

# THE LAWS OF SINES AND COSINES ON THE UNIT SPHERE AND HYPERBOLOID

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ABSTRACT. In a traditional trigonometry class the Law of Sines and Law of Cosines are fundamental tools used to solve triangles in a plane. Using vector analysis similar laws can be found for triangles on the unit sphere. With a slight alteration of the definition of “dot product” analogous laws are found for triangles on the unit hyperboloid.

## 1. EUCLIDEAN 3-SPACE, $E^3$

**Definition 1.1.** Euclidean 3-space,  $\mathbf{E}^3 = \{\mathbf{x} = (x^1, x^2, x^3) : x^1, x^2, x^3 \in \mathbb{R}\}$

**Definition 1.2** (Dot Product). For  $\mathbf{x}, \mathbf{y} \in \mathbf{E}^3$ ,

$$\begin{aligned}\mathbf{x} \cdot \mathbf{y} &= x^1 y^1 + x^2 y^2 + x^3 y^3 \\ \mathbf{x} \cdot \mathbf{x} &= |\mathbf{x}|^2 = (x^1)^2 + (x^2)^2 + (x^3)^2 \\ d_E(\mathbf{x}, \mathbf{y}) &= |\mathbf{x} - \mathbf{y}|\end{aligned}$$

**Proposition 1.3.**  $d_E$  is a metric

**Corollary 1.4** (Schwarz Inequality).  $|\mathbf{x} \cdot \mathbf{y}| \leq |\mathbf{x}| |\mathbf{y}|$

Equality can be attained by including a multiple,  $\cos(\theta(\mathbf{x}, \mathbf{y}))$ , in the inequality.

$$\mathbf{x} \cdot \mathbf{y} = |\mathbf{x}| |\mathbf{y}| \cos \theta(\mathbf{x}, \mathbf{y})$$

where  $\theta(\mathbf{x}, \mathbf{y})$  is the angle between  $\mathbf{x}$  and  $\mathbf{y}$ .

**Definition 1.5** (Cross Product). For  $\mathbf{x}, \mathbf{y} \in \mathbf{E}^3$

$$\mathbf{x} \times \mathbf{y} = \begin{vmatrix} i & j & k \\ x^1 & x^2 & x^3 \\ y^1 & y^2 & y^3 \end{vmatrix}$$

**Theorem 1.6.** *Properties of  $\cdot$  and  $\times$*

1.  $\mathbf{x} \times \mathbf{y} = -\mathbf{y} \times \mathbf{x}$
2.  $(\mathbf{x} \times \mathbf{y}) \cdot \mathbf{z} = \begin{vmatrix} x^1 & x^2 & x^3 \\ y^1 & y^2 & y^3 \\ z^1 & z^2 & z^3 \end{vmatrix}$   
 $(\mathbf{x} \times \mathbf{y}) \cdot \mathbf{z} = (\mathbf{z} \times \mathbf{x}) \cdot \mathbf{y} = (\mathbf{y} \times \mathbf{z}) \cdot \mathbf{x}$
3.  $\mathbf{x} \times (\mathbf{y} \times \mathbf{z}) = (\mathbf{x} \cdot \mathbf{z}) \mathbf{y} - (\mathbf{x} \cdot \mathbf{y}) \mathbf{z}$
4.  $(\mathbf{x} \times \mathbf{y}) \cdot (\mathbf{z} \times \mathbf{w}) = \begin{vmatrix} \mathbf{x} \cdot \mathbf{z} & \mathbf{x} \cdot \mathbf{w} \\ \mathbf{y} \cdot \mathbf{z} & \mathbf{y} \cdot \mathbf{w} \end{vmatrix}$

Property 4 combined with  $\mathbf{x} \cdot \mathbf{y} = |\mathbf{x}| |\mathbf{y}| \cos \theta(\mathbf{x}, \mathbf{y})$  yields

$$|\mathbf{x} \times \mathbf{y}| = |\mathbf{x}| |\mathbf{y}| \sin \theta(\mathbf{x}, \mathbf{y})$$

1.1. **Triangles in  $\mathbf{E}^3$ .** Triangles in  $\mathbf{E}^3$  consist of 3 points,  $\mathbf{x}, \mathbf{y}, \mathbf{z} \in \mathbf{E}^3$  and the geodesics connecting the points.

