

# Riemann Surfaces

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# Bernard Riemann

- German
- Contributions to: analysis, number theory, and geometry
- Developed uniformization theorem



[http://en.wikipedia.org/wiki/Bernhard\\_Riemann](http://en.wikipedia.org/wiki/Bernhard_Riemann)

# Definition & Uniformization Theorem

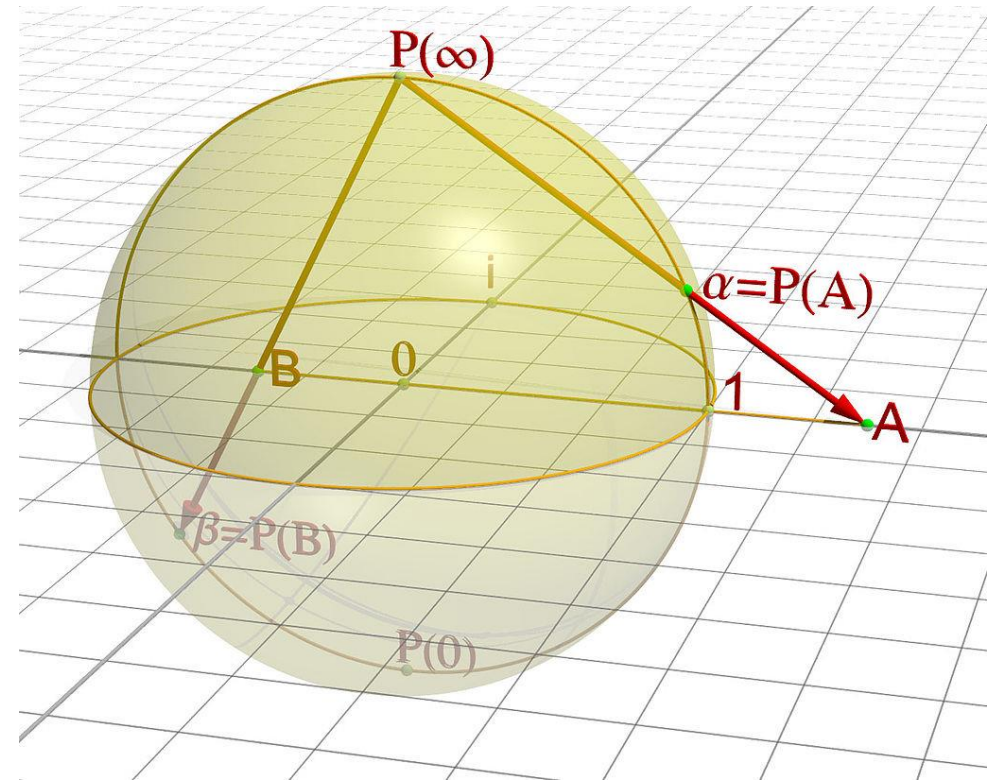
Definition: A Riemann surface is a one dimensional Complex manifold

“a surface-like configuration that covers the complex plane” —Wolfram Math World

- Elliptic (Riemann Sphere):  $\mathbb{C} \cup \{\infty\}$  also  $P^1 \mathbb{C}$
- Parabolic: Complex Plane  $\mathbb{C}$
- Hyperbolic: the open unit disk  $\{z \in \mathbb{C} : |z| < 1\}$

# Elliptic

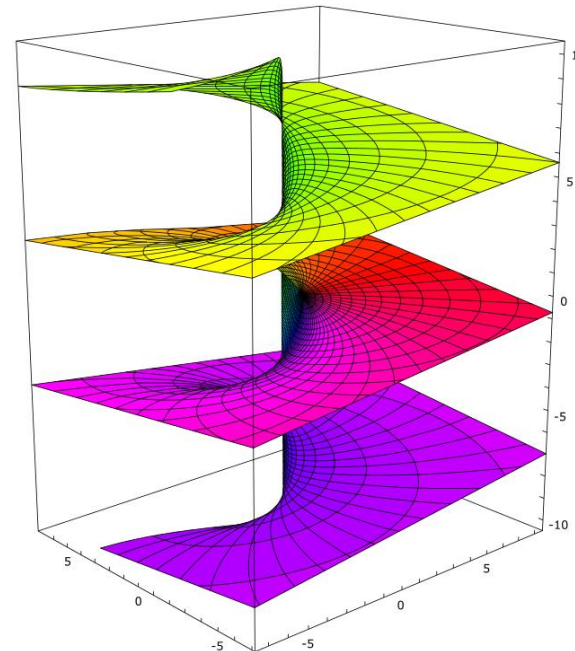
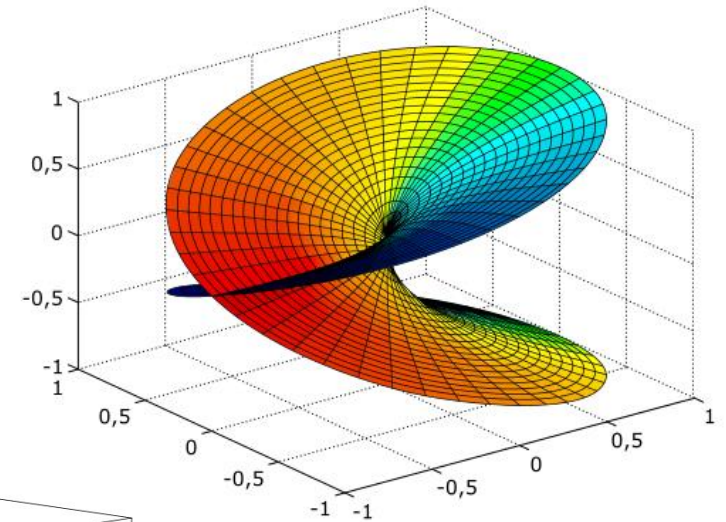
- The Riemann sphere
- Elliptic geometry
- Compact
- Curvature of +1



[http://en.wikipedia.org/wiki/Riemann\\_sphere](http://en.wikipedia.org/wiki/Riemann_sphere)

# Parabolic

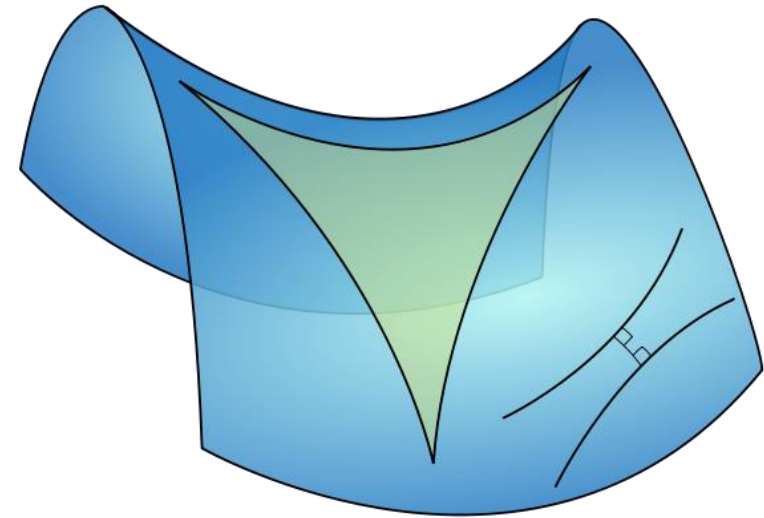
- Isomorphic to  $\mathbb{C}$  plane
  - Identity map  $f(z)=z$
  - Conjugate map  $f(z)=z^*$
- Not compact
- Curvature of 0  
(Euclidean Geometry)



[http://en.wikipedia.org/wiki/Riemann\\_surface#Definitions](http://en.wikipedia.org/wiki/Riemann_surface#Definitions)

# Hyperbolic Riemann Surfaces

- Hyperbolic: the Riemann surfaces with curvature  $-1$ .
- According to the Uniformization theorem, all hyperbolic surfaces are quotients of the unit disk.
- Unlike elliptic and parabolic, no classification of the hyperbolic surfaces is possible.



