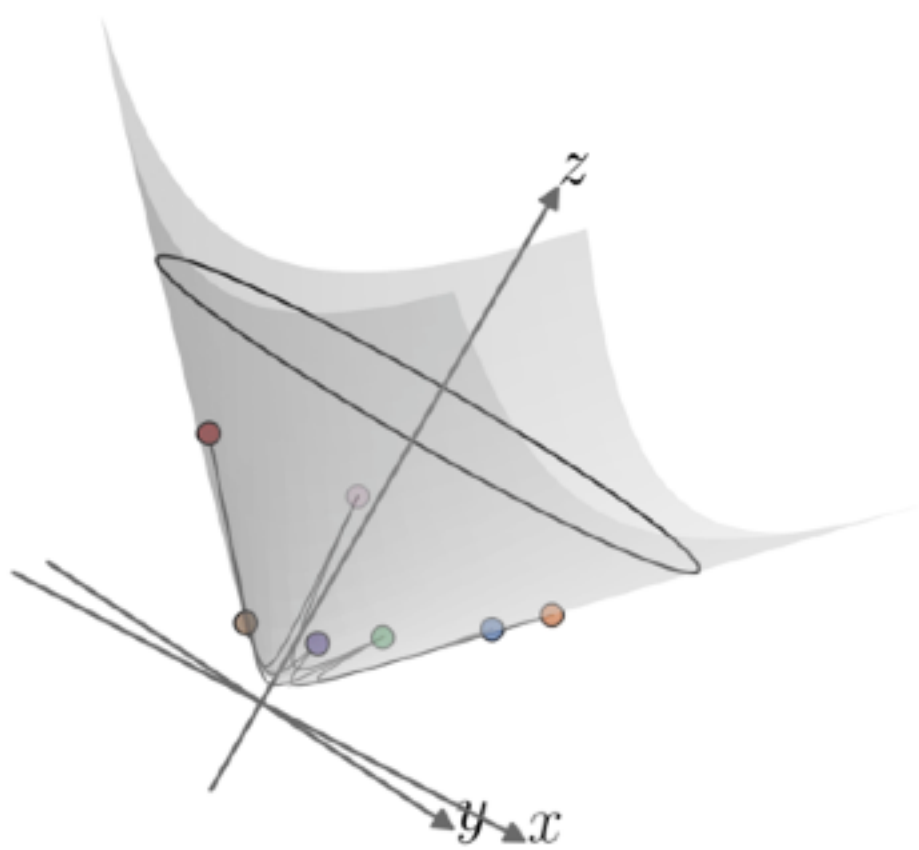
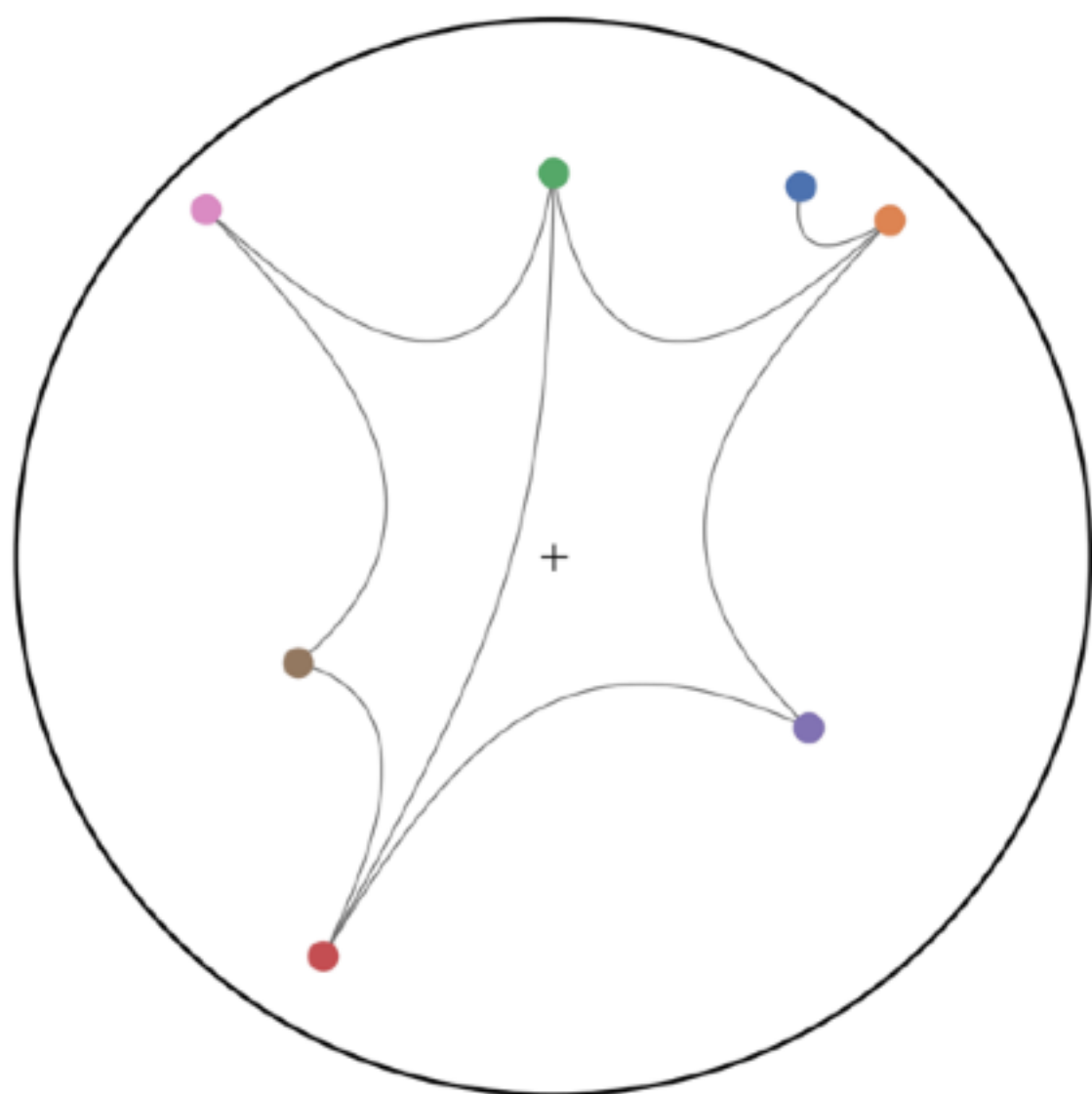




Hyperbolic geometry



hyperboloid in $\mathbb{R}^{2,1}$



hyperbolic disk (r, θ)

For further info, see Flavors of geometry (Cambridge University Press, 1997)

or Foundations of Hyperbolic Manifolds (Springer, 2019)

▷ Space of constant **negative curvature** (as opposed to flat or Euclidean space, or spherical space)

▷ Model for the $D = 2$ hyperbolic space : positive sheet of the **hyperboloid** defined by

$$x^2 + y^2 - z^2 = -1$$

▷ Distance between points (x_1, y_1, z_1) and (x_2, y_2, z_2) is

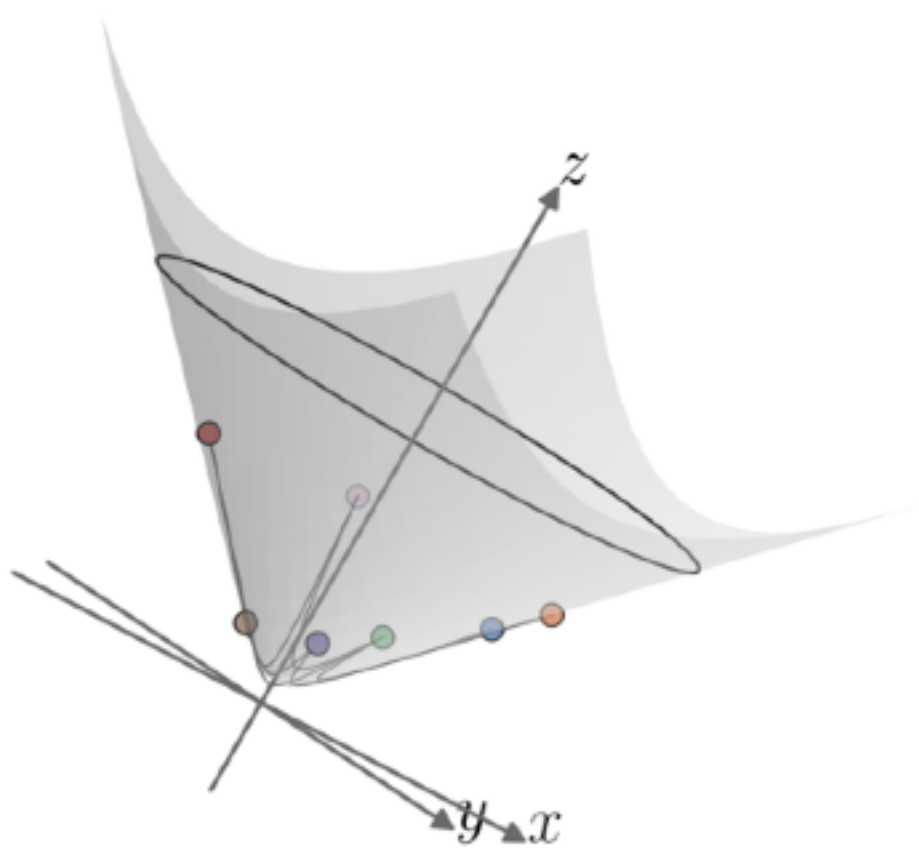
$$d(1, 2) = \operatorname{arccosh}(z_1 z_2 - x_1 x_2 - y_1 y_2)$$

