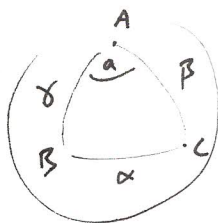
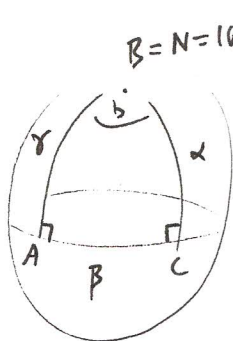


1. a. Spherical Cosine Rule: $\cos \alpha = \cos \beta \cos \gamma + \sin \beta \sin \gamma \cos a$



$$a = \pi/2 \Rightarrow \cos a = 0 \Rightarrow \boxed{\cos \alpha = \cos \beta \cos \gamma}$$

b.



$$\alpha = \gamma = \pi/2 \Rightarrow \cos \alpha = \cos \gamma = 0.$$

$$\text{So } \cos \alpha = \cos \beta \cdot \cos \gamma$$

$$\text{becomes } 0 = \cos \beta \cdot 0 \quad \checkmark.$$

2. a. A spherical circle $C \subset S^2$ is given by $C = \Pi \cap S^2$, where $\Pi \subset \mathbb{R}^3$ is a plane. (see HW7(6)).

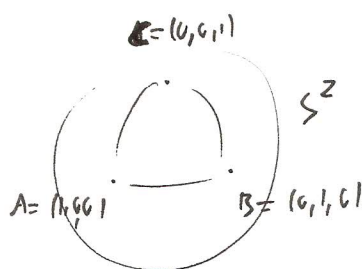
3 points $A, B, C \in \mathbb{R}^3$ determine a unique plane $\Pi \subset \mathbb{R}^3$ such that $A, B, C \in \Pi$ unless A, B, C lie on a line.

But if $A, B, C \in S^2$ then A, B, C cannot lie on a line (because a line intersects the sphere S^2 at ≤ 2 points)

So there's a unique plane $\Pi \subset \mathbb{R}^3$ containing A, B, C

4 so a unique spherical circle $C = \Pi \cap S^2$ passing through A, B, C . \square .

b.



The circumscribed circle \mathcal{C} is given by

$$\mathcal{C} = \Pi \cap S^2$$

where $\Pi \subset \mathbb{R}^3$ is the plane containing A, B, C .

$$\Pi : ax + by + cz = d.$$

Substituting $(x, y, z) = (1, 0, 0), (0, 1, 0) \text{ \& } (0, 0, 1)$

gives $a = d, b = d, c = d$

i.e. $\Pi : d \cdot x + d \cdot y + d \cdot z = d,$

or $\Pi : x + y + z = 1 \quad (†) \quad (\text{dividing by } d)$

The spherical center of \mathcal{C} is the point P given by $\vec{OP} = \pm \frac{\underline{n}}{\|\underline{n}\|}$, where

\underline{n} is the normal vector of Π . From the equation $(†)$ of Π , we see

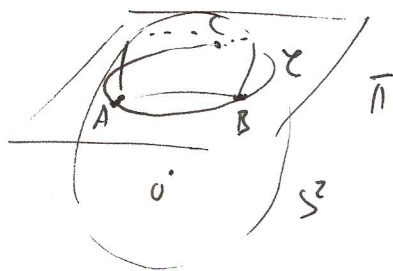
$$\underline{n} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}, \text{ so } \vec{OP} = \frac{1}{\sqrt{3}} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}, \text{ i.e. } P = \frac{1}{\sqrt{3}}(1, 1, 1).$$

The spherical radius r of \mathcal{C} is given by

$$r = d_{S^2}(P, Q) \text{ for } Q \in \mathcal{C},$$

$$\begin{aligned} \text{e.g. } r &= d_{S^2}(P, A) = \cos^{-1}(\vec{OP} \cdot \vec{OA}) = \cos^{-1}\left(\frac{1}{\sqrt{3}} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}\right) \\ &= \cos^{-1}\left(\frac{1}{\sqrt{3}}\right) = 0.955 \text{ radians.} \end{aligned}$$

c.

