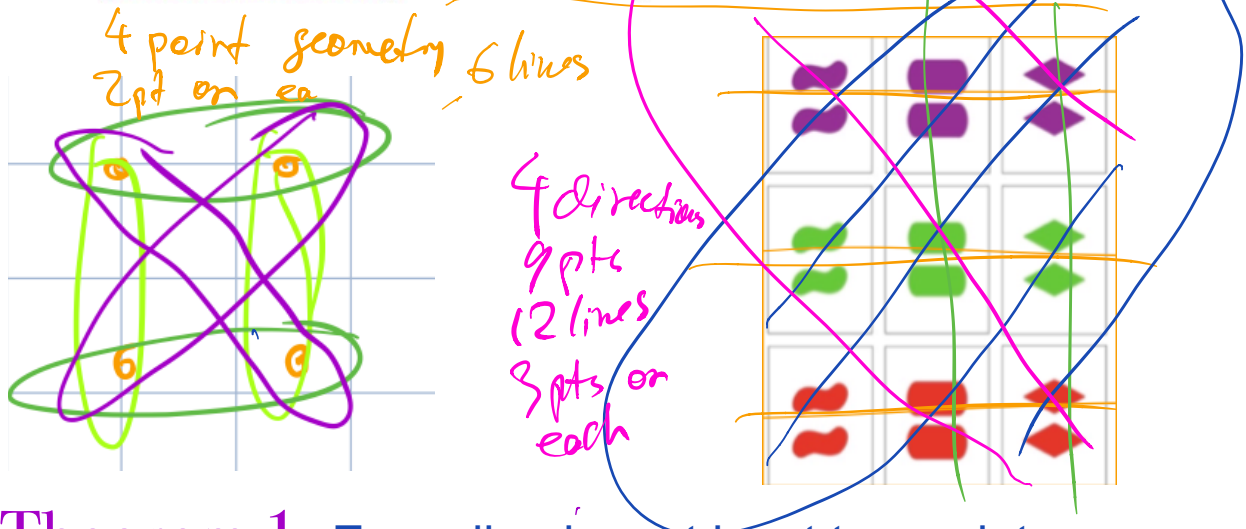


# How many points are on a plane? II.

## Recall from our last meeting

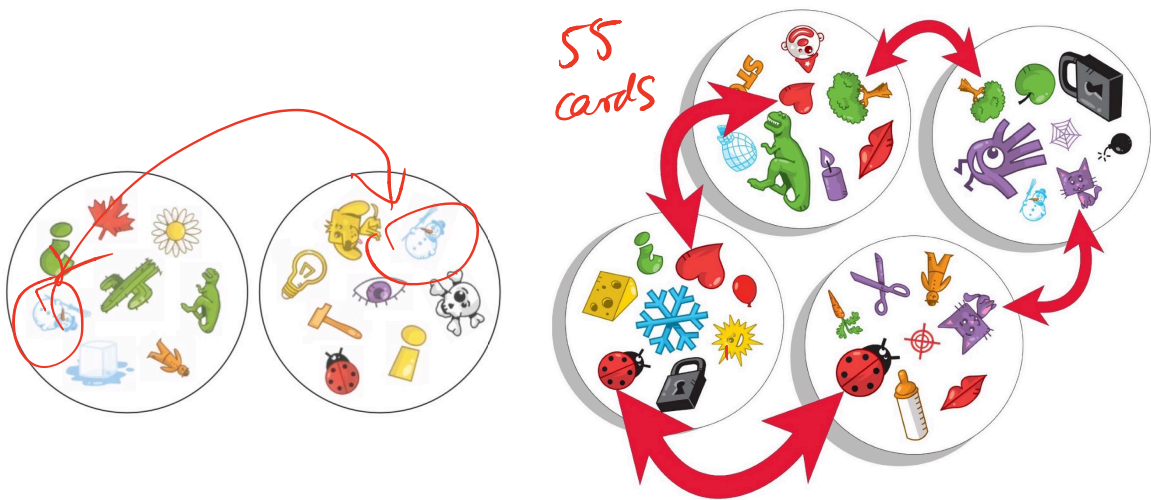
**DEFINITION** A **PLANE** is a set, with elements called **POINTS**, with special subsets called **LINES** which satisfy the following properties.

- A1. (Incidence Axiom)** Every two *distinct* points belong to a *unique* line.
- A2. (Parallels Axiom)** For every line and a point *not on it* there is a *unique* line containing this point parallel to the given line.
- A3. (Dimension Axiom)** There exist 3 points which are not *collinear*.



- Theorem 1. Every line has at least two points.
- Theorem 2. Every two lines on a plane have the same number of points.
- Theorem 3. There are at least 4 points on a plane.
- Theorem 4. There exist planes with 4 or 9 points.

yes no yes no ??? no only  $n^2$   
 ↓ ↓ ↓ ↓ ↓  
 16, 25, 36, 49, 64,  $10^2$ ,  $12^2$   
 Questions: - Are there planes with ~~5, ... 8~~ points?  
 - How many points *can* there be?  
 - How many *lines* are on a plane?  
 - What about the *other game*?  
 - Is there a *3D (4D, etc) version*?

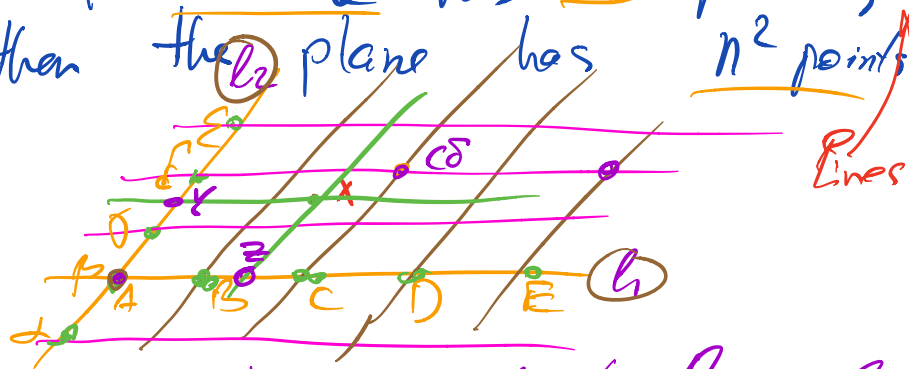


# Answers

How many lines are on this plate?  $n+1$  through each pt so  $\frac{n(n+1)}{2}$

Th 5 If a line has  $n$  points, then the  $(l_2)$  plane has  $n^2$  points.

Proof



Draw all lines parallel to  $l_1$  and  $l_2$  and count their intersections

This will give  $n^2$  points (think coordinates)

and no more points will be on the plane Ex. lines through  $X$   $\parallel$  to  $l_1$  (or  $l_2$ ) will intersect  $l_2$  (or  $l_1$ )

and so  $X$  will happen to be one of already obtained pts.

So there are  $n^2$  pts total //

Q2 Can we have  $n^2$  points  
with  $n = 4, 5, 6$  ?

More generally, for which  
 $n$  there's a plane with  $n^2$   
pts

Partial answer for good  $n$ 's

(Complete answer for dim 3 and  
more)

$n = 2, 3, 4, 5, 7, 8, 9, 11, 13, 16, 17, 19,$

$23, 25, 27, 29, 31, 32,$   
 $37, 41$

all primes and  
prime powers

$n = p^k, k \geq 1$   
 $p$ -prime

Will see how this works for  $n = p$

# GRAECO-LATIN SQUARES

Greek letters

Roman (Latin) letters

Aα	Bγ	Cβ
Bβ	Cα	Aγ
Cγ	Aβ	Bα

Aα	Bδ	Cβ	Dε	Eγ
Bβ	Cε	Dγ	Eα	Aδ
Cγ	Dδ	Eδ	Aβ	Bε
Dδ	Eβ	Aε	Bγ	Cα
Eε	Aγ	Bα	Cδ	Dβ

Aα	Bγ	Cδ	Dβ
Bβ	Aδ	Dγ	Cα
Cγ	Dα	Aβ	Bδ
Dδ	Cβ	Bα	Aγ

Euler in 1781


asked for which  $n \times n$  a GL square exists

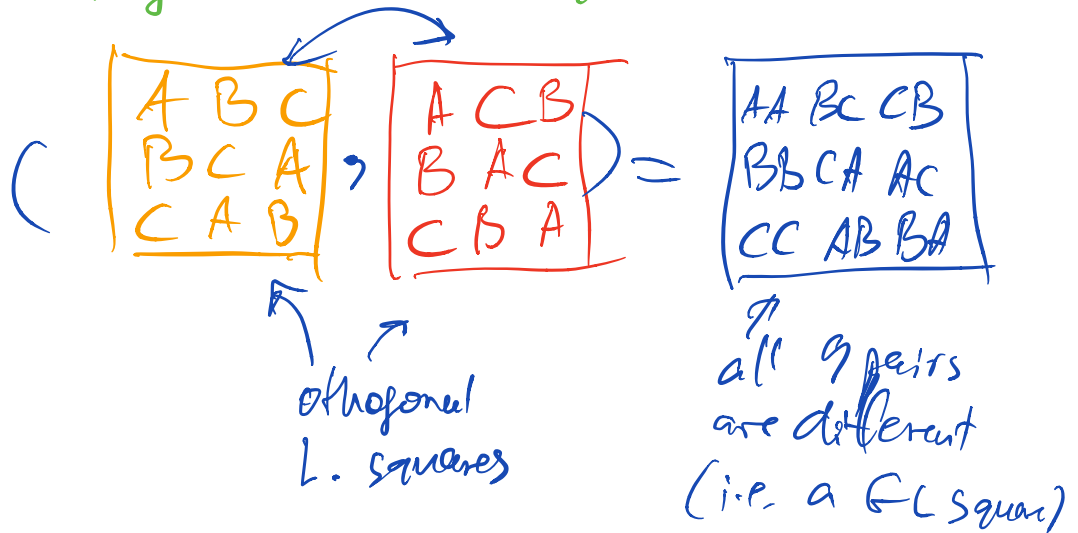
Conjectured that

there are none for  $n=6$

(Proved in 1901)

There's a very close connection between these GL squares and our planes


 In fact each geometry with  $n$  pts on a line gives rise to  $n-1$  "orthogonal" Latin squares




---

So no geometry w 36 points (b.c. no GL-square)

## Constructing geometries w $p^2$ points

Descartes "defined" lines on "usual" <sup>(plane)</sup> plane as solutions of linear equations in 2 variables

$$\left. \begin{array}{l} (x, y) \mid ax + by = c \\ y = kx + b \end{array} \right\} = \text{line}$$

$y = kx + b \leftarrow$  not all lines  
or  $x = c$

or together we can write as

$$ax + by = c \quad (\text{where } (a, b) \neq (0, 0))$$

algebraic def of lines and it works  
i.e.  $A_1, A_2, A_3$  can be easily  
verified o.g. to draw line  
through  $A(x_1, y_1), B(x_2, y_2)$  we  
solve for  $\underline{k}, \underline{b}$  in  $x_1 \neq x_2$

$$\left. \begin{array}{l} y_1 = kx_1 + b \\ y_2 = kx_2 + b \end{array} \right\} \mid \begin{array}{l} y_1 - y_2 = k(x_1 - x_2) \\ \Rightarrow k = \frac{y_1 - y_2}{x_1 - x_2}, b = \dots \end{array}$$

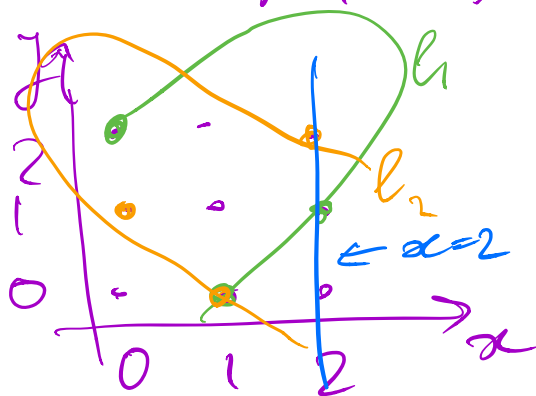
$\Rightarrow$  unique line through  $A, B$

To get a plane with  $p^2$  points  
 take for a line coordinates prime  
 of remainders mod  $p$  i.e.

$$L = \mathbb{Z}_p = \{0, 1, 2, \dots, p-1\}$$

So our  $p$ -plane is the set

$$P = \{(x, y) \mid x, y \in L\} \quad \text{e.g. for } p=3$$



Lines = solutions of lin.  
 equations (mod  $p$ )

$$ax + by = c$$

i.e. if  $b \neq 0 \pmod p$

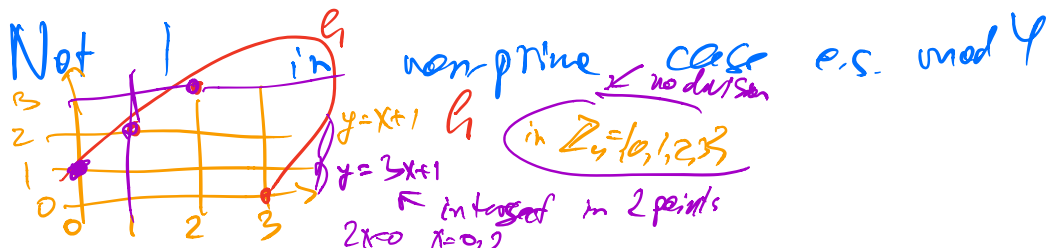
$$\text{then } y = kx + d$$

$$k, d \in \mathbb{Z}_p$$

e.g.  $y = x + 2$  gives  $l_1$

$y = 2x + 1$  gives  $l_2$

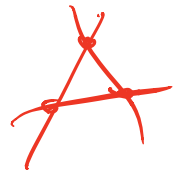
Axioms work b.c we can divide  
 in  $\mathbb{Z}_p$  by  $\neq 0$  elements





# Fixing inequity between points and lines

## PROJECTIVE GEOMETRY

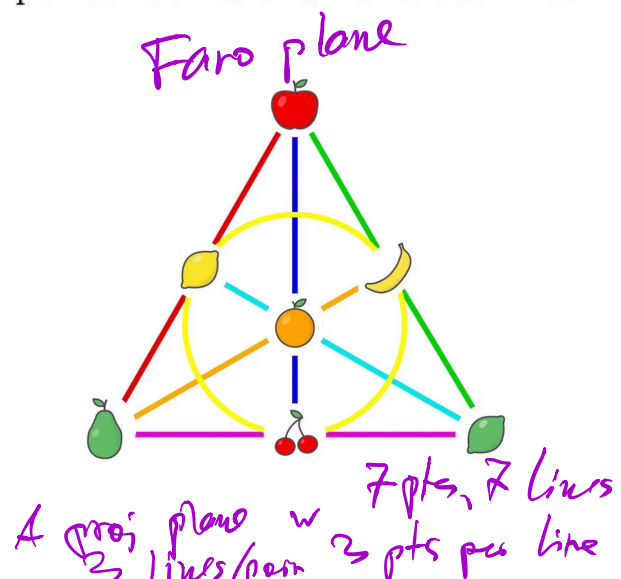
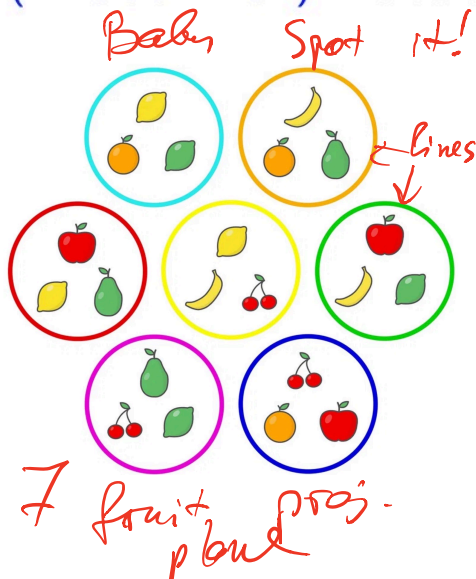


**DEFINITION** A **PROJECTIVE PLANE** is a set (of **POINTS**) with a collection of subsets (called **LINES**) satisfying the following **AXIOMS**.

**P1. (Incidence Axiom)** Every two distinct points belong to a unique line.

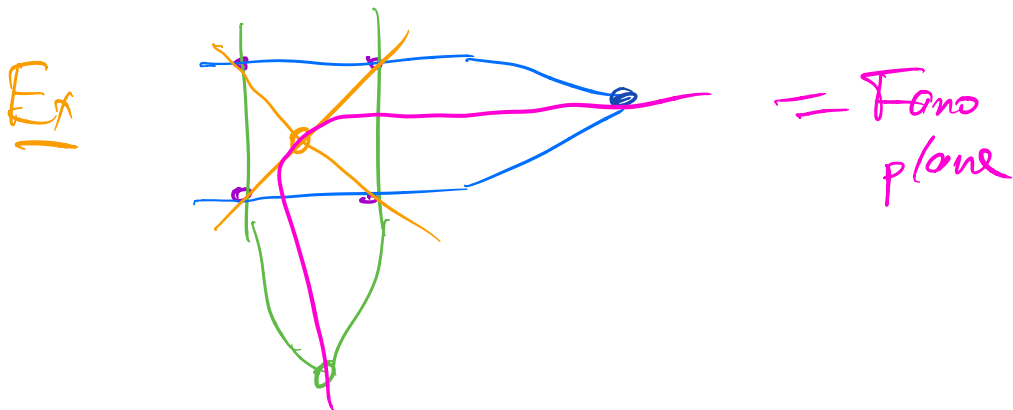
**P2. (No Parallels Axiom)** Every two distinct lines have a common point.

**P3. (Dimension Axiom)** There are 4 points no three of which are collinear.



Then Every projective plane  
 comes from a "usual" plane  
 by adding a new "do" line  
 intersecting each group of  $l$   
 lines in a unique point

So if there are  $n+1$  pts on a  
 line, there are  $n^2 + n + 1$  pts on  
 this plane, and some  $n^2 + n + 1$  lines



Conversely, removing any line from  
 a projective plane ( $w$   $n^2 + n + 1$  pts)  
 gives a "usual"  
 plane  $w$   $n^2$  pts