*Geodesics* are “straight lines” between points. In  $\mathbf{E}^3$ , geodesics are straight lines.

sides	$[\mathbf{x}, \mathbf{y}]$	$[\mathbf{y}, \mathbf{z}]$	$[\mathbf{z}, \mathbf{x}]$
lengths	$a = d_E(\mathbf{x}, \mathbf{y})$	$b = d_E(\mathbf{y}, \mathbf{z})$	$c = d_E(\mathbf{z}, \mathbf{x})$
angles	$\alpha$	$\beta$	$\gamma$

Law of Sines

$$\frac{a}{\sin \alpha} = \frac{b}{\sin \beta} = \frac{c}{\sin \gamma}$$

Law of Cosines

$$\cos \alpha = \frac{b^2 + c^2 - a^2}{2bc}$$

## 2. UNIT SPHERE

**Definition 2.1** (Unit Sphere,  $\mathbf{S}^2$ ).  $\mathbf{S}^2 = \{\mathbf{x} \in \mathbf{E}^3 : |\mathbf{x}| = 1\}$

Notice  $\mathbf{x} \cdot \mathbf{y} = |\mathbf{x}| |\mathbf{y}| \cos \theta(\mathbf{x}, \mathbf{y}) = \cos \theta(\mathbf{x}, \mathbf{y})$  and  $|\mathbf{x} \times \mathbf{y}| = |\mathbf{x}| |\mathbf{y}| \sin \theta(\mathbf{x}, \mathbf{y}) = \sin \theta(\mathbf{x}, \mathbf{y})$ .

On  $\mathbf{S}^2$ , the geodesic between two points is the shortest arc of the great circle passing through the points. This gives the distance between two points on the sphere to be

$$d_S(\mathbf{x}, \mathbf{y}) = \theta(\mathbf{x}, \mathbf{y}) = \cos^{-1}(\mathbf{x} \cdot \mathbf{y})$$

Then

$$\begin{aligned} 0 &\leq d_S(\mathbf{x}, \mathbf{y}) \leq \pi \\ d_S(\mathbf{x}, \mathbf{y}) &= \pi \iff \mathbf{y} = -\mathbf{x} \text{ (antipodal)} \end{aligned}$$

**Proposition 2.2.**  $d_S$  is a metric.

2.1. **Spherical Triangles.** Triangles in  $\mathbf{S}^2$  consist of 3 points,  $\mathbf{x}, \mathbf{y}, \mathbf{z} \in \mathbf{S}^2$  and the geodesics connecting the points.

sides	$[\mathbf{x}, \mathbf{y}]$	$[\mathbf{y}, \mathbf{z}]$	$[\mathbf{z}, \mathbf{x}]$
lengths	$a = \theta(\mathbf{x}, \mathbf{y})$	$b = \theta(\mathbf{y}, \mathbf{z})$	$c = \theta(\mathbf{z}, \mathbf{x})$
angles	$\alpha$	$\beta$	$\gamma$
geodesic	$\mathbf{f} : [0, a] \rightarrow \mathbf{S}^2$	$\mathbf{g} : [0, b] \rightarrow \mathbf{S}^2$	$\mathbf{h} : [0, c] \rightarrow \mathbf{S}^2$

Notice, using the right hand rule for cross product, that  $\mathbf{z} \times \mathbf{x}$  is perpendicular to  $\mathbf{h}'(0)$  and  $\mathbf{y} \times \mathbf{z}$  is perpendicular to  $-\mathbf{g}'(b)$ . Now it is not difficult to observe

