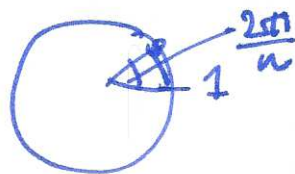
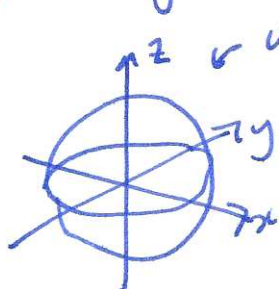


General case for regular polygons:
 symmetries generated by $z \mapsto e^{\frac{2\pi i}{n}} z$
 and reflection $z \mapsto \bar{z}$



so group has order $2n$, elements $\{ 1, e^{\frac{2\pi i}{n}} z, e^{\frac{2\pi i}{n} \cdot 2} z, \dots, e^{\frac{2\pi i}{n} (n-1)} z, \bar{z}, e^{\frac{2\pi i}{n}} \bar{z}, \dots \}$

Spherical geometry



S^2
 unit sphere $x^2 + y^2 + z^2 = 1$.

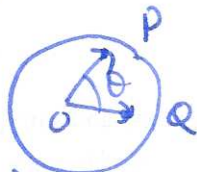
point $\leftrightarrow$ unit vector

antipodal point $\leftrightarrow$ negative of vector.

line $\leftrightarrow$ intersection of planes ^{through P} with S^2

planes described by $\perp$ vector $\underline{u}$, $\underline{u} \cdot \underline{x} = 0$. i.e.

• How to find spherical distance:



recall: $\overline{OP} \cdot \overline{OQ} = \|\overline{OP}\| \|\overline{OQ}\| \cos \theta$
 $= \cos \theta$

distance = angle in radians!

so $d_{S^2}(P, Q) = \cos^{-1}(\overline{OP} \cdot \overline{OQ})$

Example find distance between $P = (-\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}}, 0)$ and $Q = (\frac{1}{\sqrt{3}}, -\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}})$.

• How to find a line containing two points, say P and Q .
 $\overline{OP} \times \overline{OQ} \perp$ to both vectors, so normal vector $\underline{u}$ to plane.

Example find circle containing $P = (\frac{3}{5}, -\frac{4}{5}, 0)$ and $Q = (0, \frac{\sqrt{3}}{2}, -\frac{1}{2})$.

$\overline{OP} \times \overline{OQ} = \begin{vmatrix} \underline{i} & \underline{j} & \underline{k} \\ \frac{3}{5} & -\frac{4}{5} & 0 \\ 0 & \frac{\sqrt{3}}{2} & -\frac{1}{2} \end{vmatrix} = \langle \frac{2}{5}, \frac{3}{10}, \frac{3\sqrt{3}}{10} \rangle \leftarrow$ not unit vector!
 parallel to $\langle 4, 3, 3\sqrt{3} \rangle \cdot \frac{1}{\sqrt{52}}$
 so equation of plane is $4x + 3y + 3\sqrt{3}z = 0$.

• How to find the angle between two lines



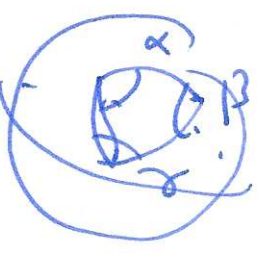
angle same as angle between normal vectors!

Example L_1 has $\underline{u}_1 = \frac{1}{3} \langle 1, 2, -2 \rangle$ L_2 has $\underline{u}_2 = \frac{1}{4} \langle 1, -3, \sqrt{6} \rangle$

$\theta = \cos^{-1}(\underline{u}_1 \cdot \underline{u}_2) \leftarrow$ if unit vecs! otherwise need $\theta = \cos^{-1}\left(\frac{\underline{u}_1 \cdot \underline{u}_2}{\|\underline{u}_1\| \|\underline{u}_2\|}\right)$.

• How to find the area of a triangle

For a spherical triangle PAR , area = $\alpha + \beta + \gamma - \pi$



- find edges
- find angles between lines
- use Gauss/Girard's thm.

Example 1 $P = (-1, 0, 0), Q = (0, -1, 0), R = (0, 0, 1)$

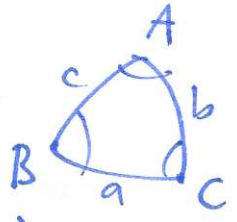
2 $P = (\frac{3}{5}, \frac{4}{5}, 0), Q = (0, -\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}}), R = (\frac{3}{\sqrt{14}}, \frac{2}{\sqrt{14}}, \frac{1}{\sqrt{14}})$

3 $P = (\frac{1}{2}, -\frac{1}{2}, \frac{1}{\sqrt{2}}), Q = (\frac{2}{3}, \frac{1}{3}, -\frac{2}{3}), R = (1, 0, 0)$.

Spherical trigonometry

cosine rule

$\cos c = \cos a \cos b + \sin a \sin b \cos C$



special case (spherical pythagorean thm, $C = \frac{\pi}{2}$): $\cos c = \cos a \cos b$

~~Proof (1) $A, B = \cos a, A, C = \cos b, B, C = \cos c$~~

sin rule: $\frac{\sin A}{\sin a} = \frac{\sin B}{\sin b} = \frac{\sin C}{\sin c}$

Fact congruence for spherical triangles follows from: SSS $\rightarrow$ cosine law gives angle

SAS, ASA $\rightarrow$ cosine law AAA $\Rightarrow$ SSS.
cosine law SSS

Spherical isometries $\leftrightarrow$ rotations of $\mathbb{R}^3$ about 0!

- examples
- $f_1(x, y, z) \mapsto (-x, y, z)$ reflection in yz -plane
 - $f_2(x, y, z) \mapsto (x, -y, z)$ reflection in xz -plane
 - $f_3(x, y, z) \mapsto (x, y, -z)$ reflection in xy -plane (equator)

$f_1 \circ f_2(x, y, z) \mapsto (-x, -y, z) \leftarrow$ rotation about z -axis by π radians.