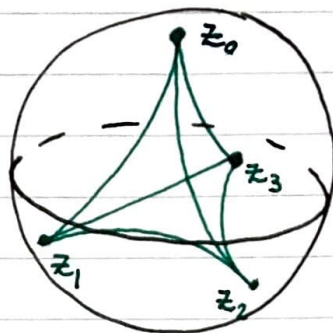


LECTURE 17

CROSS RATIOS

Suppose (z_0, z_1, z_2, z_3) are four distinct points in $\mathbb{C} \cup \{\infty\} = \widehat{\mathbb{C}}$. We define the *ideal tetrahedron* with these points of $\widehat{\mathbb{C}}$ as *ideal vertices* by connecting them with geodesics and taking the convex hull in \mathbb{H}^3 .



We want to build manifolds out of such tetrahedra, and so must understand them up to the action of $\text{Isom}(\mathbb{H}^3)$.

[History]

Recall $\text{PSL}(2, \mathbb{C}) \cong \text{Isom}^+(\mathbb{H}^3)$ is "simply three-transitive".

So we orient our tetrahedra and send our tetrahedron w/ vert. (z_0, z_1, z_2, z_3) to one with vertices $(z, 1, 0, \infty)$.

[This ordering is used by Ahlfors, Thurcell, Calegari, Snappy.]

So we use the Möbius transf. $\gamma \in \text{PSL}(2, \mathbb{C})$, where

$$\gamma(w) = \frac{w - z_2}{w - z_3} \cdot \frac{z_1 - z_3}{z_1 - z_2} \quad \left[\begin{array}{l} \text{Scale to ensure} \\ \gamma \in \text{SL}(2, \mathbb{C}). \end{array} \right]$$

$$\text{So } z = \frac{z_0 - z_2}{z_0 - z_3} \cdot \frac{z_1 - z_3}{z_1 - z_2}$$

This is the *cross-ratio*, denoted $(z_0, z_1; z_2, z_3)$.

Note. We made a choice - there are $24 = |S_4|$ possible choices here. That is, S_4 acts on cross-ratios via

$$\sigma \cdot (z_0, z_1; z_2, z_3) = (z_{\sigma(0)}, z_{\sigma(1)}; z_{\sigma(2)}, z_{\sigma(3)}).$$

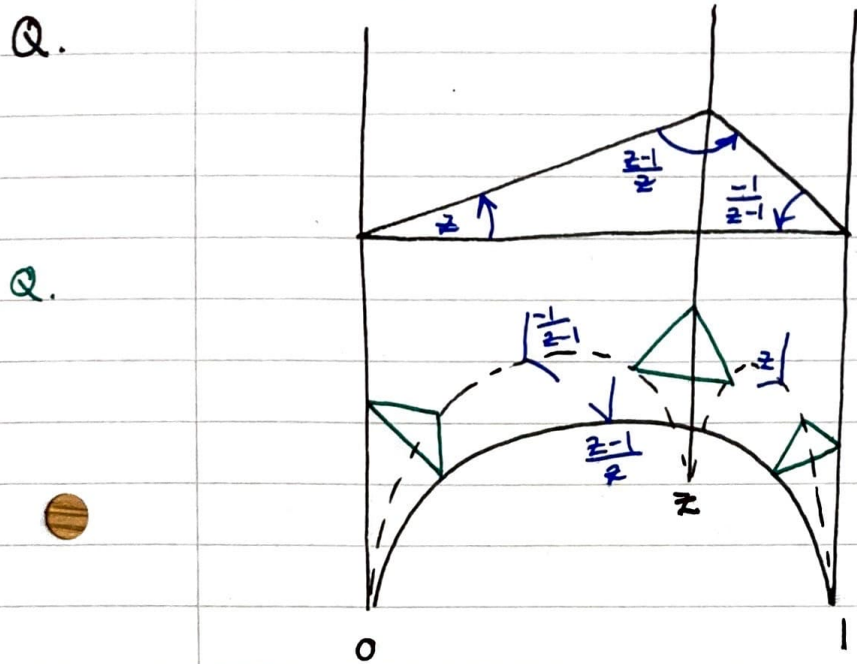
$$K_4 = \{ \text{Id}, (01)(23), (02)(13), (03)(12) \}$$

acts trivially on cross-ratios, and explain geometrically.

So the $\text{Sym}(4)$ ($= S_4$) action factors through $\text{Sym}(4)/K_4 \cong D_6$, a dihedral group.

Q. $z(e) = z(c') = z(\bar{e})$. ↙ reversed edge

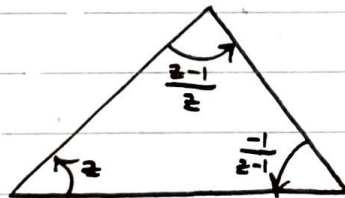
Thus we have ∞



(Q) Could also have looked at the triangles from the other vertices. They all receive the same labelling, so "all four triangles are similar".

Labelling the cusp triangle:

looking from ∞ , we see in the cusp Δ



Note. $z \cdot \frac{z-1}{z} \cdot \frac{-1}{z-1} = -1$.

so. $\arg(z) + \arg\left(\frac{z-1}{z}\right) + \arg\left(\frac{-1}{z-1}\right) = \pi$.

$\text{dil}(z) + \text{dil}\left(\frac{z-1}{z}\right) + \text{dil}\left(\frac{-1}{z-1}\right) = 0$.

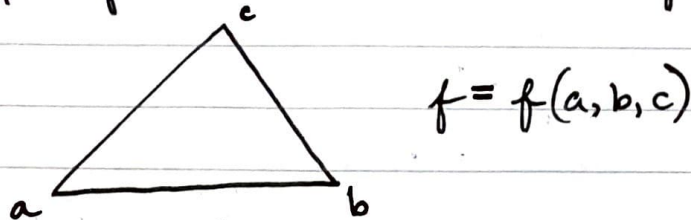
Q. Suppose $\text{Im}(z) > 0$.

Check that $\text{Im}\left(\frac{-1}{z-1}\right), \text{Im}\left(\frac{z-1}{z}\right) > 0$,

so we may choose a consistent branch of \log to make the above true.

To understand the labelling of cusp triangles, we introduce complex angles.

Suppose $f \subset \mathbb{C}$ is the convex hull of $a, b, c \in \mathbb{C}$,

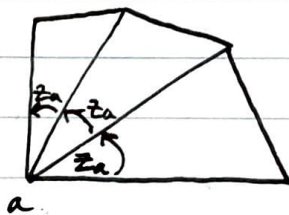
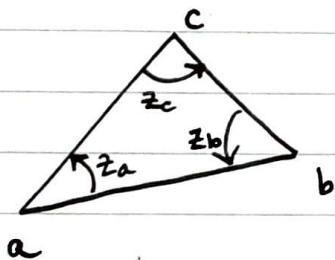


Use $\gamma \in \text{Affine}(\mathbb{C})$ to move f to $f(0, 1, z_a)$.

$$z_a = \frac{c-a}{b-a}$$

$$\left[\text{and so } z_b = \frac{a-b}{c-b}, z_c = \frac{b-c}{a-c} \right]$$

Picture



If we multiply by z_a and translate, we see a bit of a tiling.

$$z_b = \frac{-1}{z_a - 1}, z_c = \frac{z_a - 1}{z_a}$$

Claim These triangles tile about 0:

