

A Journey Through Hyperbolic Space

Ana Wright

April 16, 2020

Hyperbolic Geometry

Lobachevski (1829) and Bolyai (1832)

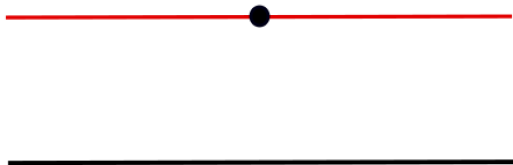
Replacing the parallel postulate of Euclidean geometry gives us a brand new geometry!



Hyperbolic Geometry

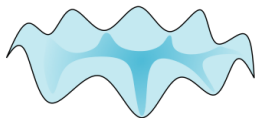
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Hyperbolic Space

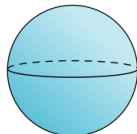
Hyperbolic geometry is geometry on a surface with constant negative Gaussian curvature.



negative
curvature



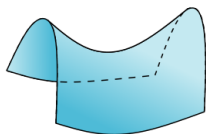
zero
curvature



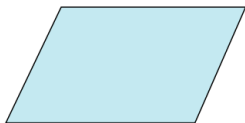
positive
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Hyperbolic Space

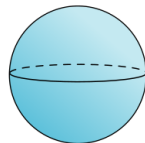
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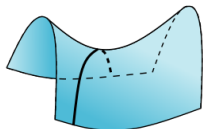
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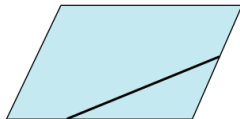
positive
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Hyperbolic Space

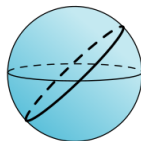
What are “straight lines” on a curved surface?
Geodesics!



negative
curvature



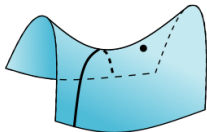
zero
curvature



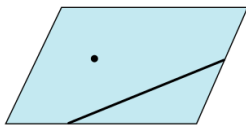
positive
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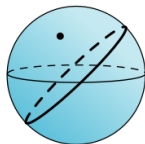
Parallel postulate



negative
curvature



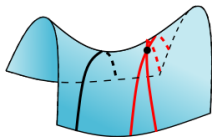
zero
curvature



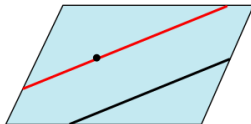
positive
curvature

Hyperbolic Space

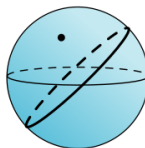
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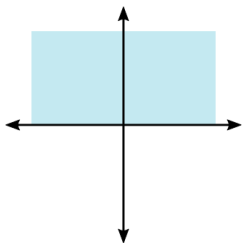


zero
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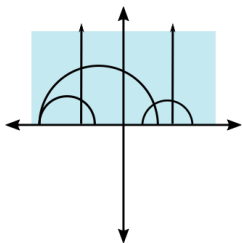
positive
curvature

Models for Hyperbolic Space



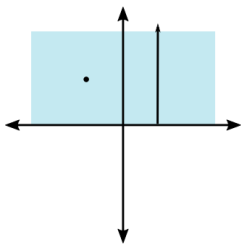
Upper-Half Plane

Models for Hyperbolic Space



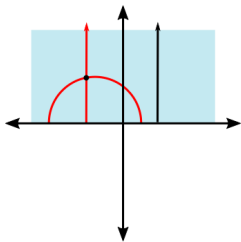
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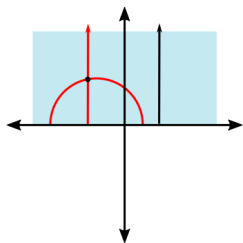
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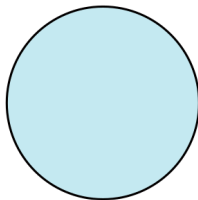


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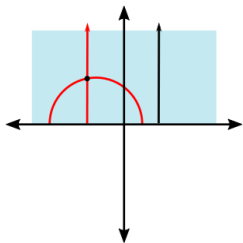