▷ Polar coordinates

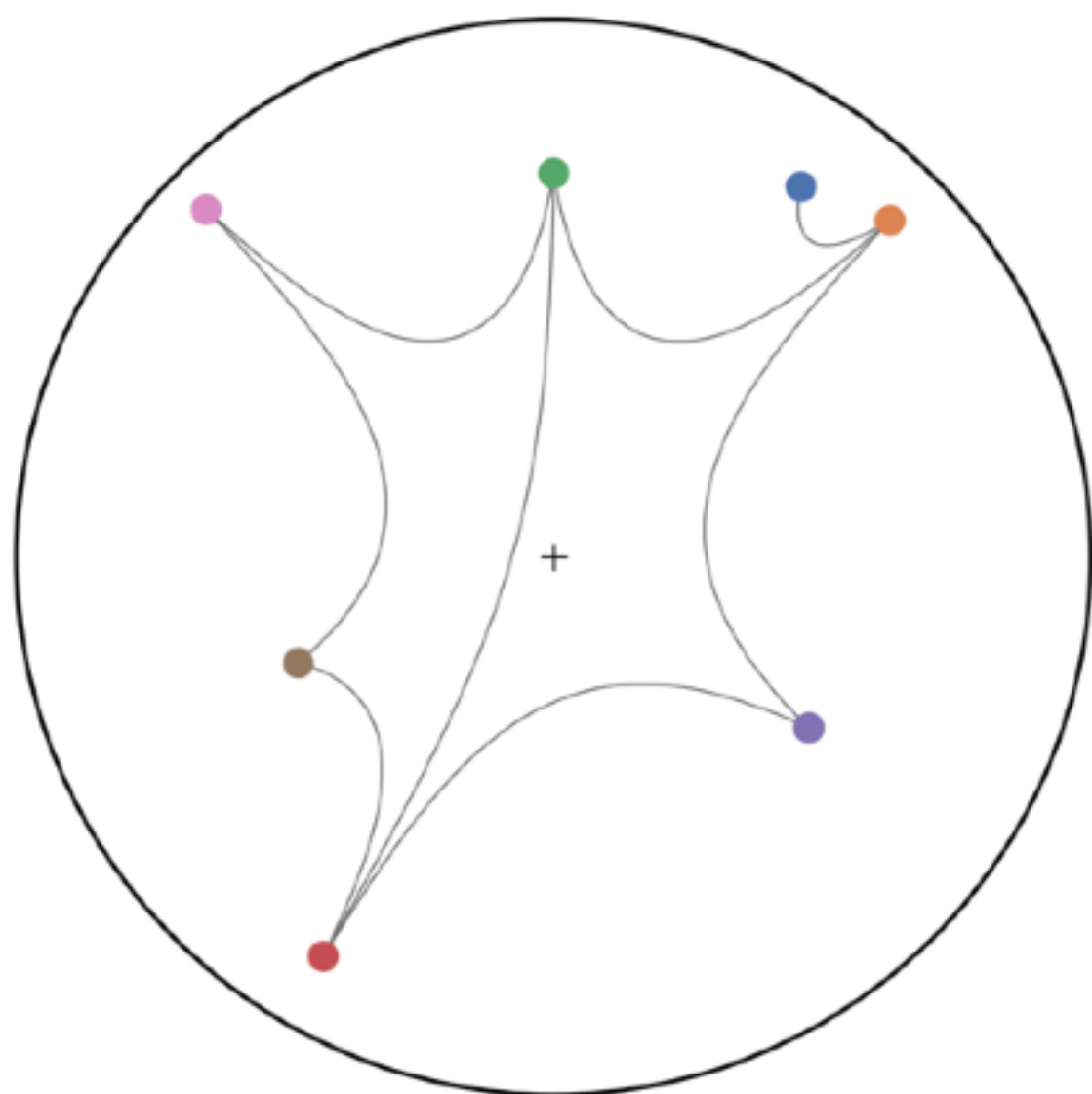
$$x = \sinh(r) \cos(\theta)$$

$$y = \sinh(r) \sin(\theta)$$

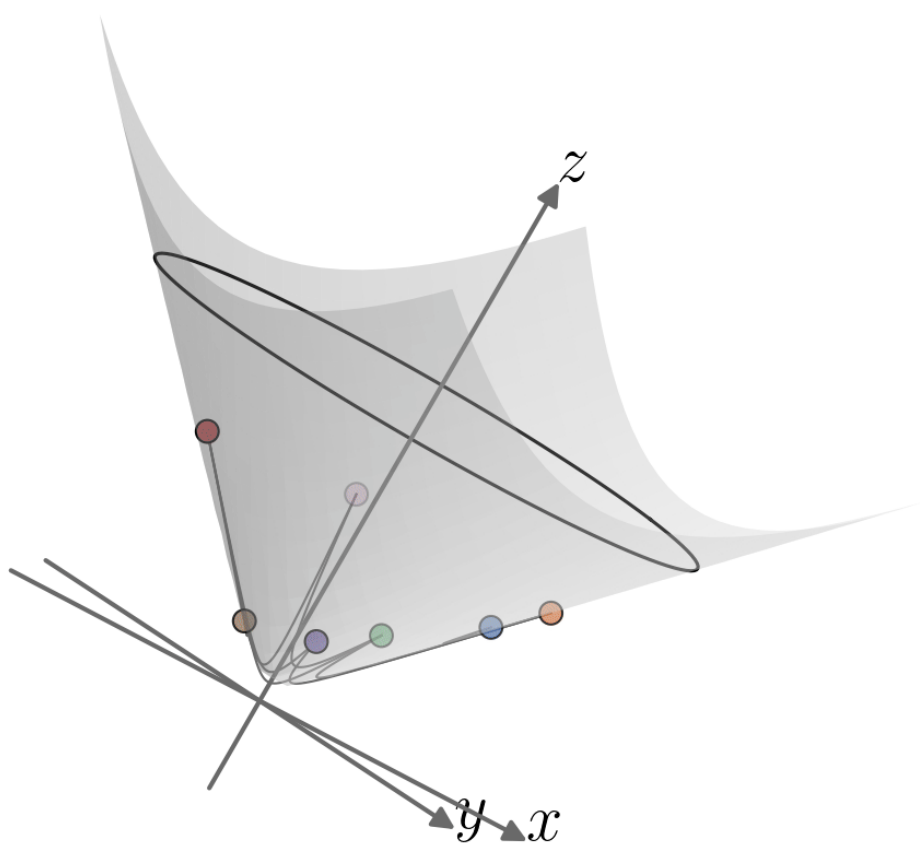
$$z = \cosh(r)$$



