

Projective transformations

$\mathbb{R}\mathbb{P}^1, \mathbb{R}\mathbb{P}^2$

$x \in \mathbb{R}^+$

$$T(x) = \frac{ax+b}{cx+d} \quad a, b, c, d \in \mathbb{R}$$

$$ad - bc \neq 0$$

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} u \\ w \end{bmatrix}$$

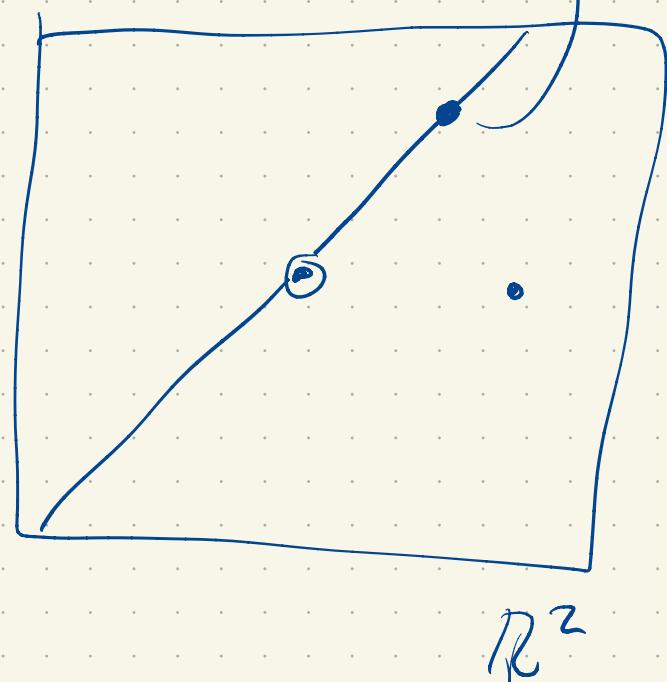
homog

coords of p

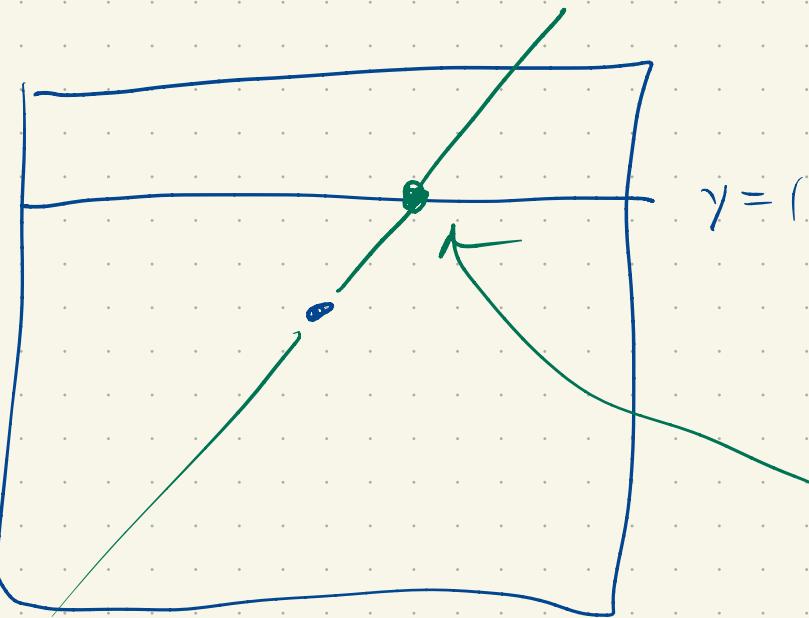
homog coords
of mag R

$$\lambda \neq 0$$

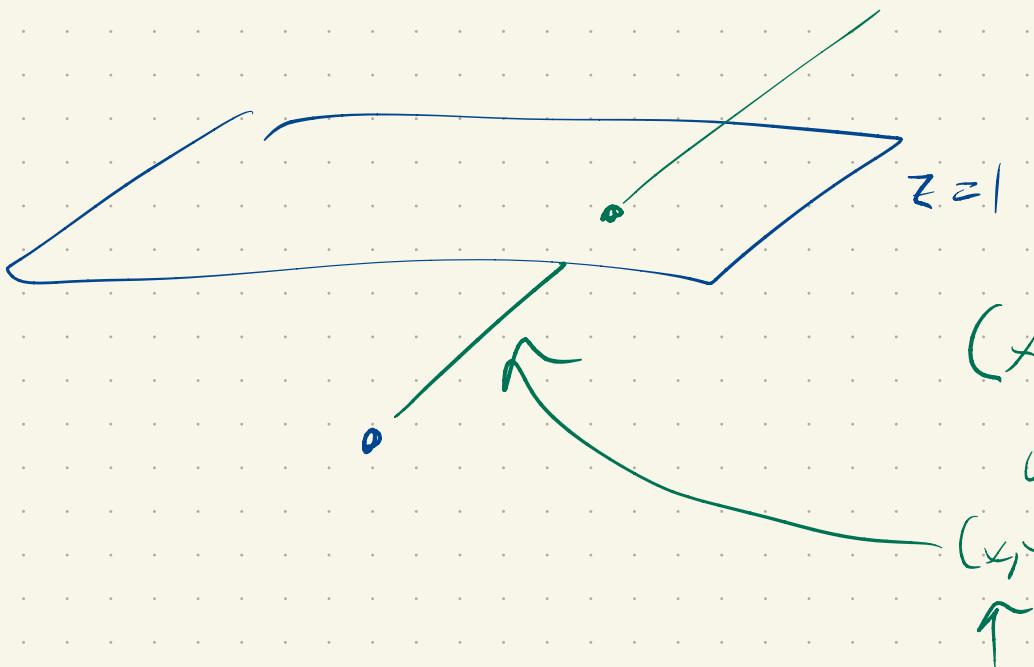
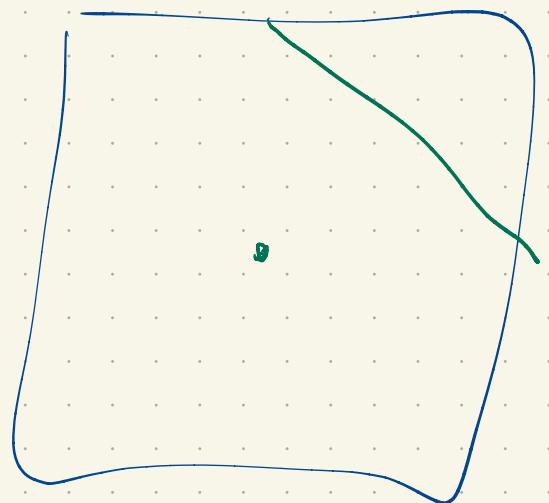
homog coords
 (x, y)