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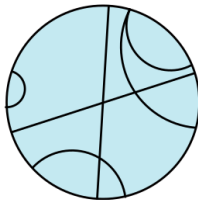


Poincaré Disk

Models for Hyperbolic Space

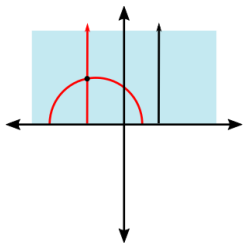


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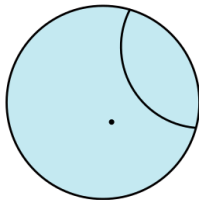


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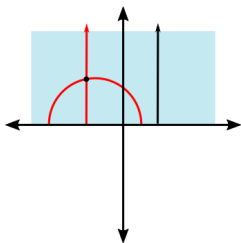


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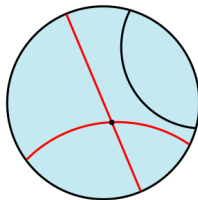


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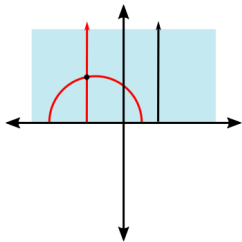


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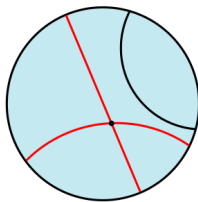


Poincaré Disk

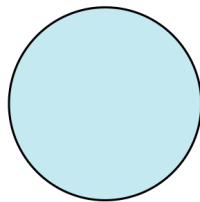
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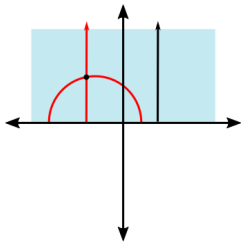


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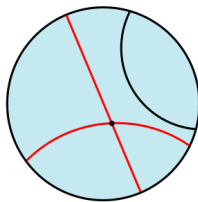


Beltrami-Klein

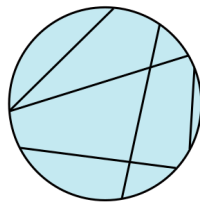
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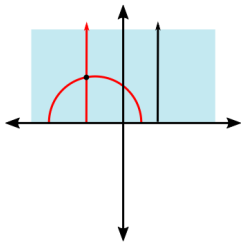


Poincaré Disk

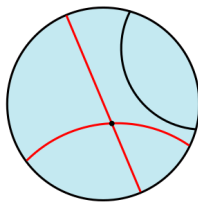


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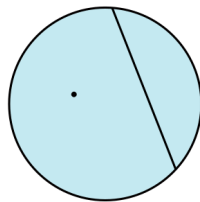
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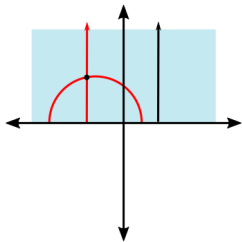


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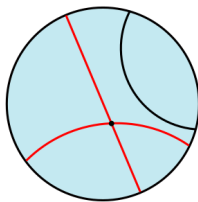


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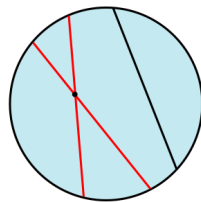
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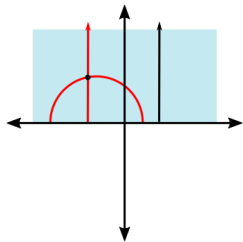


Poincaré Disk

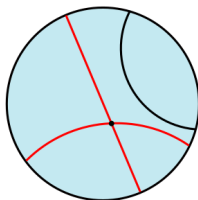


Beltrami-Klein

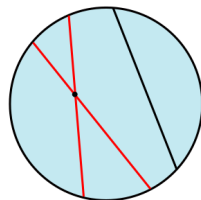
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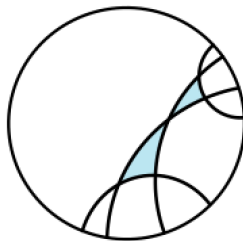
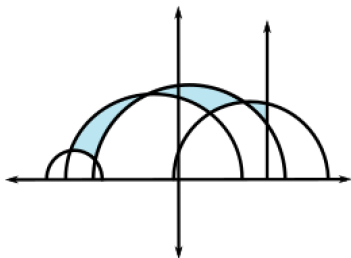
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Conformal Models

Nonconformal

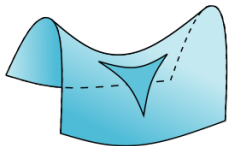
Getting a Feel for Hyperbolic Space

The sum of the angles of a triangle is strictly less than π .