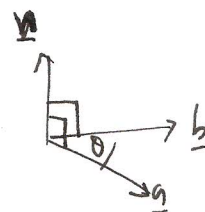


Recall the cross product

$$\underline{a} \times \underline{b} = \|\underline{a}\| \cdot \|\underline{b}\| \cdot \sin \theta \cdot \underline{n}$$

where \underline{n} is a vector of length 1 perpendicular to $\underline{a} \wedge \underline{b}$, such that $\underline{a}, \underline{b}, \underline{n}$ is a right handed

set of vectors



So, a normal vector to Π is given by

$$\overrightarrow{AB} \times \overrightarrow{AC} = (\overrightarrow{OB} - \overrightarrow{OA}) \times (\overrightarrow{OC} - \overrightarrow{OA}),$$

& the center of the circumscribed circle is given by

$$\frac{\overrightarrow{AB} \times \overrightarrow{AC}}{\|\overrightarrow{AB} \times \overrightarrow{AC}\|} \quad \square.$$

3a. $\frac{1}{p} + \frac{1}{q} + \frac{1}{r} = 1$

$$2 \leq p \leq q \leq r$$

$$\Rightarrow \frac{1}{p} \geq \frac{1}{q} \geq \frac{1}{r} \Rightarrow \frac{3}{p} \geq \frac{1}{p} + \frac{1}{q} + \frac{1}{r} \geq 1, \text{ equal iff } p=q=r$$

$$\Rightarrow p \leq 3, \text{ equal iff } (p, q, r) = (3, 3, 3).$$

$$\text{If } p=2, \quad \frac{1}{q} + \frac{1}{r} = \frac{1}{2}, \quad \frac{2}{q} \geq \frac{1}{q} + \frac{1}{r} = \frac{1}{2}, \text{ equal iff } q=r$$

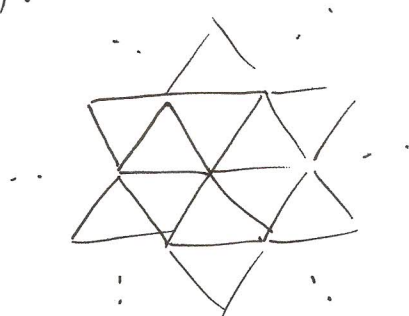
$$\Rightarrow q \leq 4, \text{ equal iff } (p, q, r) = (2, 4, 4).$$

Remaining cases: $q=2 \Rightarrow \nexists \quad (\frac{1}{2} + \frac{1}{2} + \frac{1}{r} = 1 \Rightarrow \frac{1}{r} = 0 \Rightarrow r = \infty)$

$$q=3 \Rightarrow \frac{1}{2} + \frac{1}{3} + \frac{1}{r} = 1, \quad r=6.$$

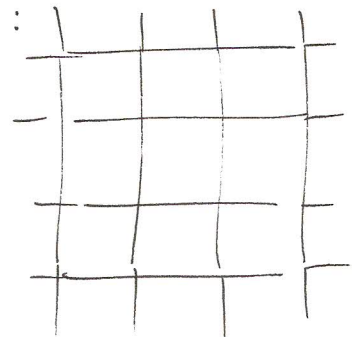
So the possibilities are $(p, q, r) = (3, 3, 3), (2, 4, 4), (2, 3, 6).$

b. Tilings: $(3, 3, 3)$:



(equilateral triangles)

(2,4,4):



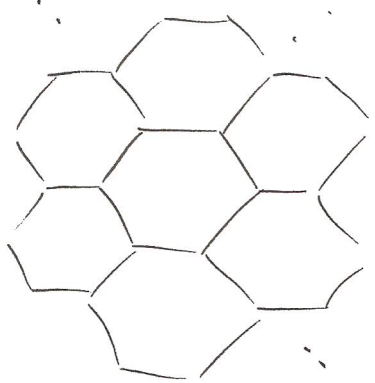
square tiling

↪

subdivide
each square
as shown

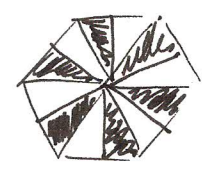


(2,3,6)



hexagonal tiling

subdivide
each hexagon
as shown



□.

4a.

$$\frac{1}{p} + \frac{1}{q} + \frac{1}{r} > 1 \quad 2 \leq p \leq q \leq r$$

Similar to 3a, $\frac{3}{p} > 1$, $p < 3$, $p = 2$.

$$\frac{1}{q} + \frac{1}{r} > \frac{1}{2} \quad \frac{2}{q} > \frac{1}{2}, \quad q < 4, \quad \underline{q = 2 \text{ or } q = 3.}$$

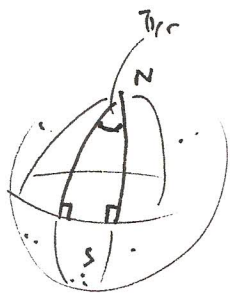
If $p = q = 2$, $\frac{1}{2} + \frac{1}{2} + \frac{1}{r} > 1$ for any r , so have infinite series $(2, 2, r)$ of possibilities.

If $p = 2, q = 3$, $\frac{1}{2} + \frac{1}{3} + \frac{1}{r} > 1 \Leftrightarrow \frac{1}{r} > \frac{1}{6} \Leftrightarrow r < 6$, $r = 3, 4, 5$.

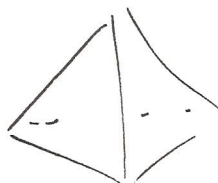
so $(p, q, r) = (2, 3, 3), (2, 3, 4), (2, 3, 5)$. □.

b. We follow the hint.

$(2,2,r)$:

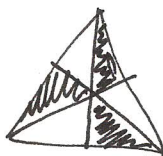


$(2,3,3)$

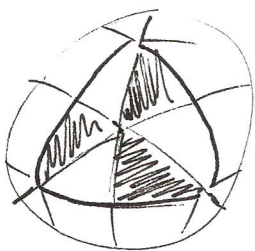


tetrahedron

subdivide faces as shown :



Project onto circumscribed sphere of tetrahedron :



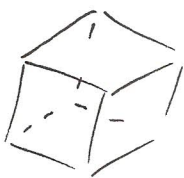
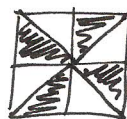
This gives a tiling of S^2 by congruent spherical triangles (the triangles are congruent by the symmetry of the tetrahedron)

We can compute the angles using "angle at a point = 2π " & all angles at a point are equal.

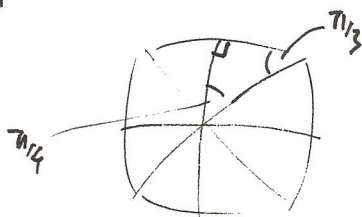
$$\sim 1 \text{ angles } 2\pi/6, 2\pi/6, 2\pi/4 = \pi/3, \pi/3, \pi/2 \quad \square.$$

$(2,3,4)$

Similar to $(2,3,3)$, subdivide faces of cube :

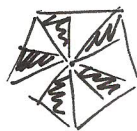
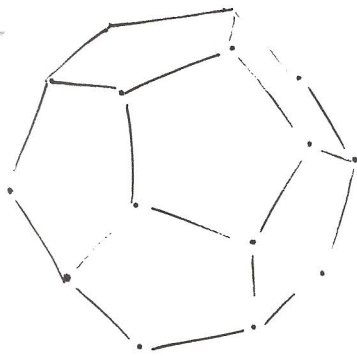


& project

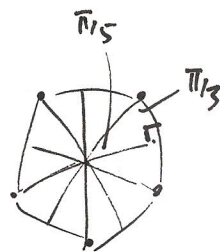


$\square.$

$(2,3,5)$. Subdivide faces of dodecahedron



, 4 project.



(compare handout from class) □.

5. a. $C_1 = \pi_1 \cap S^2$

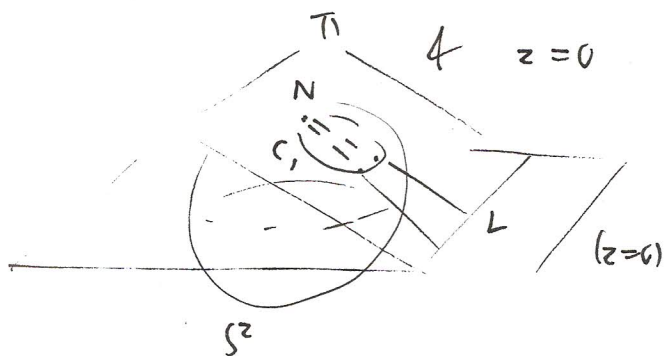
$\pi_1 : x + 2y + 3z = 3.$

$(u, v, 1) = N \in C_1 : 0 + 2 \cdot 0 + 3 \cdot 1 = 3 \checkmark.$

So $F(C_1 \setminus \{N\}) = L = \pi_1 \cap (z=0)$, line in xy -plane.