 \downarrow
 (x, y)



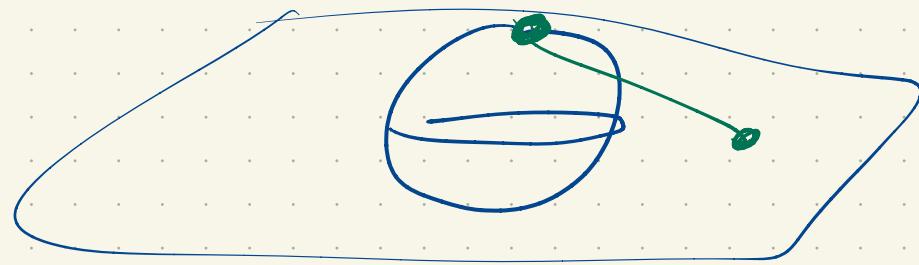
(x, y, z)

 $(x, 1)$ \mathbb{RP}^2 \mathbb{RP}^1

x , homogeneous coords of
the projective point,

 $(x, y, 1)$ \downarrow (x, y) 

$$[A, B, C] \begin{bmatrix} x \\ y \\ z \end{bmatrix}$$



Coords in projective geom: (\mathbb{RP}^2)

Homogeneous

$$(x, y, z)$$

Inhomogeneous

$$(x, y, 1)$$

Count

every $p \in \mathbb{RP}^2$ admits
homg. coords

most points in \mathbb{RP}^2
admit inhomg. coords.
we miss a "line at ∞ "

loss of uniqueness?

orange label

whole plane but is
hard to visualize

partial picture but
is easy to visualize

$$[A] \quad A \sim \lambda A \quad \lambda \neq 0$$

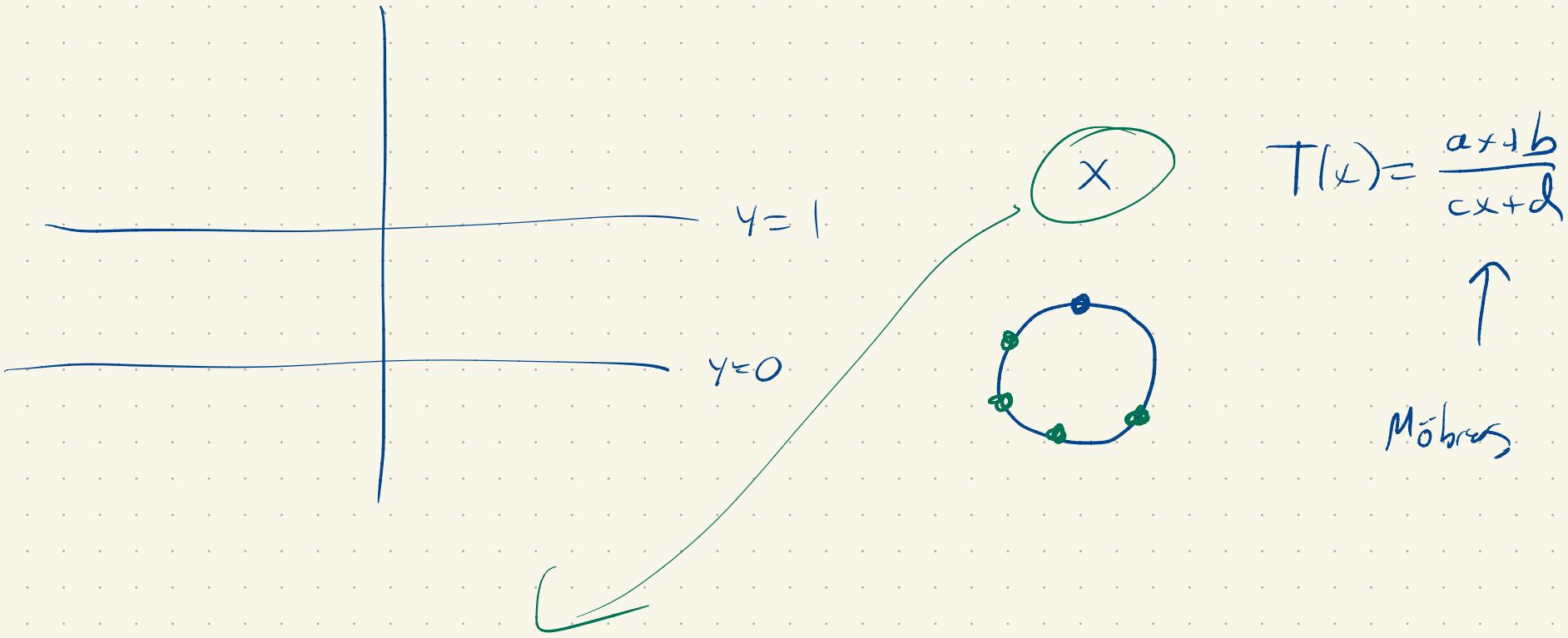
3x3 invertible
matrix

$$(x, y) \rightarrow \left(\frac{ax+by+c}{gx+hy+i}, \frac{dx+ey+f}{gx+hy+i} \right)$$

$$[A] [p] = [Ap]$$

↑
scalar by x

An invariant of $\mathbb{R}\mathbb{P}^1$



x_0, x_1, x_2, x_3 four distinct points ($\in \mathbb{R}^+$)

(x_0, x_1, x_2, x_3) is an invariant.