$\theta(\mathbf{y} \times \mathbf{z}, \mathbf{z} \times \mathbf{x}) = \pi - \alpha$	$\theta(\mathbf{y} \times \mathbf{z}, \mathbf{x} \times \mathbf{z}) = \alpha$
$\theta(\mathbf{z} \times \mathbf{x}, \mathbf{x} \times \mathbf{y}) = \pi - \beta$	$\theta(\mathbf{z} \times \mathbf{x}, \mathbf{y} \times \mathbf{x}) = \beta$
$\theta(\mathbf{x} \times \mathbf{y}, \mathbf{y} \times \mathbf{z}) = \pi - \gamma$	$\theta(\mathbf{x} \times \mathbf{y}, \mathbf{z} \times \mathbf{y}) = \gamma$

2.2. **Spherical Law of Sines.** Consider

$$\begin{aligned} (\mathbf{y} \times \mathbf{z}) \times (\mathbf{z} \times \mathbf{x}) &= ((\mathbf{y} \times \mathbf{z}) \cdot \mathbf{x}) \mathbf{z} - ((\mathbf{y} \times \mathbf{z}) \cdot \mathbf{z}) \mathbf{x} \\ &= ((\mathbf{y} \times \mathbf{z}) \cdot \mathbf{x}) \mathbf{z} \end{aligned}$$

Now take the norm of both sides

$$\begin{aligned} |(\mathbf{y} \times \mathbf{z}) \times (\mathbf{z} \times \mathbf{x})| &= |((\mathbf{y} \times \mathbf{z}) \cdot \mathbf{x}) \mathbf{z}| \\ |\mathbf{y} \times \mathbf{z}| |\mathbf{z} \times \mathbf{x}| \sin \theta(\mathbf{y} \times \mathbf{z}, \mathbf{z} \times \mathbf{x}) &= |((\mathbf{y} \times \mathbf{z}) \cdot \mathbf{x})| |\mathbf{z}| \\ \sin b \sin c \sin(\pi - \alpha) &= |((\mathbf{y} \times \mathbf{z}) \cdot \mathbf{x})| \\ \sin b \sin c \sin \alpha &= |((\mathbf{y} \times \mathbf{z}) \cdot \mathbf{x})| \end{aligned}$$

Similarly

$$\begin{aligned} (\mathbf{z} \times \mathbf{x}) \times (\mathbf{x} \times \mathbf{y}) &= ((\mathbf{z} \times \mathbf{x}) \cdot \mathbf{y}) \mathbf{x} \\ (\mathbf{x} \times \mathbf{y}) \times (\mathbf{y} \times \mathbf{z}) &= ((\mathbf{x} \times \mathbf{y}) \cdot \mathbf{z}) \mathbf{y} \end{aligned}$$

Taking the norm of the remaining two equalities, noticing the right hand sides of each are equal, yields

$$\sin b \sin c \sin \alpha = \sin c \sin a \sin \beta = \sin a \sin b \sin \gamma$$

**Theorem 2.3.** *Spherical Law of Sines*

$$\frac{\sin b}{\sin \beta} = \frac{\sin a}{\sin \alpha} = \frac{\sin c}{\sin \gamma}$$

2.3. **Spherical Law of Cosines.** Consider

$$\begin{aligned} (\mathbf{y} \times \mathbf{z}) \cdot (\mathbf{z} \times \mathbf{x}) &= \begin{vmatrix} \mathbf{y} \cdot \mathbf{z} & \mathbf{y} \cdot \mathbf{x} \\ \mathbf{z} \cdot \mathbf{z} & \mathbf{z} \cdot \mathbf{x} \end{vmatrix} \\ &= (\mathbf{y} \cdot \mathbf{z})(\mathbf{z} \cdot \mathbf{x}) - (\mathbf{y} \cdot \mathbf{x})(\mathbf{z} \cdot \mathbf{z}) \\ &= (\mathbf{y} \cdot \mathbf{z})(\mathbf{z} \cdot \mathbf{x}) - (\mathbf{y} \cdot \mathbf{x}) \end{aligned}$$

