

The real projective plane

All lines in Euclidean plane have the form

$$ax + by + c = 0$$

and can be labelled by their slope

$$m = -\frac{a}{b}$$

with the convention that $\pm\infty$ are allowed but label the same line. To each Euclidean line of slope m add the ideal point I_m

different notation than book

Idea: What used to be Euclidean lines with slope m now all intersect at I_m

The ideal line L consists of all the ideal points

Def: The real projective plane is the geometric model whose

points are all points of \mathbb{R}^2 + all points of L and whose

lines are all lines of \mathbb{R}^2 with their ideal points added together with L

[no angles]

Claim: The real projective plane is a projective geometry

Pf: Axioms 2 (3 non-collinear pts)
& 3 (≥ 3 pts/line)

follow immediately since they hold in \mathbb{R}^2

Axiom 4 (2 lines intersect in exactly 1 pt):

- 2 non-parallel Euclidean lines intersect in 1 Euclidean point and their ideal points differ
- 2 parallel Euclidean lines intersect in their ideal points
- the ideal line intersects each Euclidean line in its ideal point

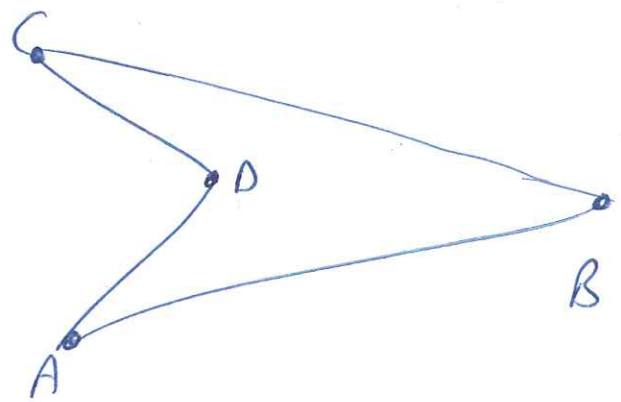
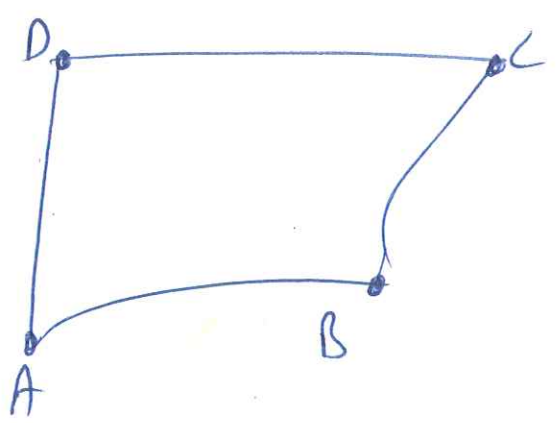
Axiom 1 (2 pts determine exactly 1 line)

- 2 Euclidean pts determine a unique Euclidean line, and are not on the ideal line
- 2 ideal pts lie on the ideal line by definition, and cannot both be on any Euclidean line.
- 1 Euclidean pt P and the ideal pt I_m determine the unique Euclidean line through P with slope m

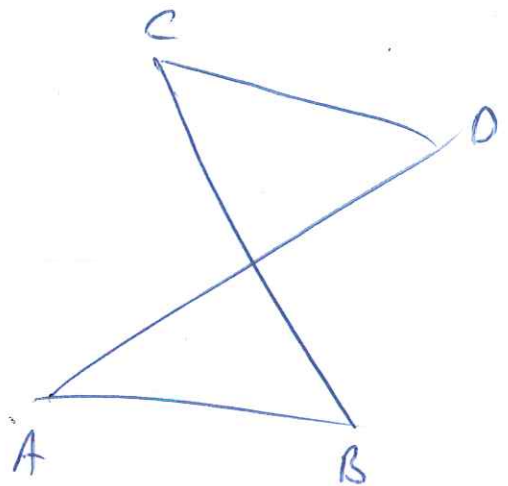
\therefore dual to itself (points \leftrightarrow lines)

Recall: A quadrilateral in neutral geometry is an ordered collection of 4 distinct points, no 3 of which are collinear, together with the 4 line segments connecting the points in the given order, such that any 2 of the line segments either intersect at an endpoint or not at all.

eg



but not



(A similar definition holds in elliptic geometry ~~SKIM~~ although care must be taken when defining "the" line segment connecting 2 points)

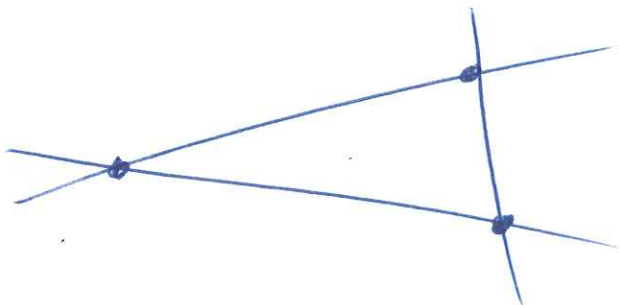
In projective geometry, \nexists line segments!

\therefore start again:

Triangle: 3 distinct pts ("vertices") &
all lines through them ("sides")

the dual of this is a

Trilateral: 3 distinct lines ("sides") &
all pts of intersection

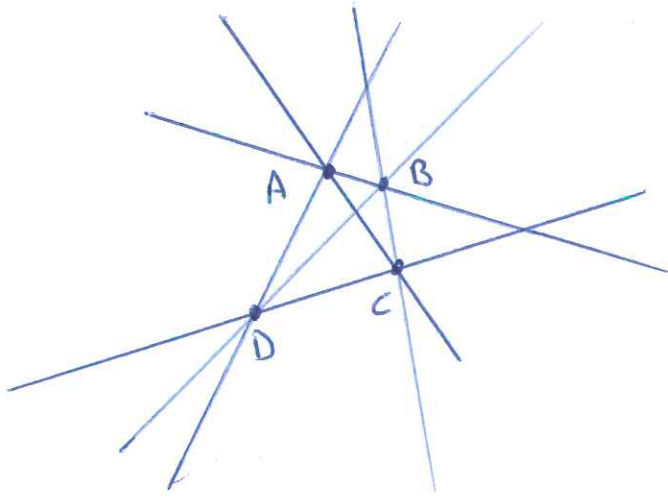


(an assumption is made that the pts aren't
collinear & the lines not concurrent)

\uparrow
(don't all meet
in 1 pt)

Complete quadrangle :

4 pts & all 6 lines
connecting pairs of pts



Complete quadrilateral :

4 lines &
all 6 intersection pts

