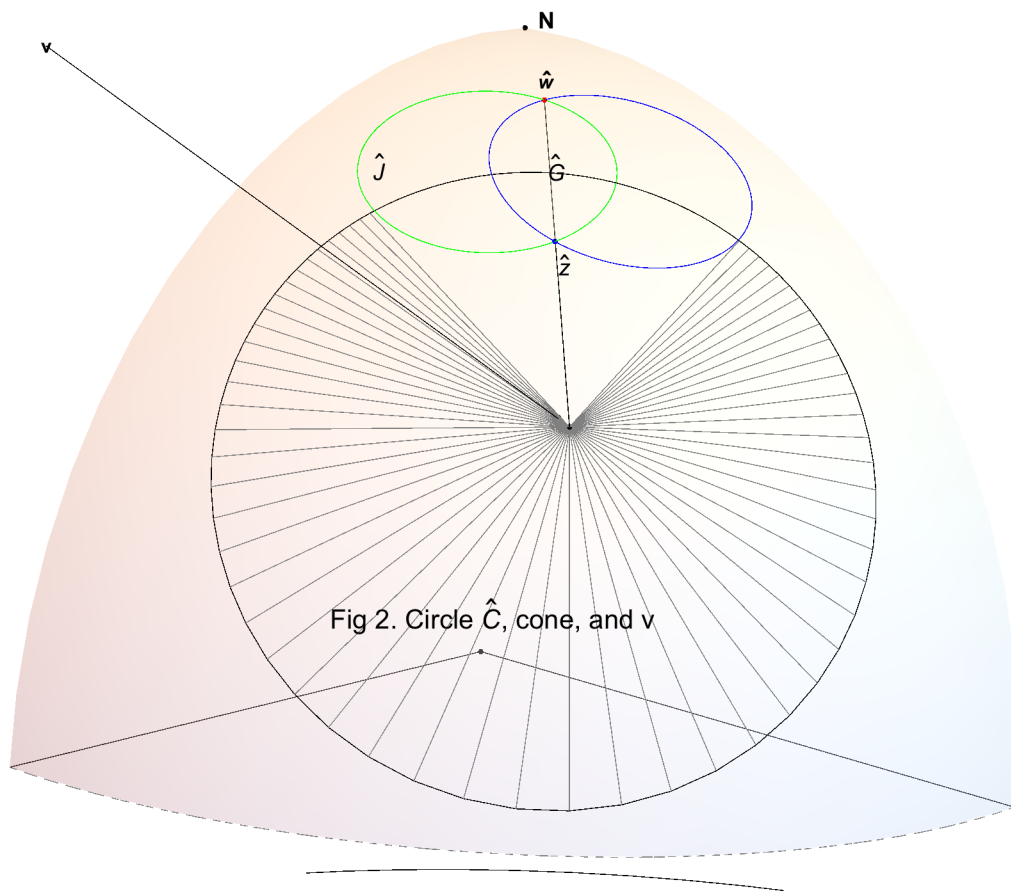
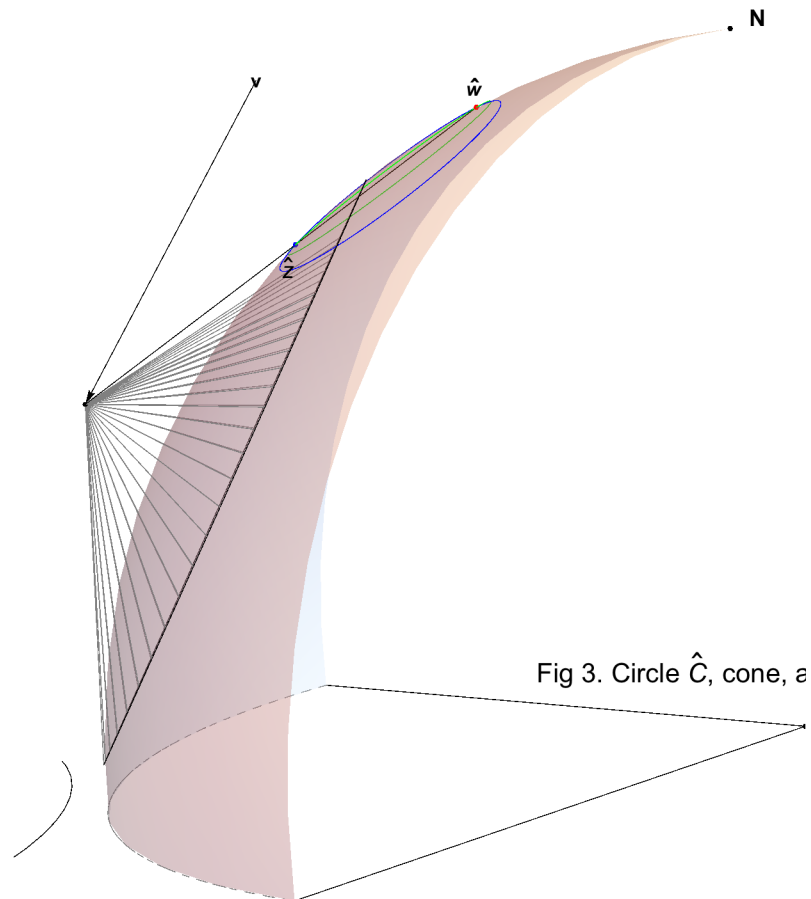