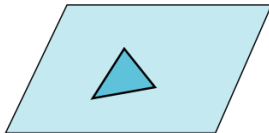


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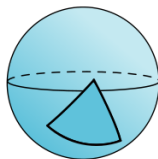
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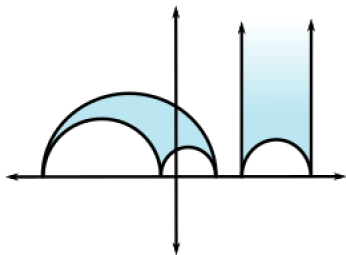


zero
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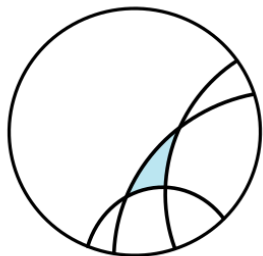
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Ideal Triangles

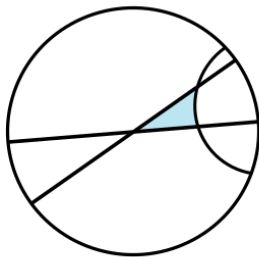
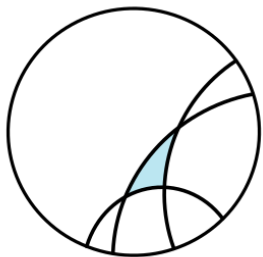
Getting a Feel for Hyperbolic Space

AAA Congruence Theorem



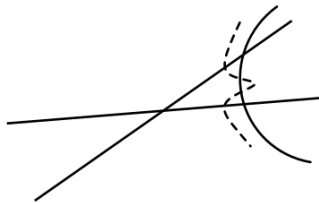
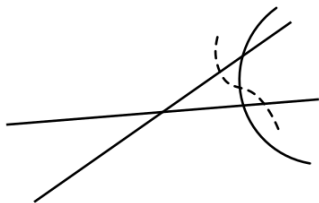
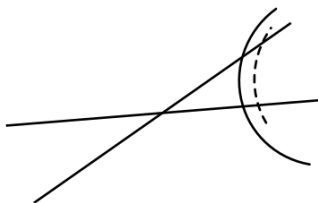
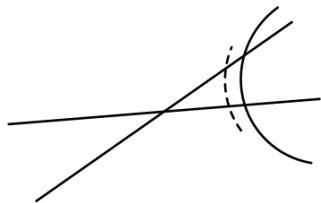
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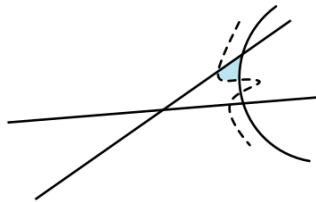
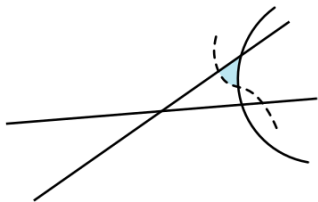
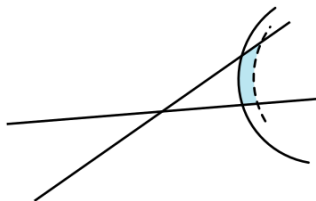
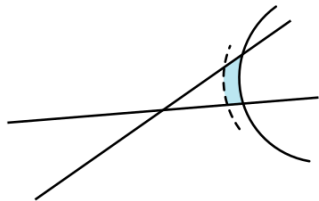
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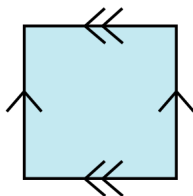
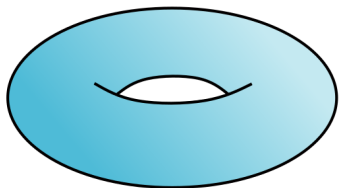
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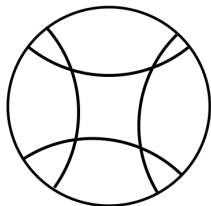


What about Topology?