Using  $\mathbf{u} \cdot \mathbf{v} = |\mathbf{u}| |\mathbf{v}| \cos \theta(\mathbf{u}, \mathbf{v})$  gives

$$\begin{aligned} |\mathbf{y} \times \mathbf{z}| |\mathbf{z} \times \mathbf{x}| \cos \theta(\mathbf{y} \times \mathbf{z}, \mathbf{z} \times \mathbf{x}) &= \cos \theta(\mathbf{y}, \mathbf{z}) \cos \theta(\mathbf{z}, \mathbf{x}) - \cos \theta(\mathbf{x}, \mathbf{y}) \end{aligned}$$

Furthermore,  $|\mathbf{u} \times \mathbf{v}| = |\mathbf{u}| |\mathbf{v}| \sin \theta(\mathbf{u}, \mathbf{v})$ , so

$$\begin{aligned} \sin b \sin c \cos(\pi - \alpha) &= \cos b \cos c - \cos a \\ -\cos \alpha &= \frac{\cos b \cos c - \cos a}{\sin b \sin c} \\ \cos \alpha &= \frac{\cos a - \cos b \cos c}{\sin b \sin c} \end{aligned}$$

### 3. MINKOWSKI 3-SPACE

**Definition 3.1** (Minkowski 3-space,  $\mathbf{M}^3$ ).  $\mathbf{M}^3 = \{\mathbf{x} : \mathbf{x} = (x^1, x^2, x^3)\}$

**Definition 3.2** (BoxDot Product). For  $\mathbf{x}, \mathbf{y} \in \mathbf{M}^3$ ,

$$\begin{aligned} \mathbf{x} \boxtimes \mathbf{y} &= x^1 y^1 + x^2 y^2 - x^3 y^3 \\ \mathbf{x} \boxtimes \mathbf{x} &= \|\mathbf{x}\|^2 \\ d_L(\mathbf{x}, \mathbf{y}) &= \|\mathbf{x} - \mathbf{y}\| \end{aligned}$$

$\mathbf{x} \in \mathbf{M}^3$  is called *time-like* if  $\mathbf{x} \square \mathbf{x} < 0$ .

$\mathbf{x} \in \mathbf{M}^3$  is called *space-like* if  $\mathbf{x} \square \mathbf{x} > 0$ .

$\mathbf{x} \in \mathbf{M}^3$  is called *light-like* if  $\mathbf{x} \square \mathbf{x} = 0$ .

We will be mainly concerned with time-like vectors for the remainder of the time.

**Proposition 3.3.**  $d_L$  is not a metric

**Corollary 3.4.** For  $\mathbf{x}$  and  $\mathbf{y}$  timelike vectors,  
 $\mathbf{x} \square \mathbf{y} \geq \|\mathbf{x}\| \|\mathbf{y}\|$

Equality can be attained by including a multiple,  
 $\cosh(\theta(\mathbf{x}, \mathbf{y}))$ , in the inequality.

$$\mathbf{x} \square \mathbf{y} = \|\mathbf{x}\| \|\mathbf{y}\| \cosh \theta(\mathbf{x}, \mathbf{y})$$

where  $\theta(\mathbf{x}, \mathbf{y})$  is the hyperbolic angle between  $\mathbf{x}$  and  $\mathbf{y}$ .

