1899.]

the analyst and the geometer, the realm of irrational co-variants.

Upon the question of courses of instruction I wish to formulate two propositions :

(1) A first or elementary course in invariant theory ought never to be restricted to binary forms.

(2) Preliminary to or concurrent with an advanced course, there should be given courses in the theory of substitution groups or abstract groups, and in the algebra of modular systems and of entire functions.

EVANSTON, ILL.,

August, 1898.

REYE'S GEOMETRIE DER LAGE.

Lectures on the Geometry of Position. By THEODOR REVE, Professor of Mathematics in the University of Strassburg. Translated and edited by THOMAS F. HOLGATE, M.A., PH.D., Professor of Applied Mathematics in Northwestern University. Part I. New York, The Macmillan Company, 1898. 8vo, xix + 248 pp.

The true geometry of position has hardly been accessible in English up to the present time. 'Townsend's Modern Geometry and Lachlan's Modern Pure Geometry are vitiated by the use of the circle, they are essentially metric; Cremona's Projective Geometry, in Leudesdorf's translation, is curiously uninteresting and unattractive, and does not seem to take the student sufficiently into the heart of the subject. Russell's Pure Geometry follows the French treatment of cross ratio, which is based on apparently metric relations, though it is shown that these relations are such that the metric quality is eliminated. Thus while it is a thoroughly useful book, it only gradually frees the student from the limitations of Euclidean geometry, instead of enabling him to walk at liberty from the first. It is possibly one of the easiest books to read on the subject; grafting the new ideas on to those already established, it expresses the unknown in terms of the known, whereas the more correct and satisfactory treatment, building up geometry ab initio, is apt to strike a student at first as an elaborate and artificial expression of the known in terms of the unknown. But while the grafting of projective geometry on