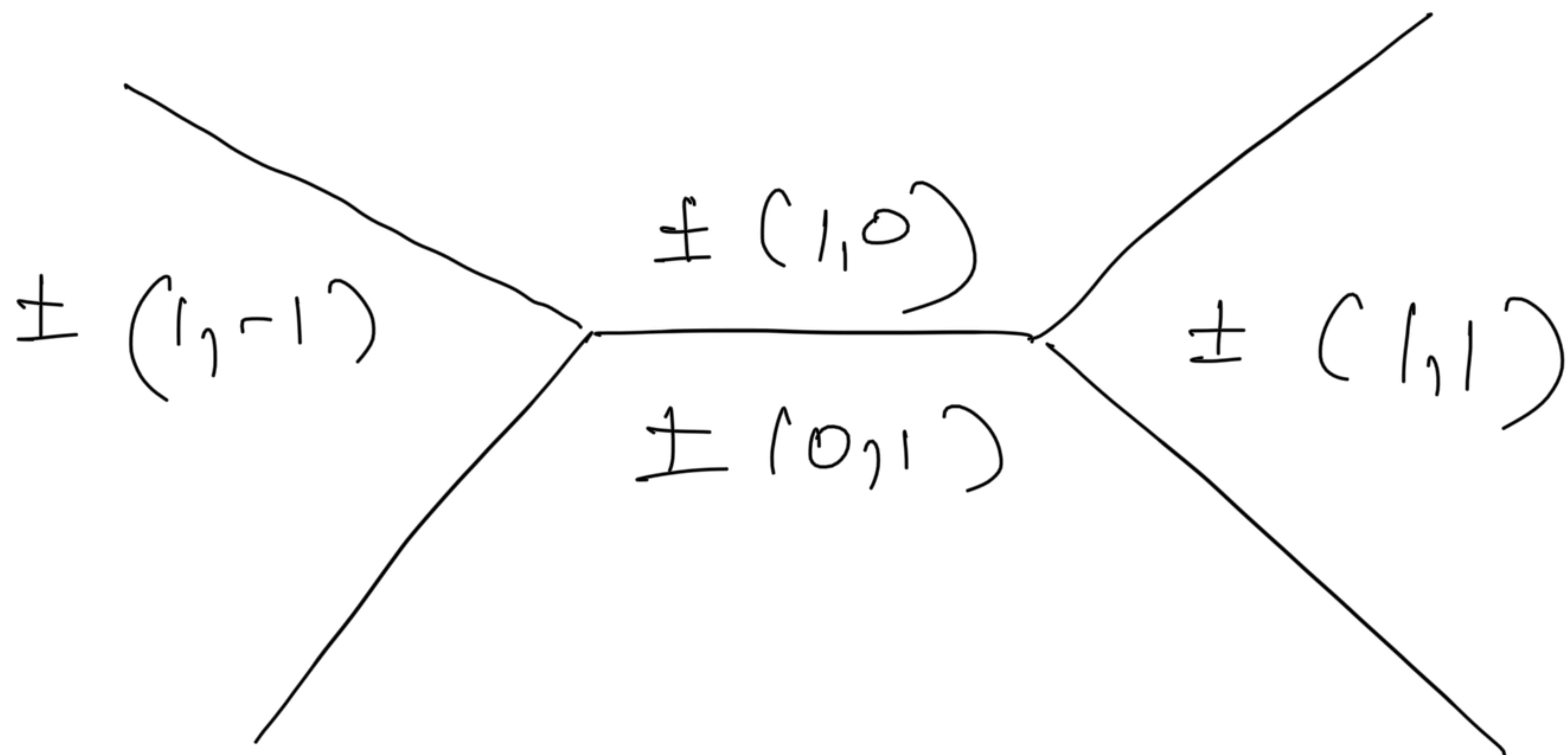


Recall from last time



This is domain topo graph, Can be extended infinitely in both directions.

