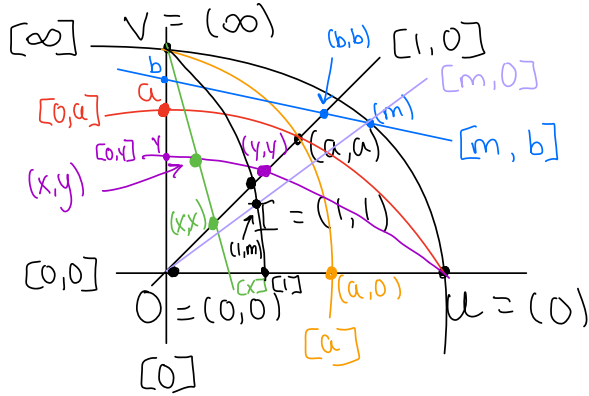


Back to coordinates & ternary rings:
 What does it take for a ternary ring to be "linear",
 i.e. $T(m, x, b) = (m \cdot x) + b$?
 $\hookrightarrow T(1, T(m, x, 0), b)$

Quick review of (extended affine) coordinates:



$$y = mx + 0 \\ = m \quad \text{if } x = 1$$

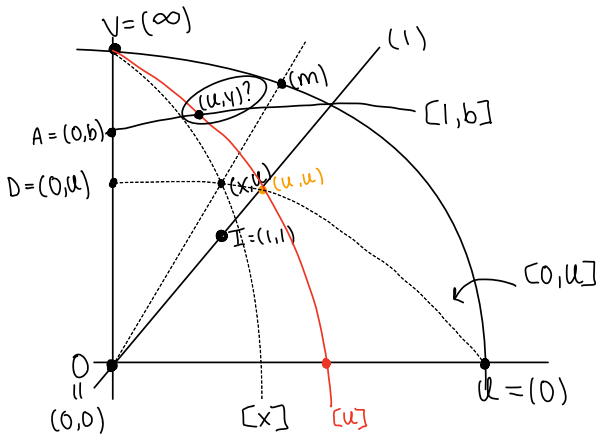
Then $(x, y) \in [m, b] \iff y = T(m, x, b)$

What are geometric conditions that tell us $T(m, x, b) = (m \cdot x) + b = T(1, T(m, x, 0), b)$?

Prop: T is "linear" if whenever ABC & DEF are triangles s.t.

- (1) are in perspective from $v = (\infty)$
- (2) A & D are incident with $OV = [0]$
- (3) $AB \cap DE$ and $AC \cap DF$ are on $UV = [\infty]$
- (4) BC is incident with $u = (0)$,

then EF is also incident with $u = (0)$.



To show: $T(m, x, b) = T(1, T(m, x, 0), b)$
 $u = T(m, x, 0) \iff (x, u) \in [m, 0]$

$$y = T(m, x, b) = T(1, \overbrace{T(m, x, 0)}^u, b) \\ \iff (u, y) \in [1, b]$$