We can't put a hyperbolic structure on the torus...

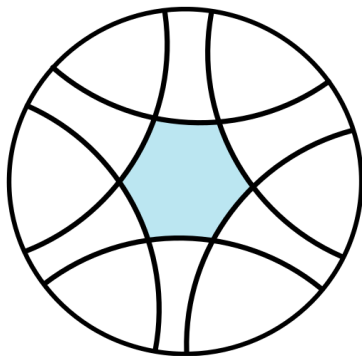


Morally, this is because there are no hyperbolic rectangles.



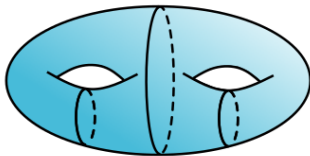
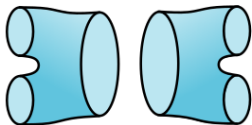
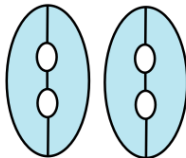
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However, we do have all-right hexagons!



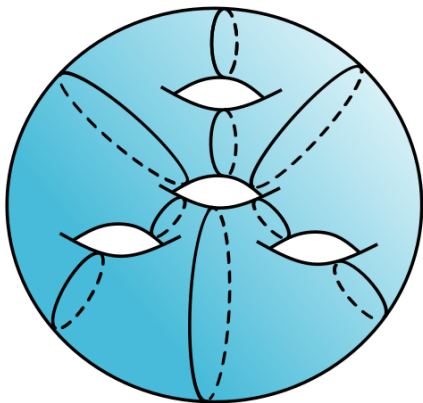
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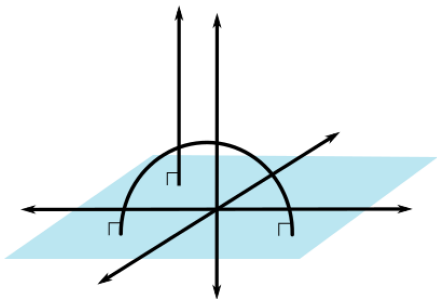


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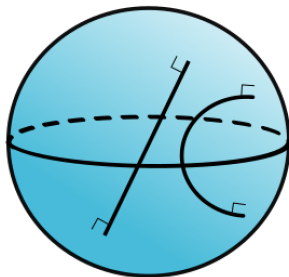
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Let's Kick it up to 3 Dimensions!



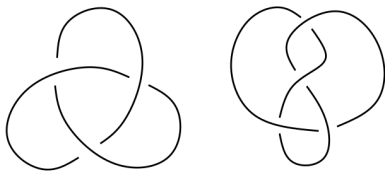
Upper-Half Space



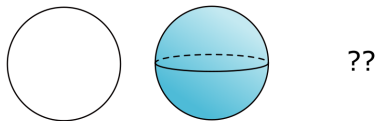
Poincaré Ball

Let's Do Hyperbolic Geometry on Knots!

A knot is a circle which is “knotted” in 3-dimensional space.



We are going to put our knots in a 3-sphere (S^3).



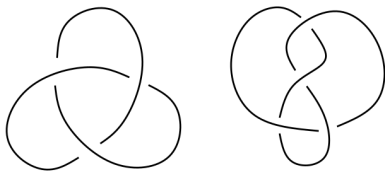
S^1

S^2

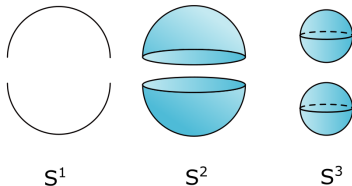
S^3

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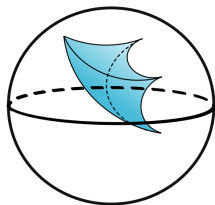


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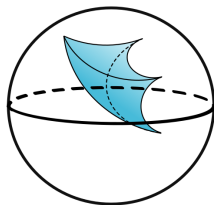
Let's Do Hyperbolic Geometry on Knots!