There is a symmetry in this, So it is important to get a sense of

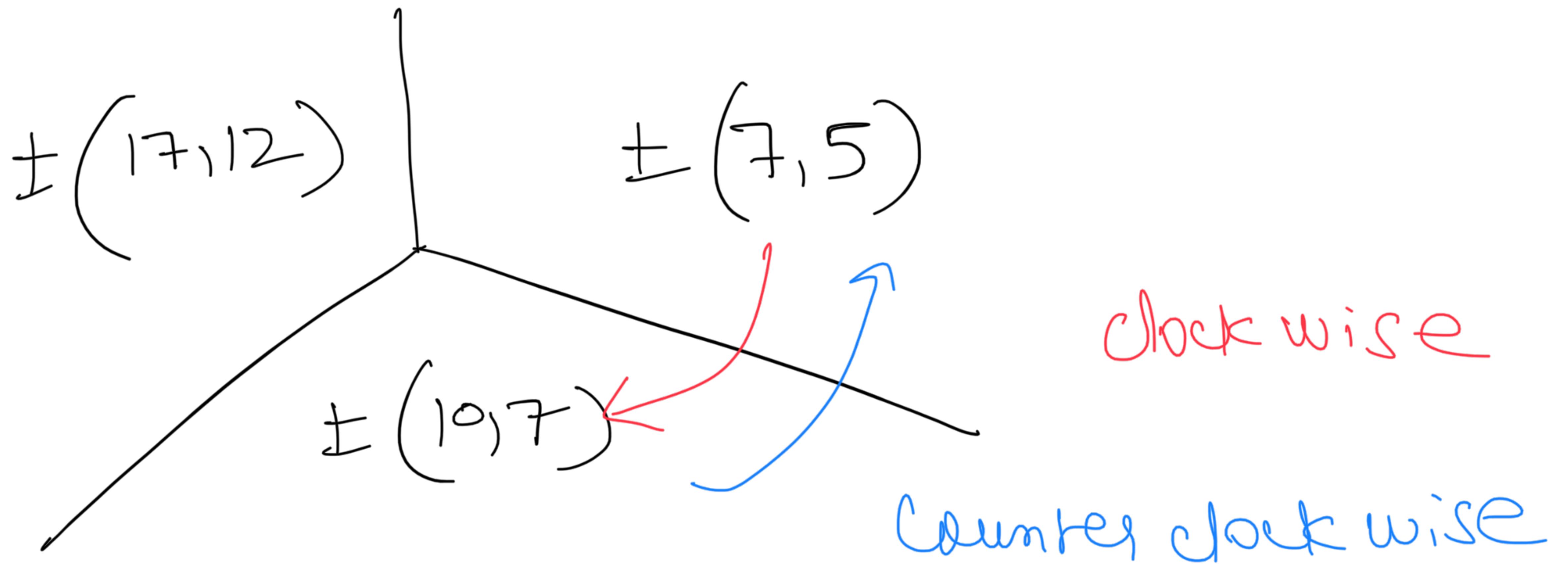
Orientation.

Determining Orientation

A super basis is a set $\{v, u, w\}$ of vectors such that $uv + w = 0$ & any two of them form a basis.

e.g. $\left\{(-17, -12), (10, 7), (7, 5)\right\}$

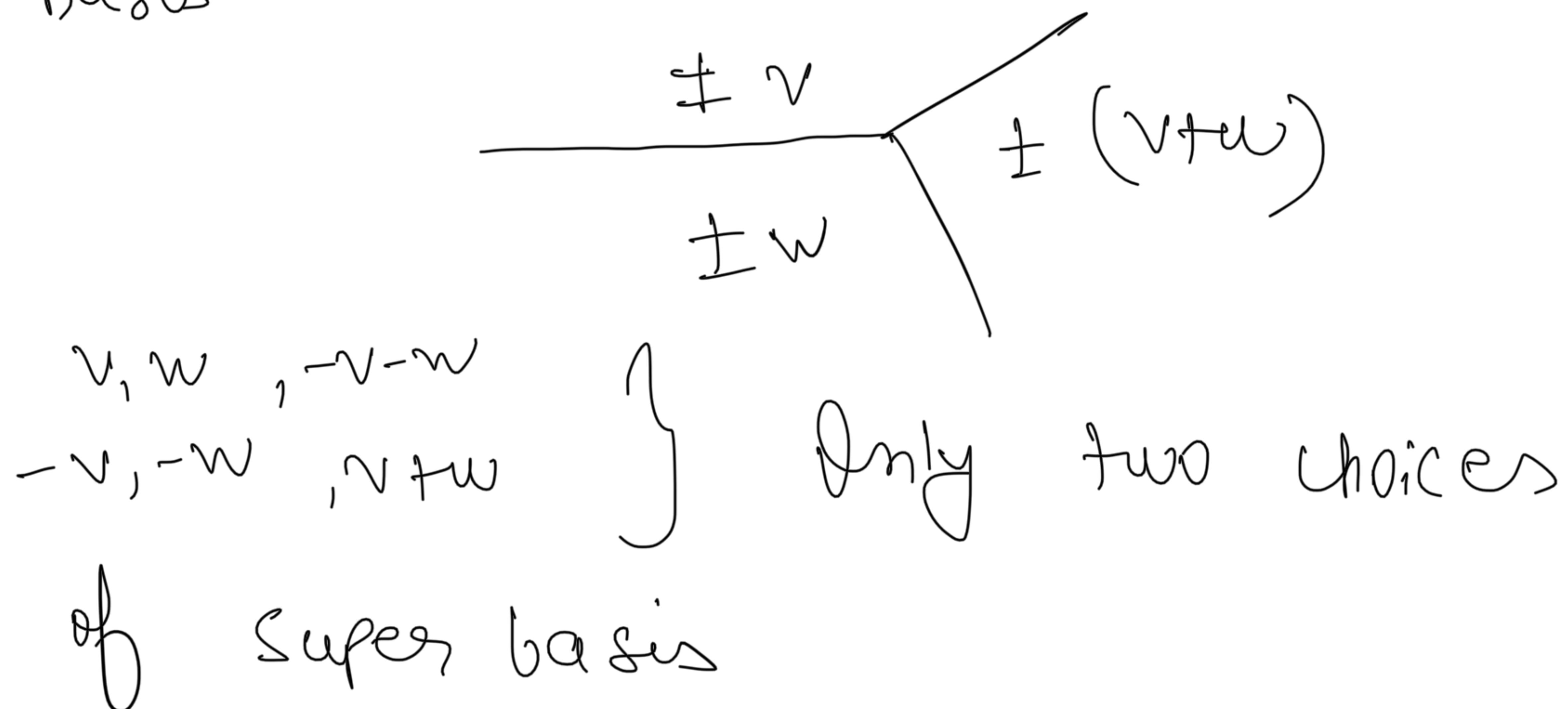
$$\begin{vmatrix} 10 & 7 \\ 7 & 5 \end{vmatrix} = 1$$