**Definition 3.5** (BoxCross Product). For  $\mathbf{x}, \mathbf{y} \in \mathbf{M}^3$

$$\mathbf{x} \boxtimes \mathbf{y} = \begin{vmatrix} i & j & -k \\ x^1 & x^2 & x^3 \\ y^1 & y^2 & y^3 \end{vmatrix}$$

**Theorem 3.6.** *Properties of Vectors in Minkowski 3-Space*

1. If  $x, y$  are positive time-like vectors, then  $x \boxtimes y$  is space-like.
2. If  $u, v$  are space-like vectors, then the following are equivalent:
  - (a) The vectors  $u$  and  $v$  satisfy the inequality  
 $|u \square v| < \|u\| \|v\|$ .
  - (b)  $u \boxtimes v$  is time-like.
  - (c) The vector subspace  $V$  spanned by  $u$  and  $v$  is space-like (every nonzero vector is space-like).
3. If  $u, v$  are space-like vectors spanning a space-like vector space, then

$$\begin{aligned} u \square v &= \|u\| \|v\| \cos \theta(u, v) \\ \|\mathbf{u} \boxtimes \mathbf{v}\| &= \|u\| \|v\| \sin \theta(u, v) \end{aligned}$$

$$\text{where } \|\mathbf{u}\|^2 = -(u \square u).$$

**Theorem 3.7.** *Properties of  $\square$  and  $\boxtimes$*

1.  $\mathbf{x} \boxtimes \mathbf{y} = -\mathbf{y} \boxtimes \mathbf{x}$
2.  $(\mathbf{x} \boxtimes \mathbf{y}) \square \mathbf{z} = \begin{vmatrix} x^1 & x^2 & x^3 \\ y^1 & y^2 & y^3 \\ z^1 & z^2 & z^3 \end{vmatrix}$
3.  $\mathbf{x} \boxtimes (\mathbf{y} \boxtimes \mathbf{z}) = -((\mathbf{x} \square \mathbf{z}) \mathbf{y} - (\mathbf{x} \square \mathbf{y}) \mathbf{z})$
4.  $(\mathbf{x} \boxtimes \mathbf{y}) \square (\mathbf{z} \boxtimes \mathbf{w}) = - \begin{vmatrix} \mathbf{x} \square \mathbf{z} & \mathbf{x} \square \mathbf{w} \\ \mathbf{y} \square \mathbf{z} & \mathbf{y} \square \mathbf{w} \end{vmatrix}$

For  $\mathbf{x}$  and  $\mathbf{y}$  time-like vectors, property 4 combined with  $\mathbf{x} \square \mathbf{y} = \|\mathbf{x}\| \|\mathbf{y}\| \cosh \theta(\mathbf{x}, \mathbf{y})$  yields

$$\|\mathbf{x} \times \mathbf{y}\| = -\|\mathbf{x}\| \|\mathbf{y}\| \sinh \theta(\mathbf{x}, \mathbf{y})$$

3.1. Unit Hyperboloid,  $\mathbf{H}^2$ .

**Definition 3.8.**  $\mathbf{H}^2 = \{\mathbf{x} \in \mathbf{M}^3 : \mathbf{x} \boxtimes \mathbf{x} = -1\}$

Notice  $\mathbf{x} \boxtimes \mathbf{y} = \|\mathbf{x}\| \|\mathbf{y}\| \cosh \theta(\mathbf{x}, \mathbf{y}) = -\cosh \theta(\mathbf{x}, \mathbf{y})$  and  $\|\mathbf{x} \boxtimes \mathbf{y}\| = -\|\mathbf{x}\| \|\mathbf{y}\| \sinh \theta(\mathbf{x}, \mathbf{y}) = \sinh \theta(\mathbf{x}, \mathbf{y})$ .