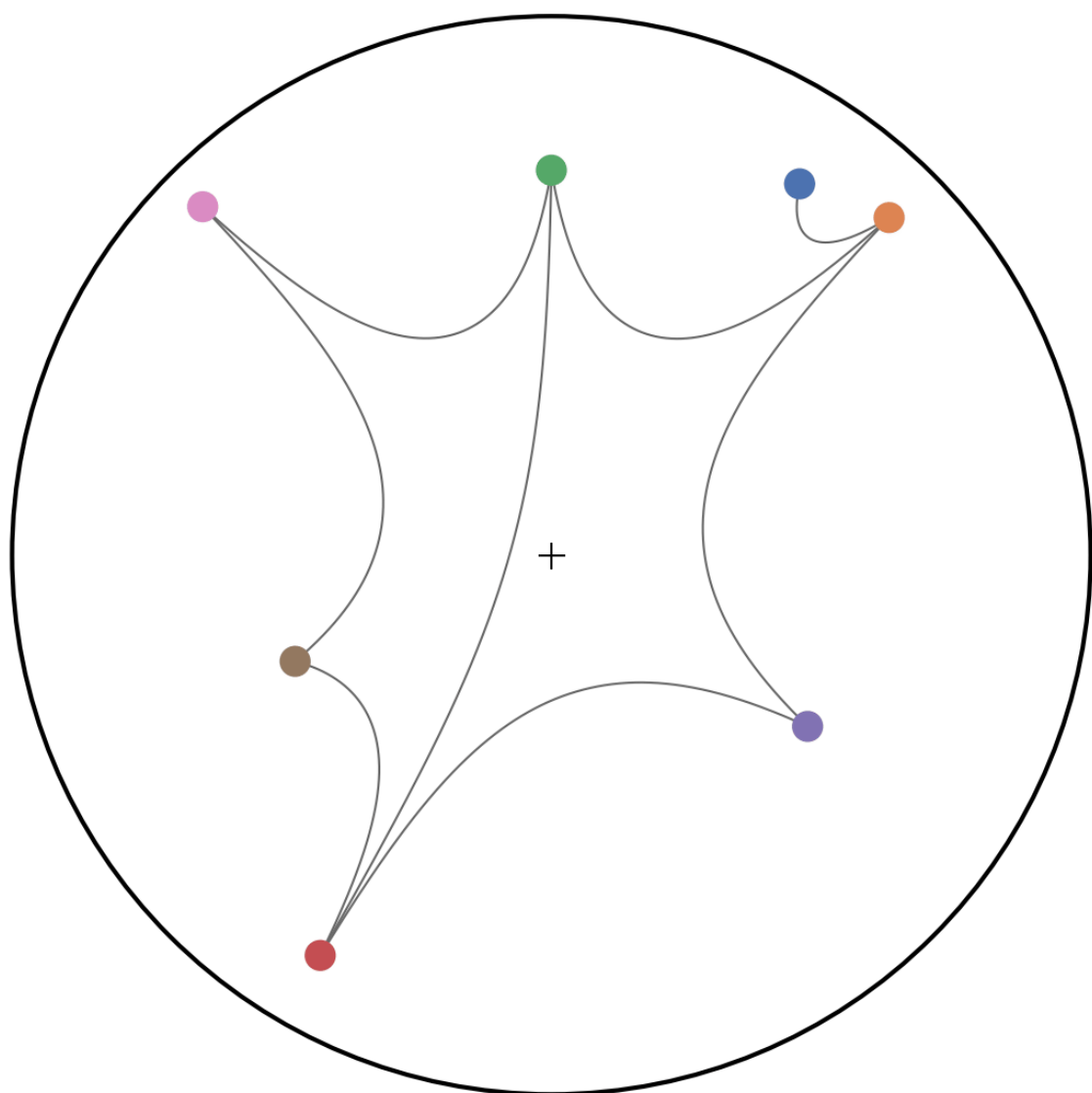
hyperboloid in $\mathbb{R}^{2,1}$



hyperbolic disk (r, θ)



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hyperbolic disk (r, θ)