[http://en.wikipedia.org/wiki/Hyperbolic\\_geometry](http://en.wikipedia.org/wiki/Hyperbolic_geometry)

# Riemann Mapping Theorem

- Any open, simply connected region is isomorphic to the open unit disk.

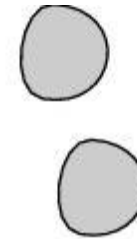
- Isomorphism  $f(z)=w$ 
  - Holomorphic
  - Unique



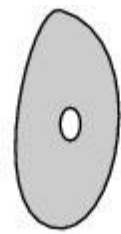
*simply connected*



*simply connected*



*not simply connected*

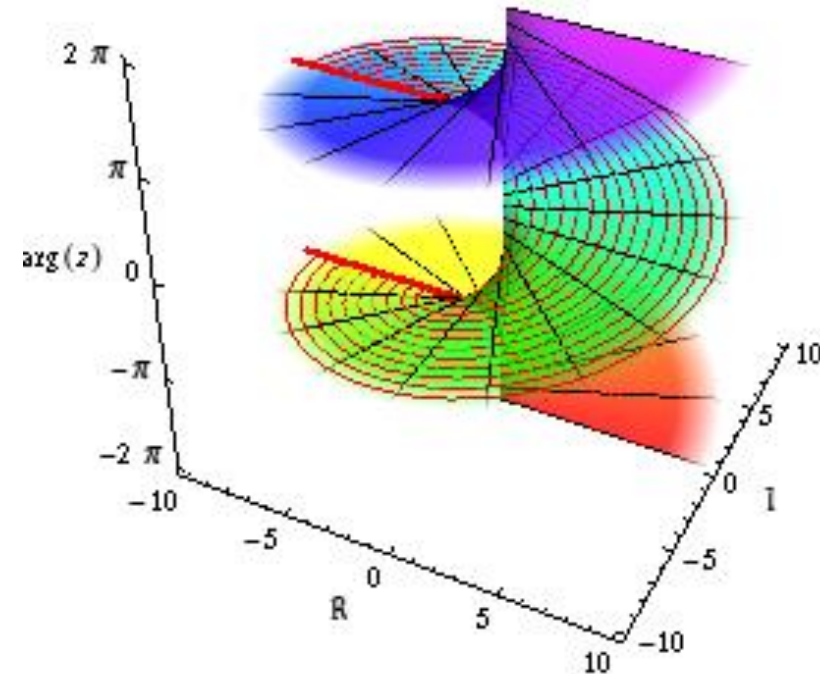


*not simply connected*

<http://mathworld.wolfram.com/SimplyConnected.html>

# Relation to Branching Structures

- The branching theorem assumes a Riemann surface
- Branch points can be thought of as punctures in the initial Riemann sphere.
  - 0 gives sphere
  - 1 or 2 gives complex plane or cylinder
  - 3 or more gives hyperbolic structures



[http://en.wikipedia.org/wiki/Argument\\_\(complex\\_analysis\)](http://en.wikipedia.org/wiki/Argument_(complex_analysis))



# Resources

- Brown, J., & Churchill, R. (2013). Complex Variables and Applications (9<sup>th</sup> edition). New York, NY: McGraw-Hill Science/Engineering/ Math.
- [http://en.wikipedia.org/wiki/Hyperbolic\\_space](http://en.wikipedia.org/wiki/Hyperbolic_space)
- [http://en.wikipedia.org/wiki/Riemann\\_surface#Classification\\_of\\_Riemann\\_surfaces](http://en.wikipedia.org/wiki/Riemann_surface#Classification_of_Riemann_surfaces)
- <http://mathworld.wolfram.com/RiemannMappingTheorem.html>
- [http://en.wikipedia.org/wiki/Hyperbolic\\_geometry](http://en.wikipedia.org/wiki/Hyperbolic_geometry)
- <http://mathworld.wolfram.com/SimplyConnected.html>
- [#http://en.wikipedia.org/wiki/Riemann\\_surface#Definitions](http://en.wikipedia.org/wiki/Riemann_surface#Definitions)
- [http://en.wikipedia.org/wiki/Argument\\_\(complex\\_analysis\)](http://en.wikipedia.org/wiki/Argument_(complex_analysis))