On  $\mathbf{H}^2$ , the geodesic is the branch of a hyperbola passing through the points. This gives the distance between two points on the hyperboloid to be

$$d_H(\mathbf{x}, \mathbf{y}) = \theta(\mathbf{x}, \mathbf{y}) = \cosh^{-1}(-\mathbf{x} \boxtimes \mathbf{y})$$

Notice

$$0 \leq d_H(\mathbf{x}, \mathbf{y})$$

**Proposition 3.9.**  $d_H$  is a metric.

3.2. **Hyperbolic Triangles.** Triangles on  $\mathbf{H}^2$  consist of 3 points,  $\mathbf{x}, \mathbf{y}, \mathbf{z}$ , and the geodesics connecting the points.

sides	$[\mathbf{x}, \mathbf{y}]$	$[\mathbf{y}, \mathbf{z}]$	$[\mathbf{z}, \mathbf{x}]$
lengths	$a = \theta(\mathbf{x}, \mathbf{y})$	$b = \theta(\mathbf{y}, \mathbf{z})$	$c = \theta(\mathbf{z}, \mathbf{x})$
angles	$\alpha$	$\beta$	$\gamma$
geodesic	$\mathbf{f} : [0, a] \rightarrow \mathbf{H}^2$	$\mathbf{g} : [0, b] \rightarrow \mathbf{H}^2$	$\mathbf{h} : [0, c] \rightarrow \mathbf{H}^2$

$\mathbf{h}'(0)$  and  $-\mathbf{g}'(b)$  are space-like vectors spanning a space-like vector space. This implies the angles are space-like angles, that is they are measured using a protractor.

$\theta(\mathbf{y} \boxtimes \mathbf{z}, \mathbf{z} \boxtimes \mathbf{x}) = \pi - \alpha$	$\theta(\mathbf{y} \boxtimes \mathbf{z}, \mathbf{x} \boxtimes \mathbf{z}) = \alpha$
$\theta(\mathbf{z} \boxtimes \mathbf{x}, \mathbf{x} \boxtimes \mathbf{y}) = \pi - \beta$	$\theta(\mathbf{z} \boxtimes \mathbf{x}, \mathbf{y} \boxtimes \mathbf{x}) = \beta$
$\theta(\mathbf{x} \boxtimes \mathbf{y}, \mathbf{y} \boxtimes \mathbf{z}) = \pi - \gamma$	$\theta(\mathbf{x} \boxtimes \mathbf{y}, \mathbf{z} \boxtimes \mathbf{y}) = \gamma$

3.3. **Hyperbolic Law of Sines.** Consider

$$\begin{aligned} (\mathbf{y} \boxtimes \mathbf{z}) \boxtimes (\mathbf{z} \boxtimes \mathbf{x}) &= -((\mathbf{y} \boxtimes \mathbf{z}) \boxtimes \mathbf{x}) \mathbf{z} - ((\mathbf{y} \boxtimes \mathbf{z}) \boxtimes \mathbf{z}) \mathbf{x} \\ &= -((\mathbf{y} \boxtimes \mathbf{z}) \boxtimes \mathbf{x}) \mathbf{z} \end{aligned}$$

Now take the norm of both sides, where  $\mathbf{y} \boxtimes \mathbf{z}$  and  $\mathbf{z} \boxtimes \mathbf{x}$  are spacelike vectors

$$\|(\mathbf{y} \boxtimes \mathbf{z}) \boxtimes (\mathbf{z} \boxtimes \mathbf{x})\| = \| -((\mathbf{y} \boxtimes \mathbf{z}) \boxtimes \mathbf{x}) \mathbf{z} \|$$

$$\begin{aligned} \|\mathbf{y} \boxtimes \mathbf{z}\| \|\mathbf{z} \boxtimes \mathbf{x}\| \sin \theta(\mathbf{y} \boxtimes \mathbf{z}, \mathbf{z} \boxtimes \mathbf{x}) \\ = | -((\mathbf{y} \boxtimes \mathbf{z}) \boxtimes \mathbf{x}) | \| \mathbf{z} \| \end{aligned}$$

$$\begin{aligned} \sinh b \sinh c \sin(\pi - \alpha) &= |((\mathbf{y} \boxtimes \mathbf{z}) \boxtimes \mathbf{x})| (-\mathbf{z} \boxtimes \mathbf{z}) \\ \sinh b \sinh c \sin \alpha &= |((\mathbf{y} \boxtimes \mathbf{z}) \boxtimes \mathbf{x})| \end{aligned}$$