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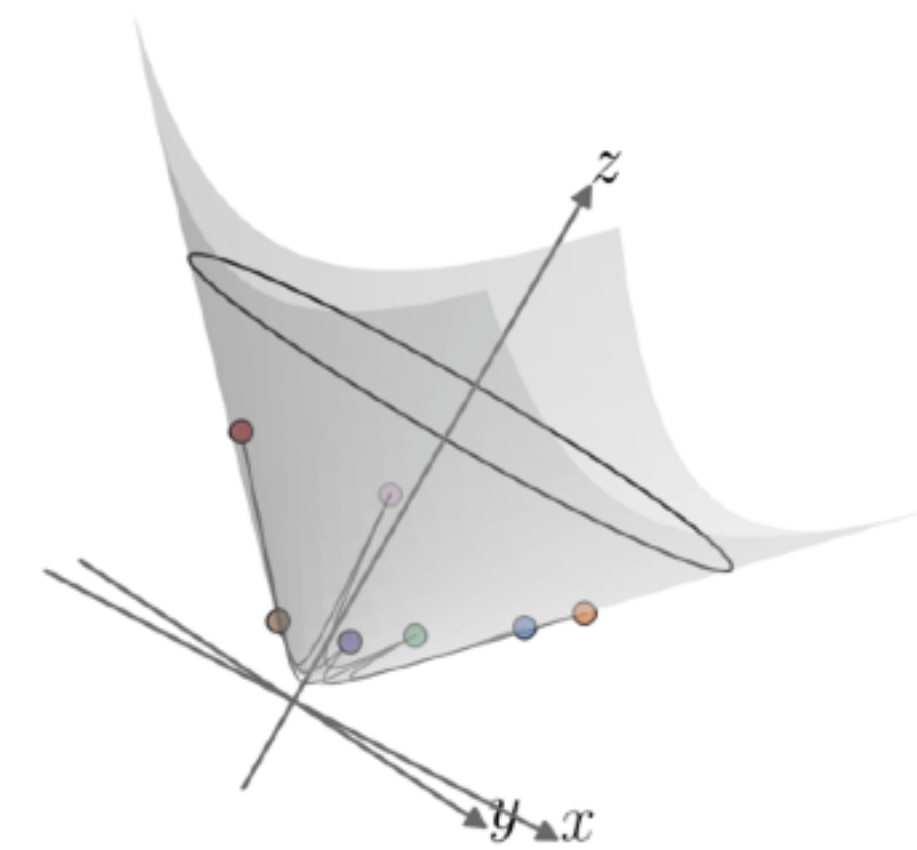
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