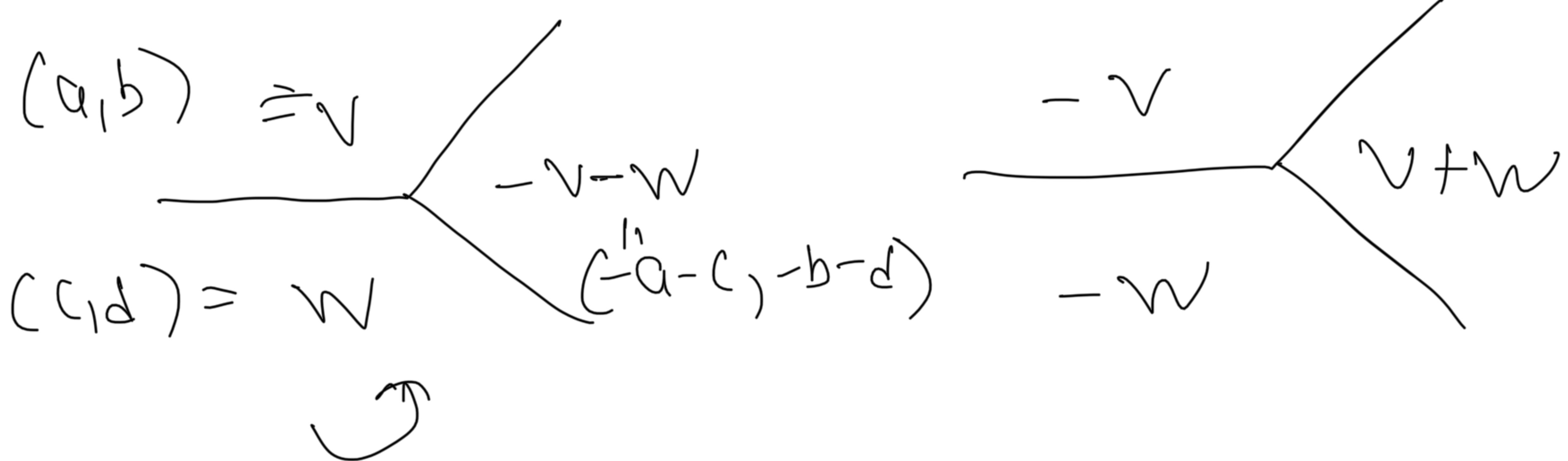


$$\begin{vmatrix} 7 & 5 \\ 10 & 7 \end{vmatrix} = -1$$

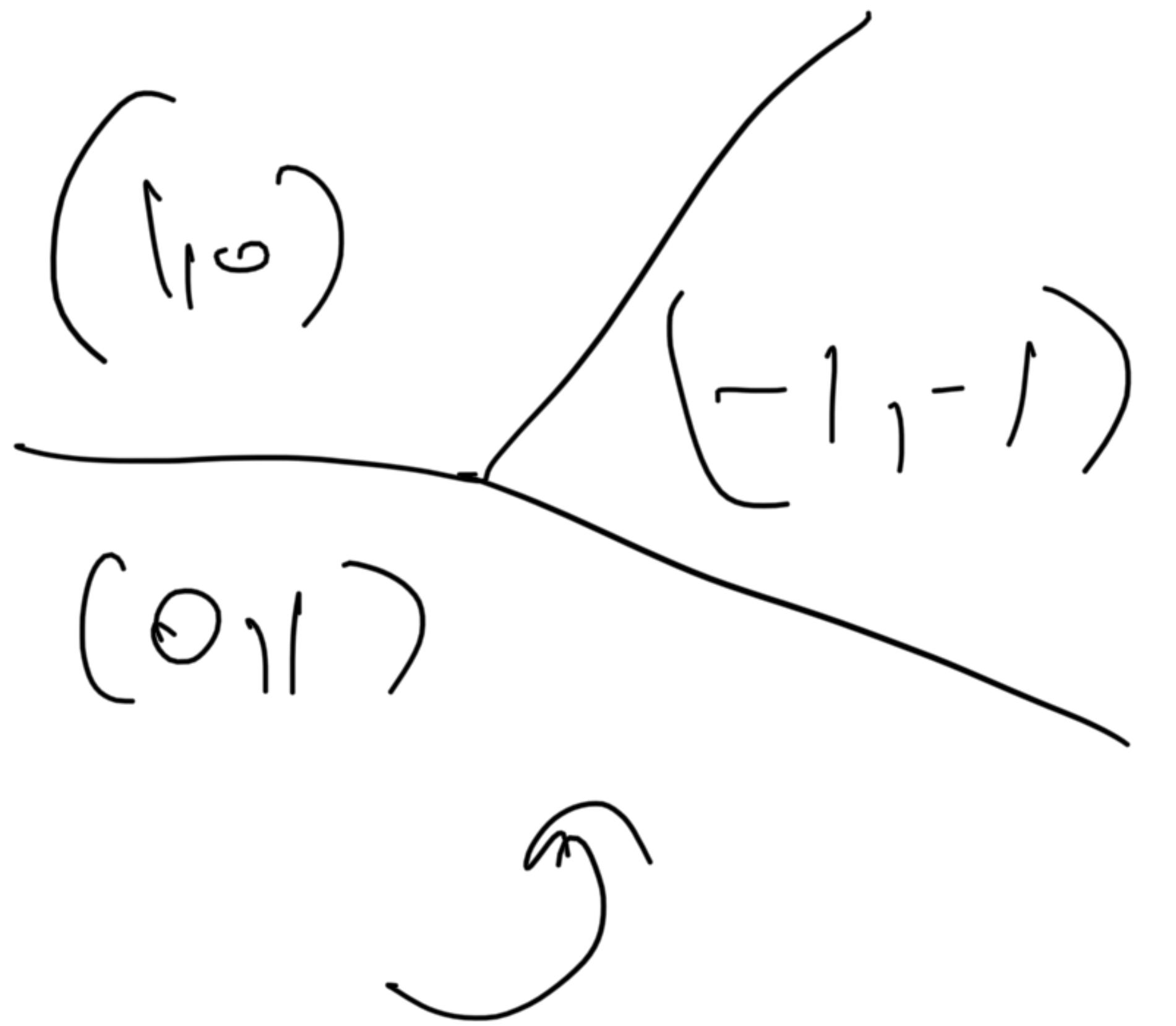
Thm: All counter clockwise determinants
equal 1.

Pf: ① Choosing a superbasis from a $k \times$
basis



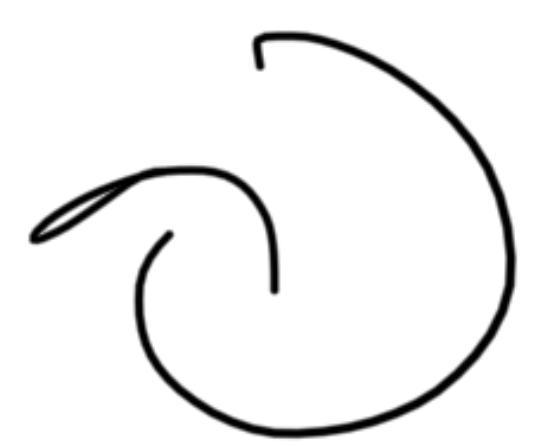


$$\begin{aligned}
 \begin{vmatrix} a & b \\ c & d \end{vmatrix} &= \begin{vmatrix} c & d \\ -a - c & -b - d \end{vmatrix} = \begin{vmatrix} -a - c & -b - d \\ a & b \end{vmatrix} \\
 &= \begin{vmatrix} -a & -b \\ -c & -d \end{vmatrix} = \begin{vmatrix} -c & -d \\ ac & bd \end{vmatrix} = \begin{vmatrix} ac & bd \\ -a & -b \end{vmatrix}
 \end{aligned}$$