Eq. of $L : x + 2y + 3z = 3$

$\Rightarrow (x + 2y = 3) \subset \mathbb{R}^2$, line in xy -plane.



b. $C_2 = \pi_2 \cap S^2$

$\pi_2 : 3x + 4y + 5z = 6.$

$N \notin C_2$. So $F(C_2)$ is a circle in the xy -plane

Use formula $F^{-1}(u, v) = \frac{1}{u^2 + v^2 + 1} (2u, 2v, u^2 + v^2 - 1)$

to compute eq. of $F(C_2)$:

$(u, v) \in F(C_2) \Leftrightarrow F^{-1}(u, v) \in C_2 = \pi_2 \cap S^2$

$\Leftrightarrow F^{-1}(u, v) \in \pi_2$

$\Leftrightarrow \frac{1}{u^2 + v^2 + 1} (3 \cdot 2u + 4 \cdot 2v + 5 \cdot (u^2 + v^2 - 1)) = 6$

Rearrange:

$$6u + 8v + 5u^2 + 5v^2 - 5 = 6u^2 + 6v^2 + 6$$

$$0 = 4u^2 + 4v^2 - 6u - 8v + 11$$

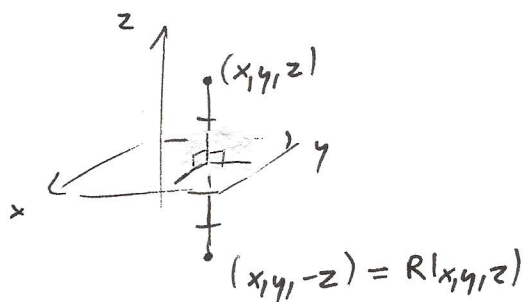
"complete the square" $\times 2$ $0 = (u-3)^2 + (v-4)^2 + 11 - 9 - 16$

$$(u-3)^2 + (v-4)^2 = 14$$

circle, center $(3,4)$, radius $\sqrt{14}$. \square .

6.

a. $R(x, y, z) = (x, y, -z)$



b.

$$T(u, v) = F(R(F^{-1}(u, v))) = F\left(R\left(\frac{1}{u^2+v^2+1}(2u, 2v, u^2+v^2-1)\right)\right)$$

$$= F\left(\frac{1}{u^2+v^2+1}(2u, 2v, -(u^2+v^2-1))\right)$$

$$= \frac{1}{1 + \frac{u^2+v^2-1}{u^2+v^2+1}} \cdot \left(\frac{2u}{u^2+v^2+1}, \frac{2v}{u^2+v^2+1} \right)$$

$$\left[F(x, y, z) = \frac{1}{1-z}(x, y) \right]$$

$$= \frac{u^2+v^2+1}{2 \cdot (u^2+v^2)} \cdot \left(\frac{2u}{u^2+v^2+1}, \frac{2v}{u^2+v^2+1} \right)$$

$$= \frac{1}{u^2+v^2} \cdot (u, v)$$

c) $u^2+v^2=1 \Rightarrow T(u, v) = (u, v) = \frac{1}{u^2+v^2}$

$$u^2+v^2 < 1 \Rightarrow \left(\frac{u}{u^2+v^2} \right)^2 + \left(\frac{v}{u^2+v^2} \right)^2 = \frac{u^2+v^2}{(u^2+v^2)^2} > 1$$

4 similarly $u^2+v^2 > 1 \Rightarrow \left(\frac{u}{u^2+v^2} \right)^2 + \left(\frac{v}{u^2+v^2} \right)^2 < 1$.

So T fixes \mathcal{C} pointwise & exchanges the inside & outside of \mathcal{C} . \square .
(Alternatively, argue geometrically using $T = F \circ R \circ F^{-1}$.)