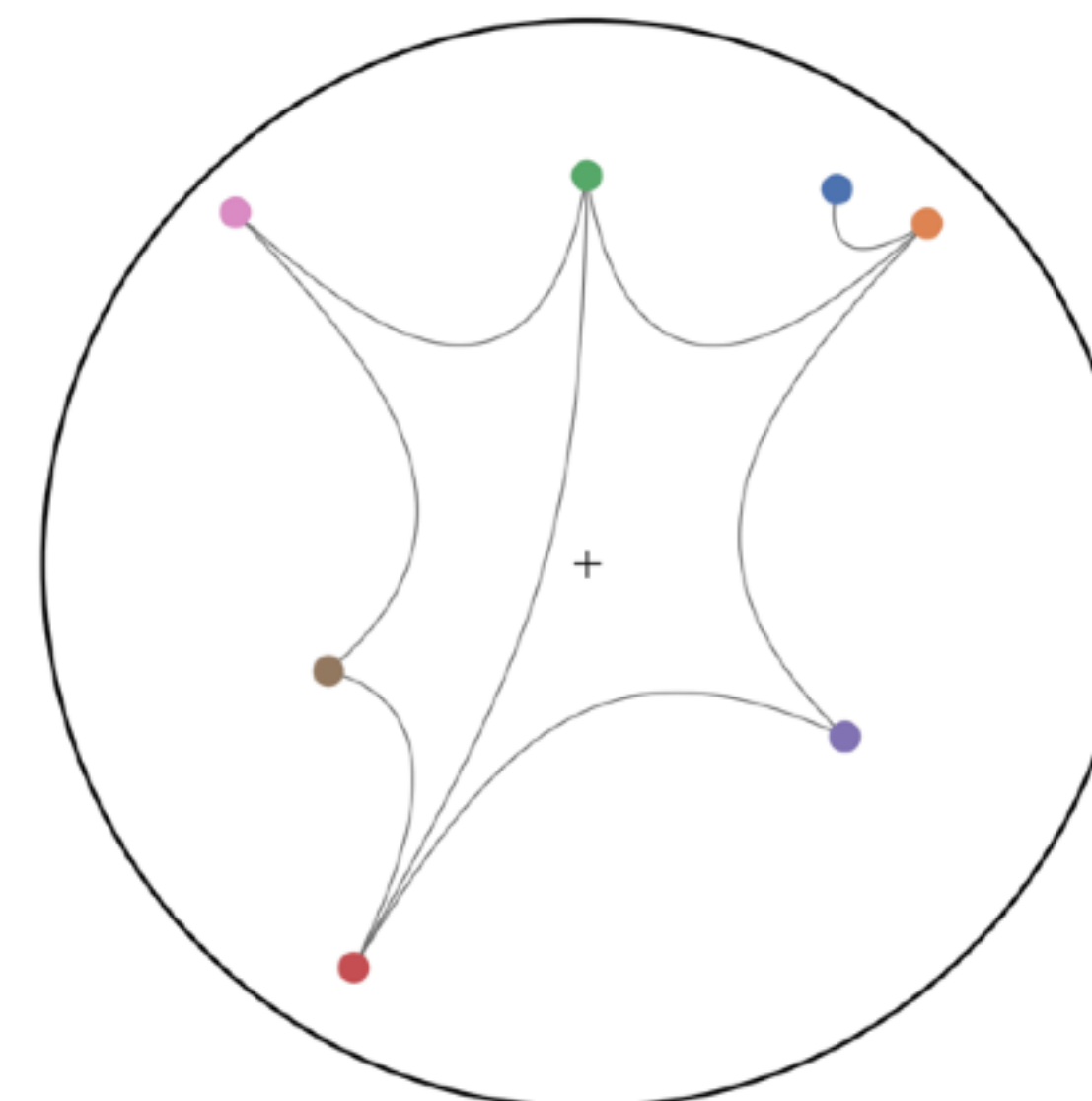
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hyperboloid in $\mathbb{R}^{2,1}$