Counter-clock wise

$$\text{det} = \begin{vmatrix} 0 & 1 \\ 1 & 0 \end{vmatrix} = 1$$



Clock-wise

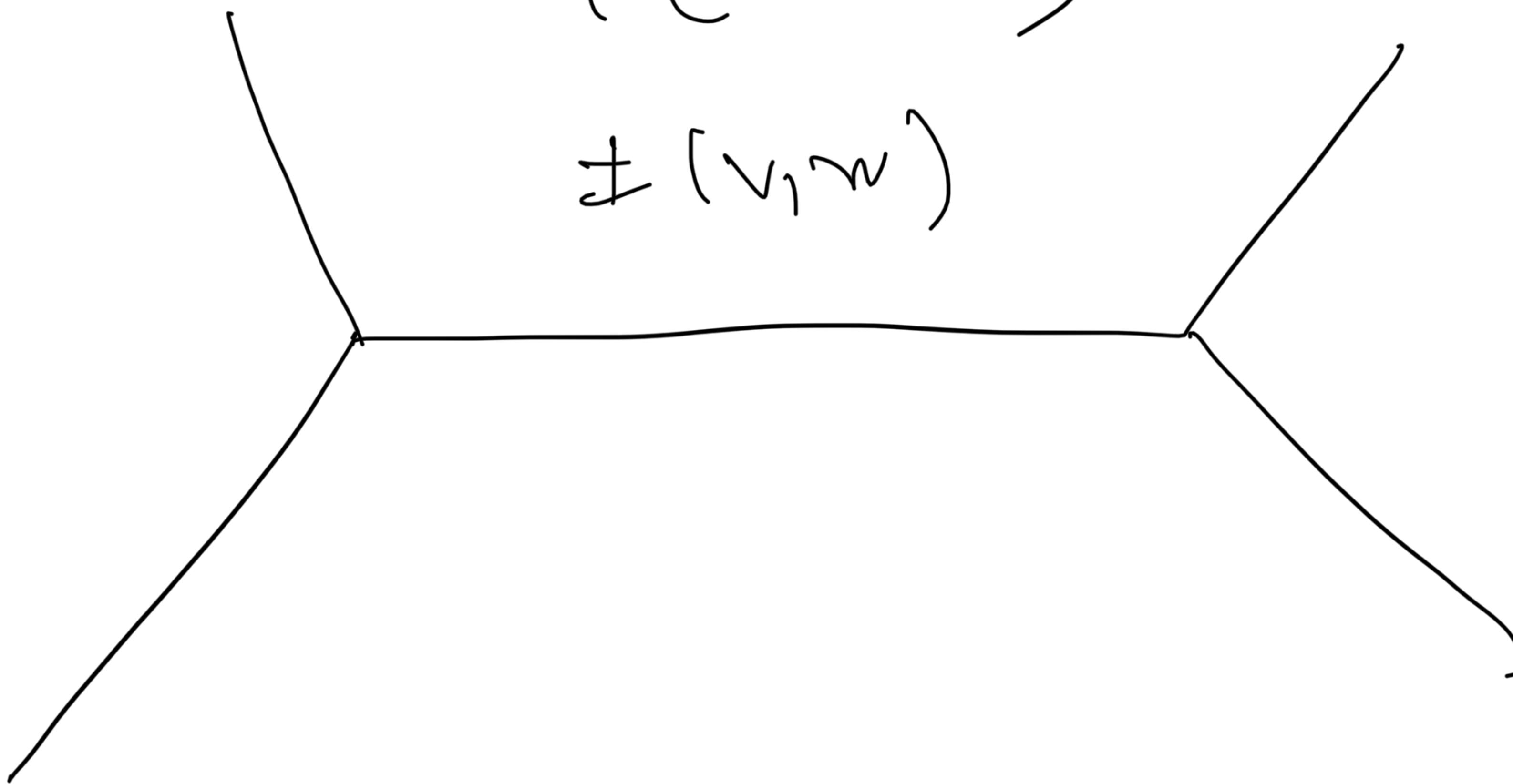
$$\begin{vmatrix} 0 & 1 \\ 0 & 0 \end{vmatrix} = -1$$