Needham, Chapter 6, Exercise 3, p. 328
G. Palmer, October 8, 2016, 3:15 pm PST

Fig 1. Projection from vertex of cone on $\hat{C}$ induces reflection in C





Fig 3. Circle $\hat{C}$, cone, ε

3 Let C be a circle in $\mathcal{C}$, and let $\hat{C}$ be its stereographic image on Σ . If $\hat{C}$ is a great circle, then (18) says that $\mathcal{I}_C$ stereographically induces reflection of Σ in $\hat{C}$, but what transformation is induced if C is an arbitrary circle? Generalize the argument of figure [14] to show that $\mathcal{I}_C$ becomes [the] projection from the vertex v of the cone that touches Σ along $\hat{C}$. That is, if $w = \mathcal{I}_C(z)$, then $\hat{w}$ is the second intersection point of Σ with the line in space that passes through the vertex v and the point $\hat{z}$. Explain how (18) may be viewed as a limiting case of this more general result.

Following Vasco, we have changed the problem to read:

Let C be a circle in $\mathcal{C}$, and let $\hat{C}$ be its stereographic image on Σ . If $\hat{C}$ is a great circle, then (18) says

that $\mathcal{I}_C$ stereographically induces reflection of Σ in $\hat{C}$, but what transformation is induced if $\hat{C}$ is an arbitrary circle? Generalize the argument of figure [14] to show that $\mathcal{I}_C$ becomes [the]* projection from the vertex v of the cone that touches Σ along $\hat{C}$. That is, if $w = \mathcal{I}_C(z)$, then $\hat{w}$ is the second intersection point of Σ with the line in space that passes through the vertex v and the point $\hat{z}$. Explain how (18) may be viewed as a limiting case of this more general result.

Notation and interpretation: Let z, w, C, G , and J be points or circles in $\mathbb{C}$. Let $\hat{z}, \hat{w}, \hat{C}, \hat{G}$, and $\hat{J}$ be points or circles in Σ . The “^” symbol does not in itself symbolize stereographic projection. In sentence three, “projection from the vertex v ” is not stereographic projection. It is just extension of a line from v until it intersects Σ at two points, $\hat{z}$ and $P(\hat{z})$. The cone that “touches Σ along $\hat{C}$ ” can have only one vertex because it is tangent to Σ at $\hat{C}$. A line from v to ($\hat{z}$ not in Σ) is not actually a line in the cone; rather it is a line inside the space within the cone.