Similarly

$$\begin{aligned} (\mathbf{z} \boxtimes \mathbf{x}) \boxtimes (\mathbf{x} \boxtimes \mathbf{y}) &= -((\mathbf{z} \boxtimes \mathbf{x}) \boxtimes \mathbf{y}) \mathbf{x} \\ (\mathbf{x} \boxtimes \mathbf{y}) \boxtimes (\mathbf{y} \boxtimes \mathbf{z}) &= -((\mathbf{x} \boxtimes \mathbf{y}) \boxtimes \mathbf{z}) \mathbf{y} \end{aligned}$$

Taking the norm of the remaining two equalities, noticing the right hand sides of each are equal, yields

$$\sinh b \sinh c \sin \alpha = \sinh c \sinh a \sin \beta = \sinh a \sinh b \sin \gamma$$

**Theorem 3.10.** *Hyperbolic Law of Sines*

$$\frac{\sinh b}{\sin \beta} = \frac{\sinh a}{\sin \alpha} = \frac{\sinh c}{\sin \gamma}$$

**3.4. Hyperbolic Law of Cosines.** Consider

$$\begin{aligned} (\mathbf{y} \boxtimes \mathbf{z}) \boxtimes (\mathbf{z} \boxtimes \mathbf{x}) &= - \begin{vmatrix} \mathbf{y} \boxtimes \mathbf{z} & \mathbf{y} \boxtimes \mathbf{x} \\ \mathbf{z} \boxtimes \mathbf{z} & \mathbf{z} \boxtimes \mathbf{x} \end{vmatrix} \\ &= -((\mathbf{y} \boxtimes \mathbf{z})(\mathbf{z} \boxtimes \mathbf{x}) - (\mathbf{y} \boxtimes \mathbf{x})(-1)) \\ &= -((\mathbf{y} \boxtimes \mathbf{z})(\mathbf{z} \boxtimes \mathbf{x}) + (\mathbf{y} \boxtimes \mathbf{x})) \end{aligned}$$

Using  $\mathbf{u} \boxtimes \mathbf{v} = -\cosh \theta(\mathbf{u}, \mathbf{v})$  for  $\mathbf{u}, \mathbf{v} \in \mathbf{H}^2$  and  $\mathbf{u} \boxtimes \mathbf{v} = \|\mathbf{u}\| \|\mathbf{v}\| \cos \theta(\mathbf{u}, \mathbf{v})$  for  $\mathbf{u}, \mathbf{v}$  space-like gives

$$\begin{aligned} \|\mathbf{y} \boxtimes \mathbf{z}\| \|\mathbf{z} \boxtimes \mathbf{x}\| \cos \theta(\mathbf{y} \boxtimes \mathbf{z}, \mathbf{z} \boxtimes \mathbf{x}) \\ = -(\cosh \theta(\mathbf{y}, \mathbf{z}) \cosh \theta(\mathbf{z}, \mathbf{x}) - \cosh \theta(\mathbf{x}, \mathbf{y})) \end{aligned}$$

Furthermore,  $\|\mathbf{u} \boxtimes \mathbf{v}\| = \sinh \theta(\mathbf{u}, \mathbf{v})$  for  $\mathbf{u}, \mathbf{v} \in \mathbf{H}^2$ , so

$$\begin{aligned} \sinh b \sinh c \cos(\pi - \alpha) &= -(\cosh b \cosh c - \cosh a) \\ -\cos \alpha &= \frac{-(\cosh b \cosh c - \cosh a)}{\sinh b \sinh c} \\ \cos \alpha &= \frac{\cosh b \cosh c - \cosh a}{\sinh b \sinh c} \end{aligned}$$

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