Range Topograph

$$Q(x,y) = ax^2 + bxy + cy^2$$

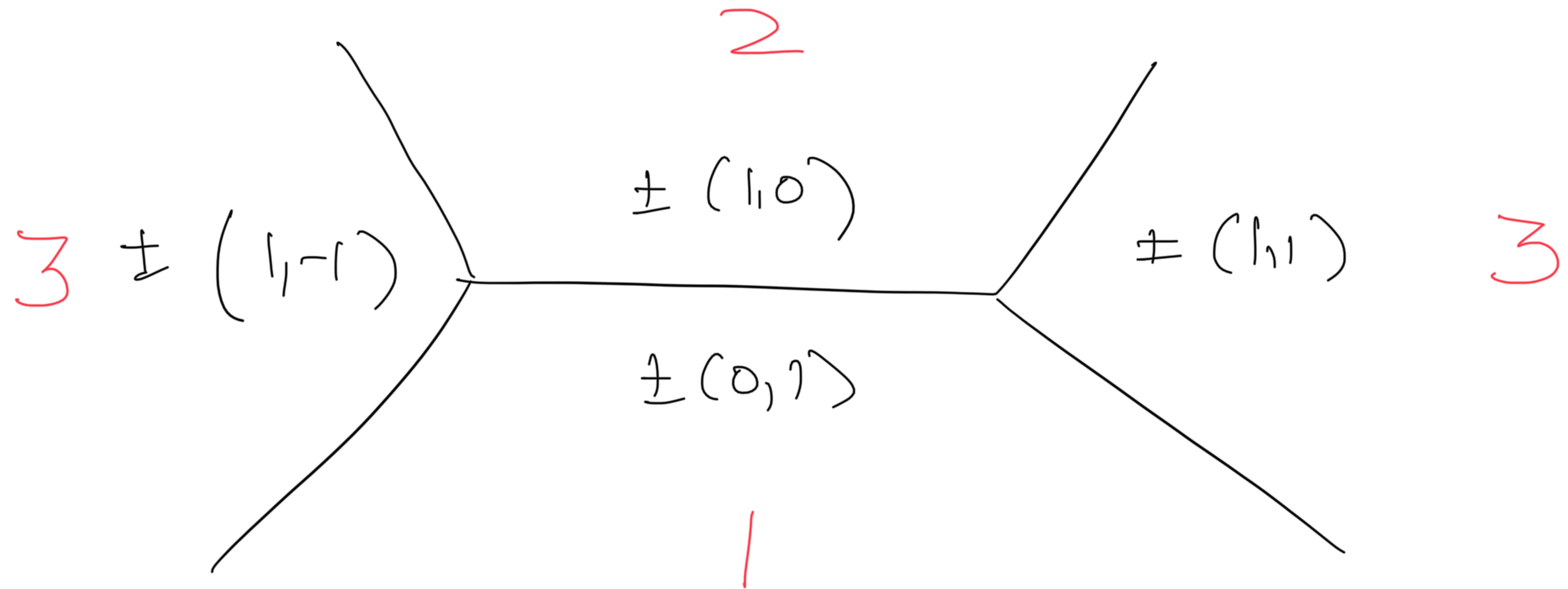
$$Q(\pm(v,w)) \in \mathbb{Z}$$

$$\pm(v,w)$$

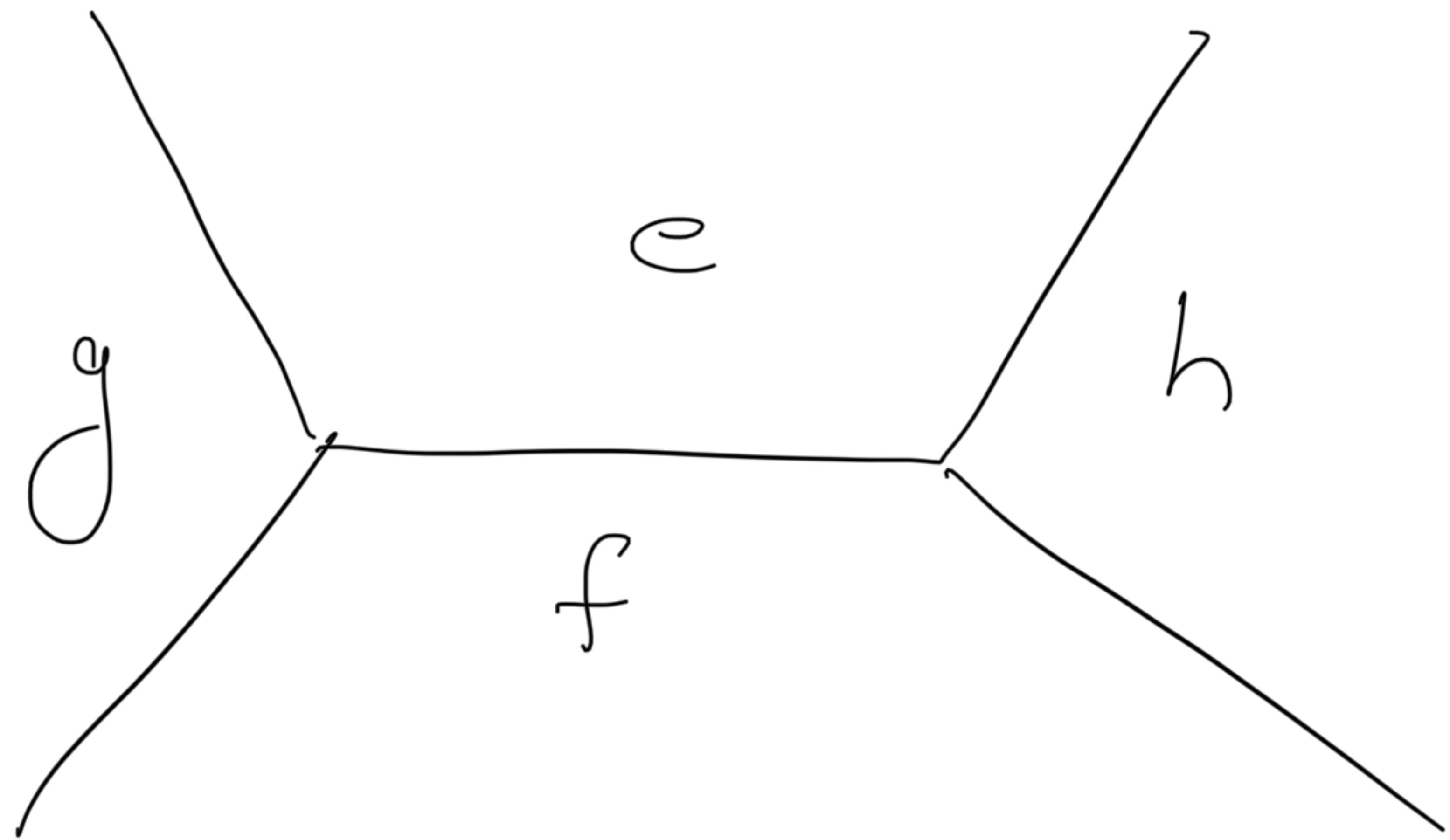


Example:

$$Q(x,y) = 2x^2 + y^2$$



Thm:



Range
Topograph

Then $g, e+f, h$ form arithmetic progression.