- a) Draw an arbitrary circle $\hat{C}$ in Σ .
- b) Draw a point v at the vertex of a regular cone based in $\hat{C}$. All straight lines from v to $\hat{C}$ are tangents to Σ and orthogonal to $\hat{C}$.
- c) Plot a point $\hat{z}$ inside $\hat{C}$.
- d) Draw a line from v through $\hat{z}$, where it intersects Σ and extend (project) it until it intersects Σ a second time. Label the second point of intersection $P(\hat{z})$ for non-stereographic projection.
- e) Use the two points of intersection to draw two circles $\hat{G}$ and $\hat{J}$ orthogonal to $\hat{C}$ in Σ . Vasco has reasoned in the Forum that they are orthogonal to $\hat{C}$ because a line drawn from v to a point of intersection of either $\hat{G}$ or $\hat{J}$ with $\hat{C}$ touches Σ at the point and is orthogonal to $\hat{C}$, so it also touches $\hat{G}$ or $\hat{J}$ at the same point and is therefore tangent to one of them. Hence, $\hat{G}$ or $\hat{J}$ must be orthogonal to $\hat{C}$. Vasco: “The crucial point is that the circle [$\hat{G}$ or $\hat{J}$] and the line [from v to a point of intersection of either $\hat{G}$ or $\hat{J}$ with $\hat{C}$] are in the same plane - that defined by v and the two points of intersection of the circle with $\hat{C}$, and so if the circle touches the line then that is the definition of a tangent!”. [material in brackets added]
- f) Apply stereographic inversion to $\hat{C}, \hat{G}, \hat{J}, \hat{z}$, and $P(\hat{z})$ to obtain circles C, G, J , and points z and $P(z)$ in $\mathbb{C}$. G and J must be orthogonal to C .
- g) The two points of intersection $\hat{z}$, and $P(\hat{z})$ of $\hat{G}$ and $\hat{J}$ are carried to points of intersection z and $P(z)$ of G and J in $\mathbb{C}$, where we know they represent mutual inversions in C (the projection of $\hat{C}$). Thus, $\mathcal{I}_C$ becomes [the]* projection from the vertex v of the cone that touches Σ along $\hat{C}$.
- h) $P(z)$ is the inversion w of z , so $P(\hat{z}) = \hat{w}$, the second point of intersection in Σ . We have shown that if $w = \mathcal{I}_C(z)$, then $\hat{w}$ is the second intersection point of Σ with the line in space that passes through the vertex v and the point $\hat{z}$.

Explain how (18) may be viewed as a limiting case of this more general result.

According to (18), reflection of Σ in a line [i.e. great circle] induces reflection (inversion) of $\mathbb{C}$ in the stereographic image of that line. The great circle in (18) represents the limiting case of $\hat{C}$ in which the point v is moved to an infinite distance from O . As it does so, the lines from v touching $\hat{C}$ become orthogonal to rays from the origin to Σ , and $\hat{C}$ becomes a great circle.

This seems to raise a point for discussion. Since $\hat{w}$ and $\hat{z}$ are projections of w and z , and since w and z are inversions in C , doesn't this imply that $\hat{w}$ and $\hat{z}$ are inversions in $\hat{C}$ on Σ ? If so, then we should be able to say that reflection of Σ in an arbitrary circle induces reflection (inversion) of $\mathbb{C}$ in the stereographic image of that circle. This constitutes a generalization of (18).

The plot: It is much easier to create custom objects and apply transformations in $\mathbb{C}$ than it is in Σ , where finding points often requires solving vector equations. The circles and points of intersection were created first in $\mathbb{C}$ and then projected to Σ by stereographic projection. Then a line was plotted through $\hat{z}$ and $\hat{w}$. To find the vertex, z and w were rotated around the center of C in $\mathbb{C}$ and projected to Σ as $\hat{\mathcal{R}}(z)$ and $\hat{\mathcal{R}}(w)$. Another line was plotted through these two points and extended to meet the first line at v . Neither of these lines are in the cone mentioned in the problem, but the cone would be plotted on this vertex v and the base $\hat{C}$.

*The article "the" is added by me for American readers.