Given distinct $x_1, x_2, x_3 \in \mathbb{R}^+$

$y_1, y_2, y_3 \in \mathbb{R}^+$

There is a unique projective transformation T $T(x_i) = y_i$

$$x_1 \rightarrow 1$$

$$x_2 \rightarrow 0$$

$$x_3 \rightarrow \infty$$

$$T(x) = \frac{(x-x_2)}{(x-x_3)} \cdot \frac{(x_1-x_3)}{(x_1-x_2)}$$

"Fundamental Theorem of \mathbb{RP}^1 "

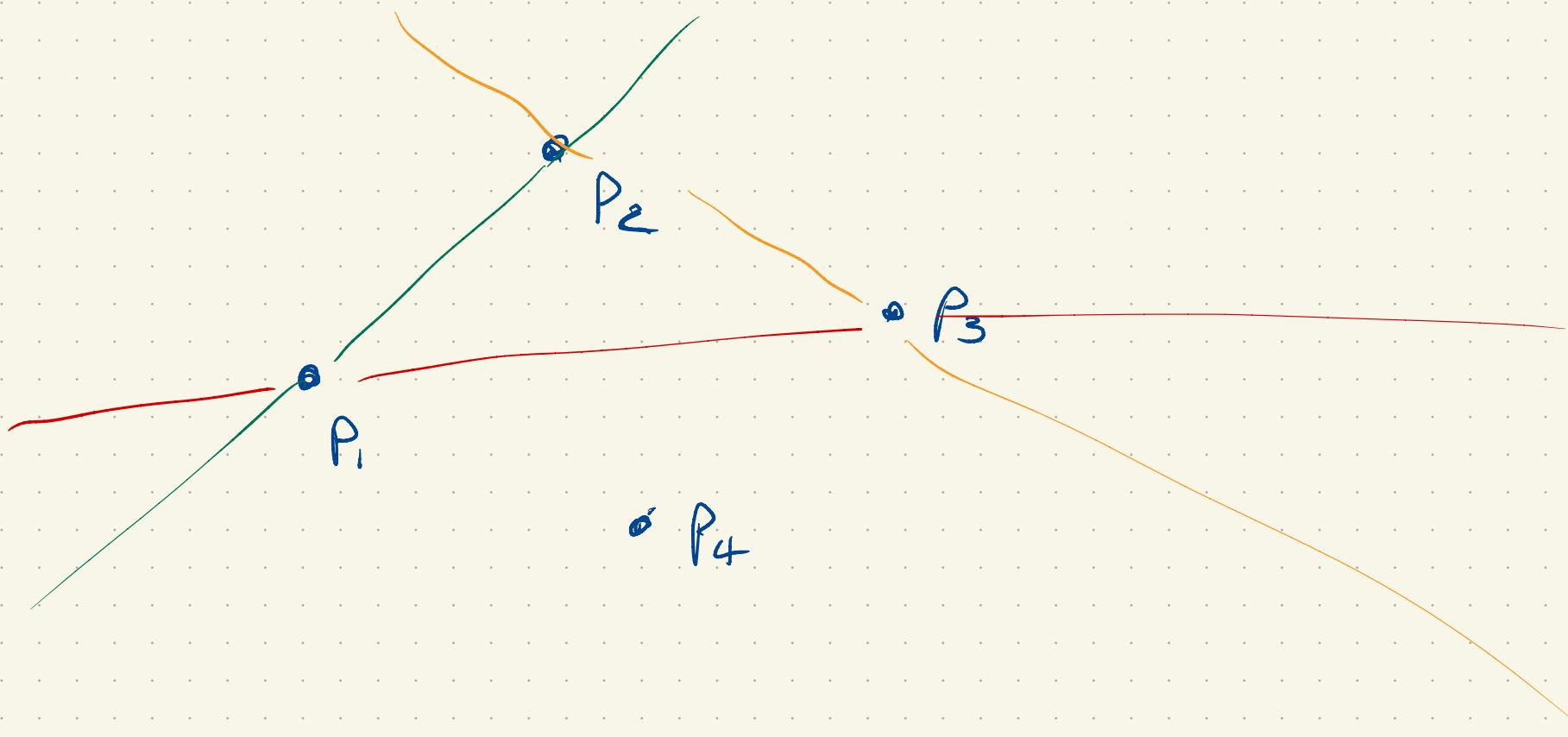
Möbius geometry is really projective geometry of the

Complex line,

$\text{PGL}(2, \mathbb{C})$

Fundamental Theorem of \mathbb{RP}^2

Def: Let $p_1, p_2, p_3, p_4 \in \mathbb{RP}^2$. We say they are in general position if no three are on a common line,



Thm: Let P_1, P_2, P_3, P_4

q_1, q_2, q_3, q_4

be two sets of four projective points (in \mathbb{RP}^2)
in general position.