$$Q(x, y) = ax^2 + bxy + cy^2$$

Say

$$Q(u_1, u_2) = e = au_1^2 + bu_1u_2 + cu_2^2$$

$$Q(v_1, v_2) = f = av_1^2 + bv_1v_2 + cv_2^2$$

$$Q(u_1 + v_1, u_2 + v_2) = h$$

$$= au_1^2 + av_1^2 + 2au_1v_1 + bu_1u_2$$

$$+ bu_1v_2 + bv_1u_2 + bv_1v_2$$

$$+ cu_2^2 + cv_2^2 + 2cu_2v_2$$

$$Q(u_1 - v_1, u_2 - v_2) = g$$

$$= au_1^2 + av_1^2 - 2au_1v_1 + bu_1v_2 - bu_1u_2 - bv_1u_2$$

$$+ bv_1v_2 + cu_2^2 + cv_2^2 - 2cu_2v_2$$

$$e+f-g = 2a u_1 v_1 + b u_1 v_2 + b v_1 u_2 \\ + 2c u_2 v_2$$

$$h - (e+f) = 2a u_1 v_1 + b u_1 v_2 + b v_1 u_2 + 2c u_2 v_2$$

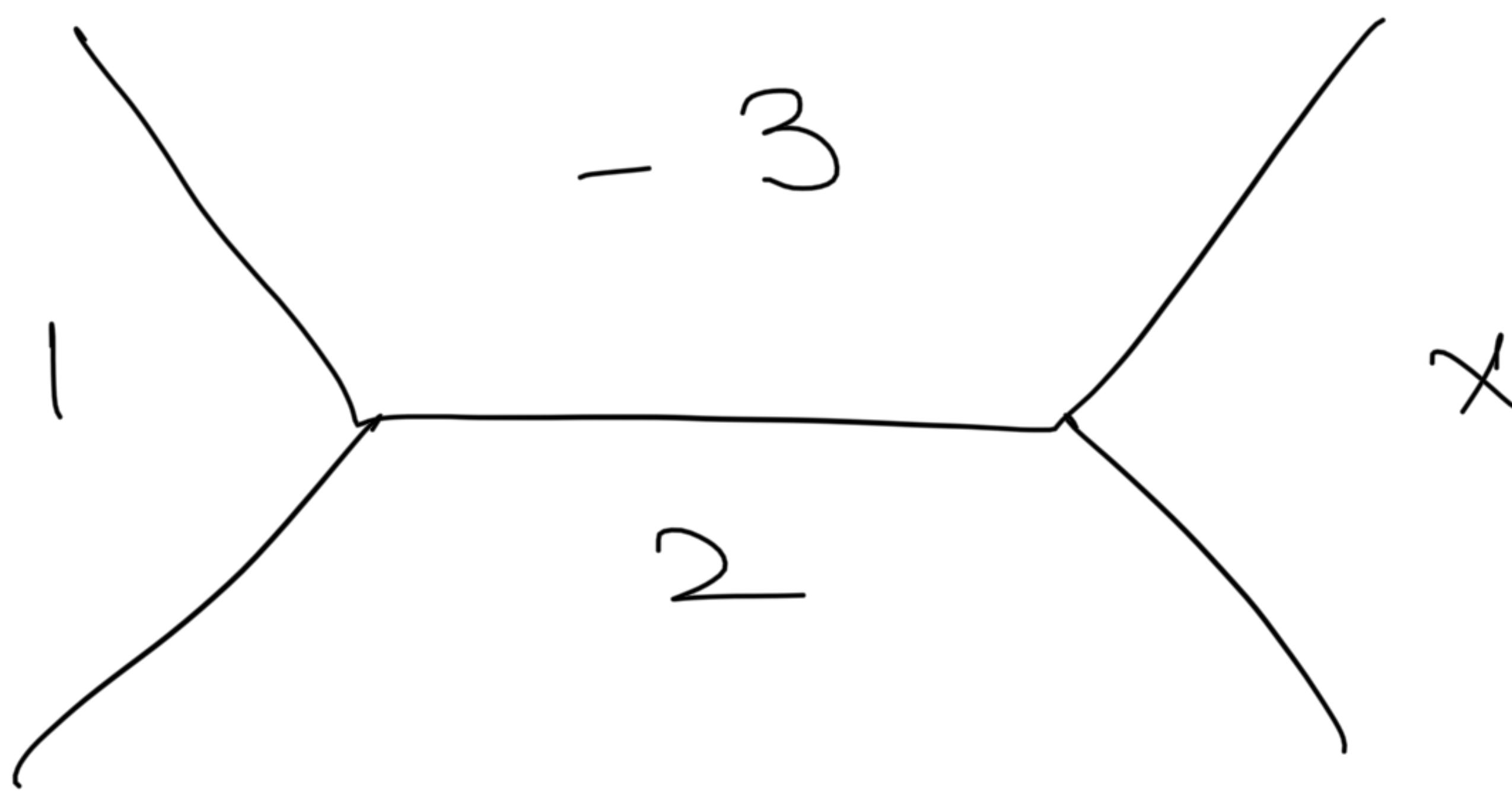
$$(e+f)-g = h - (e+f)$$

So, g , $e+f$, h form arithmetic progression.