- We can put hyperbolic structures on knot compliments in S^3 (Riley, 1973)
- We have an explicit construction! (Thurston, 1977)
- Idea: Split the knot compliment into tetrahedra with vertices on the knot and glue in ideal tetrahedra from hyperbolic space in such a way that angles work out.



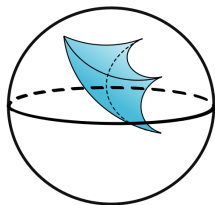
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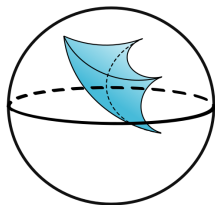
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Hyperbolic Volume

- The hyperbolic volume of a knot (link) which admits a hyperbolic structure is a knot (link) invariant!
- “Most” knots admit hyperbolic structure (hyperbolic knot).
- Each hyperbolic volume has a finite number of knots with that volume.
- It is unknown whether any hyperbolic volume is rational.
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Figure-Eight Knot

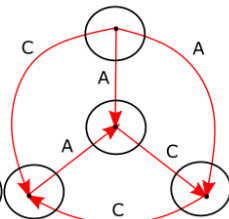
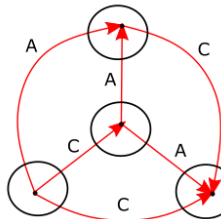
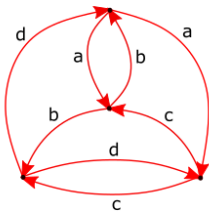
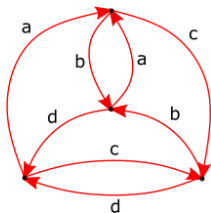
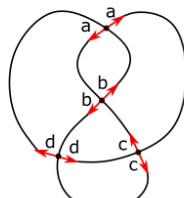
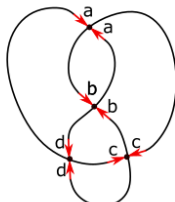
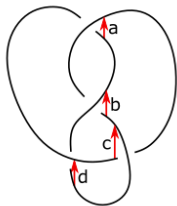
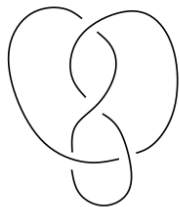
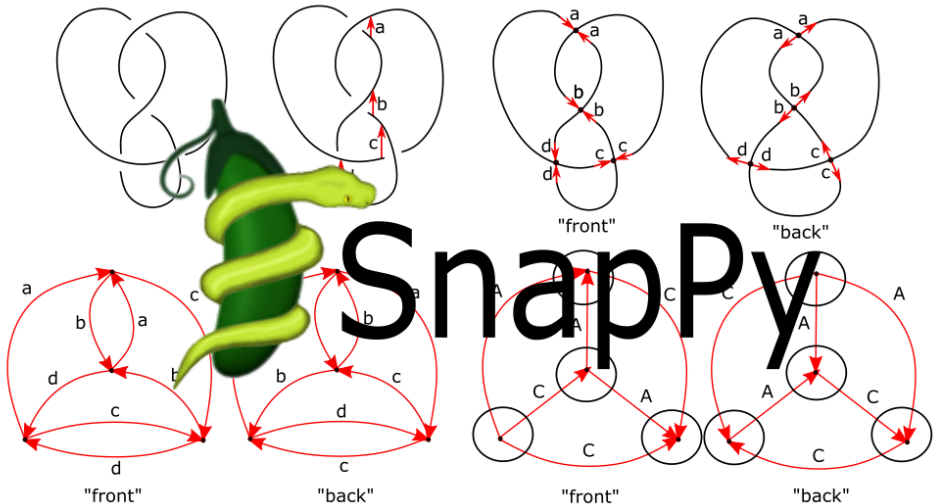


Figure-Eight Knot



Snappy