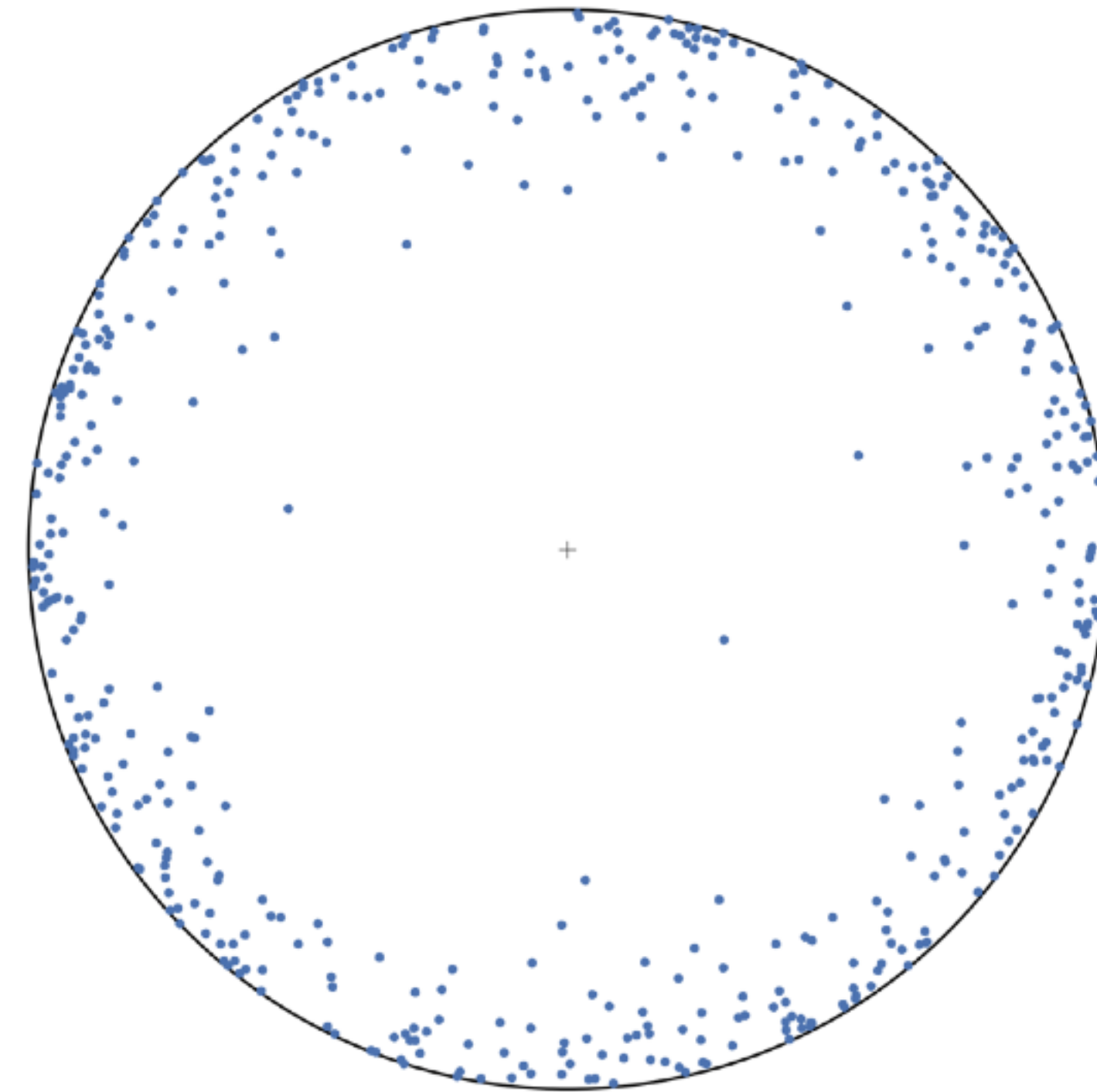
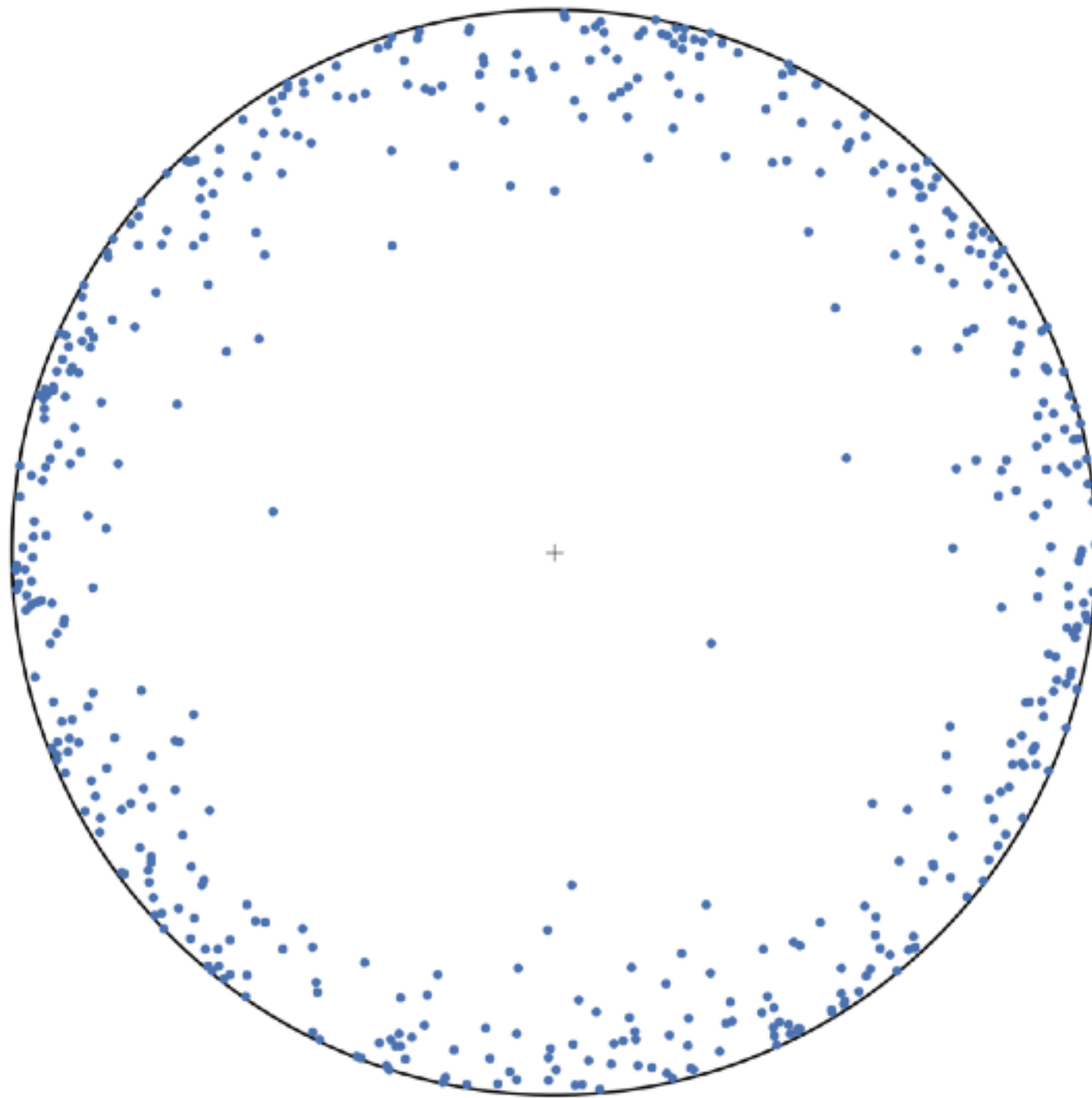


hyperbolic disk (r, θ)

Hyperbolic geometry

Simple random geometric graph

1. Sprinkle N nodes uniformly on the **hyperbolic** disk of radius R .
2. Connect any nodes separated by a distance less than $r = R$.



- ✓ high clustering
- ✓ power-law degree distribution with exponent -3