Using this rule, we can complete range topograph without explicitly

Evaluating at quadratic form.

Example:



1, -1, x are in arithmetic progression

$$\Rightarrow x+1 = -2$$

$$\Rightarrow x = -3$$

Qn: Can two different quadratic forms
have same range topos?

Yes!

$$M = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \quad a, b, c, d \in \mathbb{Z}$$
$$\det M = \pm 1$$

$$Q(x, y) = Ax^2 + Bxy + Cy^2$$

$$Q(ax+by, cx+dy) = Q'(x, y)$$

Q & Q' are said to be
equivalent to each other.

If $\det M=1$, we say they are
properly equivalent to each other.

(proper isometry)

Discriminant

Suppose

$$Q(x, y) = ax^2 + bxy + cy^2$$

If we know $Q(1, 0)$, $Q(0, 1)$, $Q(1, 1)$

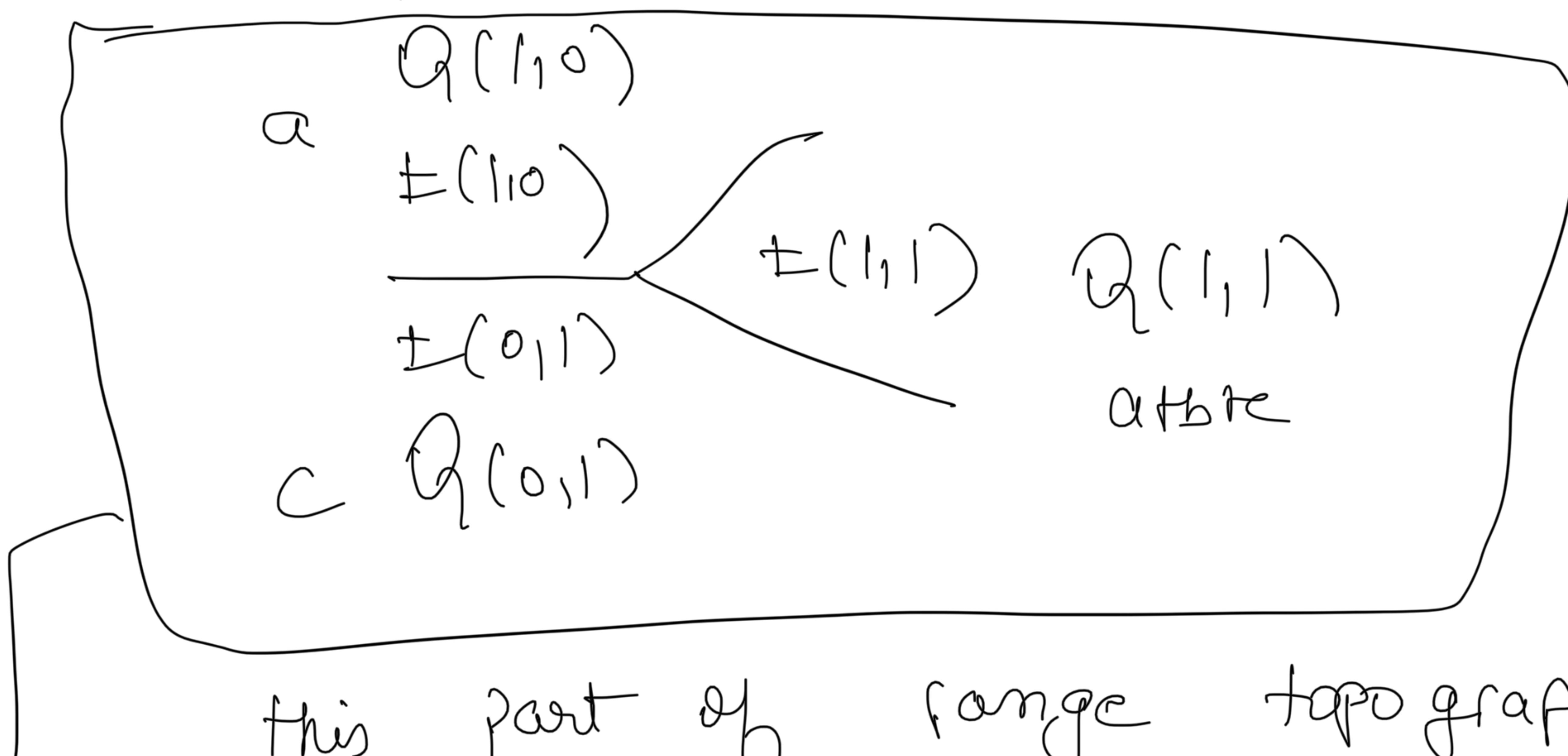
then we know a, b & c .

$$Q(1, 0) = a$$

$$Q(0, 1) = c$$

$$Q(1, 1) = a + b + c$$

S_0, Q gets determined from



this part of range topo graph.

We associate a number to this

$$b^2 - 4ac = \Delta(Q) \quad (\text{Discriminant})$$

Thm: If Q, Q' are equivalent, then

$$\Delta(Q) = \Delta(Q')$$
.

Pf: Via range topographs