Then there exists a unique projective transformation

$$T \quad T(P_i) = q_i \quad i = 1, 2, 3, 4.$$

differences

a) 4 points, not 3

b) general position vs distinct.

Pf: (convention: hats imply points in \mathbb{R}^3)
 note $\hat{v}_1 \neq 0$ (usable as homogeneous coordinates)

Let $\hat{v}_1 = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$ $\hat{v}_2 = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$ $\hat{v}_3 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ $\hat{v}_4 = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$

be homogeneous coordinates of points $\overset{\uparrow}{v_2}$ in \mathbb{RP}^2 ,

It is enough to show that if $B \rightarrow P_4$ are in

general position then there is a transformation taking $v_i \rightarrow p_i$.

Consider a matrix $\left[\begin{array}{c|c|c} \hat{w}_1 & \hat{w}_2 & \hat{w}_3 \end{array} \right] = T$.

Observe $T(\hat{v}_i) = \hat{w}_i$ and similarly,

So $T(v_i) = p_i$ iff $\hat{w}_i = \lambda_i \hat{p}_i$ for some $\lambda_i \neq 0$,

$$i = 1, 2, 3.$$

Hence our transformation must have the form

$$T = \left[\begin{array}{c|c|c} \lambda_1 \hat{p}_1 & \lambda_2 \hat{p}_2 & \lambda_3 \hat{p}_3 \end{array} \right] \quad \lambda_i \neq 0.$$

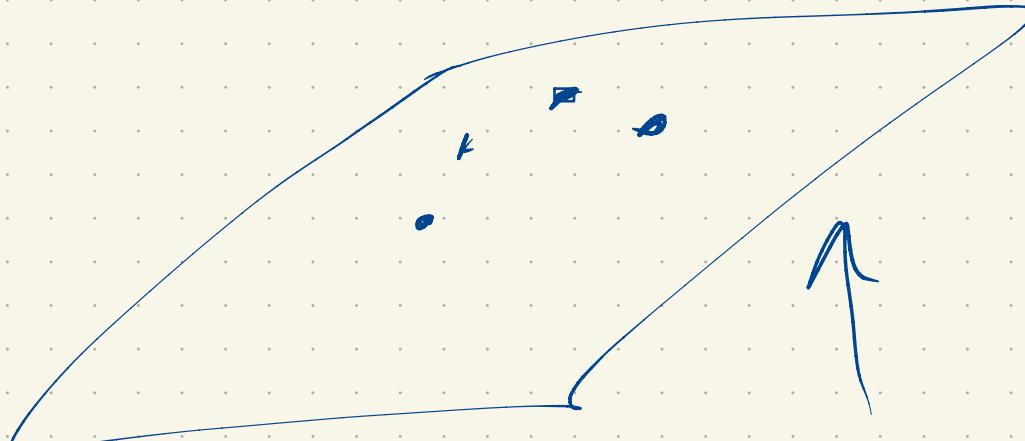
Then $T \hat{v}_4 = \lambda_1 \hat{p}_1 + \lambda_2 \hat{p}_2 + \lambda_3 \hat{p}_3.$

We want this to equal $\lambda_4 \hat{p}_4$ for some $\lambda_4 \neq 0$.

Let's try with $\lambda_4 = 1$. We want to solve

$$\left[\begin{array}{c|c|c} \hat{p}_1 & \hat{p}_2 & \hat{p}_3 \end{array} \right] \left[\begin{array}{c} x_1 \\ x_2 \\ x_3 \end{array} \right] = \hat{p}_4$$

Claim: $\hat{P}_1, \hat{P}_2, \hat{P}_3$ are linearly independent. Indeed, if they were lin. dependent plane is a plane thru O containing all three, in which case P_1, P_2, P_3 lie on a convex projection line.



So: There exists a unique solution $\begin{bmatrix} x_1 \\ \vdots \\ x_3 \end{bmatrix}$.

We are done so long as we can show each $x_i \neq 0$.

$$\lambda_1 \hat{P}_1 + \lambda_2 \hat{P}_2 = \hat{P}_4$$

This is ruled out because P_1, \dots, P_4 are in general position.

