STEREOGRAPHIC PROJECTION (IN PROGRESS)

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Let S be the unit sphere

$$S = \{x_1^2 + x_2^2 + x_3^2 = 1\} \subseteq \mathbb{R}^3$$

and $\vec{p} = (0, 0, 1)$ its "north pole". For any point $\vec{a} = (a_1, a_2, 0)$ in the x_1 - x_2 -plane, there is a unique line L through \vec{a} and \vec{p} , and this line intersects S in exactly two points. One is \vec{p} ; call the other one \vec{b} .

Define $\vec{x} : \mathbb{R}^2 \to S \subseteq \mathbb{R}^3$ by sending (u, v) to (u, v, 0) and then sending (u, v, 0) to its corresponding \vec{b} -point on S. It's easy to see that this map \vec{x} is injective and hits every point on S except the north pole. Explicitly,

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

Under \vec{x} , the unit circle is mapped to the equator and the unit disk is mapped to the southern hemisphere; the rest of the *u*-*v*-plane is mapped to the northern hemisphere. As $|(u, v)| = \sqrt{u^2 + v^2} \to \infty$, the third coordinate of \vec{x} goes to 1, so $\vec{x}(u, v) \to \vec{p}$. Identifying the plane \mathbb{R}^2 with its image under \vec{x} , we see that the sphere is the plane with a single "point at infinity" added.

The inverse map $\vec{x}^{-1}: S \to \mathbb{R}^2$ that sends \vec{b} to \vec{a} (and then forgets about $a_3 = 0$) is called *stereographic projection* from \vec{p} . It is defined everywhere on S except at \vec{p} itself.

One can define a parametrization around the north pole similarly, by sending (u, v) to (u, -v, 0) and then inverting stereographic projection from the south pole. The result is a map $\vec{y} : \mathbb{R}^2 \to S$ given by

$$\vec{y}(s,t) = \left(\frac{2s}{1+s^2+t^2}, \frac{-2t}{1+s^2+t^2}, \frac{1-s^2-t^2}{1+s^2+t^2}\right)$$

It sends the unit circle to the equator and the unit disk to the northern hemisphere. It covers the sphere except for the south pole. Together, \vec{x} and \vec{y} cover the entire sphere. Their overlap is the sphere except for the two poles.

Notice the minus sign in the second coordinate of \vec{y} . This is necessary for the following beautiful magic to occur between \vec{x} and \vec{y} . By simple algebra, one can check that

$$\vec{y}(s,t) = \vec{x} \left(\frac{s}{s^2 + t^2}, \frac{-t}{s^2 + t^2} \right),$$

$$\vec{x}(u,v) = \vec{y} \left(\frac{u}{u^2 + v^2}, \frac{-v}{u^2 + v^2} \right).$$

These imply that the transition maps between the two charts are

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

$$(s,t) = \left(\frac{u}{u^2+v^2}, \frac{-v}{u^2+v^2}\right).$$

One can check that the Jacobians of the transition maps have positive determinant. So \vec{x} and \vec{y} induce the same orientation on their overlap in S. But their relationship is more special than just this.

Let's identify the real plane \mathbb{R}^2 with the complex line \mathbb{C} , so that $(u, v) \leftrightarrow u + iv \in \mathbb{C}$ and $(s, t) \leftrightarrow s + it \in \mathbb{C}$. Then the transition maps are

$$u + iv = \frac{s - it}{s^2 + t^2} = \frac{1}{s + it},$$

$$s + it = \frac{u - iv}{u^2 + v^2} = \frac{1}{u + iv}$$

So the transition maps are just complex number inversion! Of course, the number $0 = 0 + i0 \leftrightarrow (0,0)$ can't be inverted. The origin (0,0) in the *s*-*t*-plane maps to the north pole, which is the missing "point at infinity" in the *u*-*v*-plane. Thus the sphere "completes" the complex numbers \mathbb{C} by adding one more element, called ∞ , that makes statements such as " $1/0 = \infty$ " rigorous. One can use this, for example, to construct an elegant theory of complex rational functions p(z)/q(z), well-defined even where q(z) = 0.

Warning: The sphere of extended complex numbers $\mathbb{C} \cup \{\infty\}$ does not constitute a field, in the sense of abstract algebra. You cannot do arithmetic (particularly addition/subtraction) with ∞ , even if it's very natural for geometry and complex analysis.