

Much of this (well, all) is in book, but presented in a different order or with a different viewpoint (e.g. the formula for reflections.) So follow these notes instead.

We know from Chapter 4  $U: \mathbb{R}^2 \rightarrow \mathbb{R}^2$  is an isometry iff  $U(x) = MX + P$ ,  $M \in \{R_\theta, F_\theta\}$ .

Overriding Questions: How many isometries are there? what are they? How do we know that list is complete?

Let's start with a few examples:

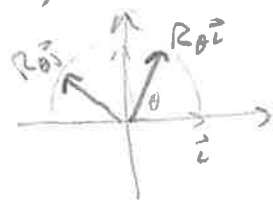
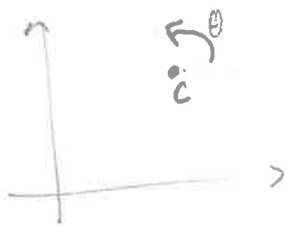
DO TPD sheets?

Identity  $U(x) = X$  ( $= R_0 X + 0$ )

Transl'n  $T_V(x) = X + V$  ( $= IX + V = R_0 X + V$ )

Rot'n by  $\theta$  about  $C$

Seems hard in gen'l - so reduce to previously solved problem! By construction,  $R_\theta$  rotates  $\mathbb{R}^2$  by  $\theta$  about the origin.



Let's do this in steps!



① Move C to origin:  $x-c$



② Rotate by  $\theta$  about 0:  $R_\theta(x-c)$



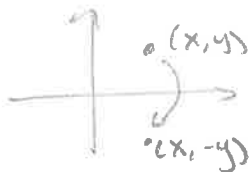
③ Move 0 back to C:  $R_\theta(x-c)+c$



$$R_{\theta,c}(x) = R_\theta(x-c) + c$$

Reflections also hard! In steps: across x-axis; across  $l$  through 0, then across  $l$ .

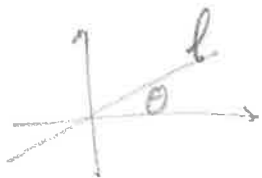
x-axis



$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} ax+by \\ cx+dy \end{bmatrix} = \begin{bmatrix} x \\ -y \end{bmatrix}$$

$$\Rightarrow \begin{bmatrix} a & b \\ c & d \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

$l$  through 0



① Rotate by  $-\theta$

$$R_{-\theta}x$$

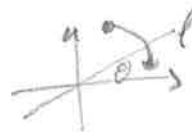


② Reflected across x-axis:

$$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} R_{-\theta}x$$

③ Rotate back

$$R_\theta \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} R_{-\theta}x$$



Note: 
$$\begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} \cos \theta & \sin \theta \\ \sin \theta & -\cos \theta \end{bmatrix}$$

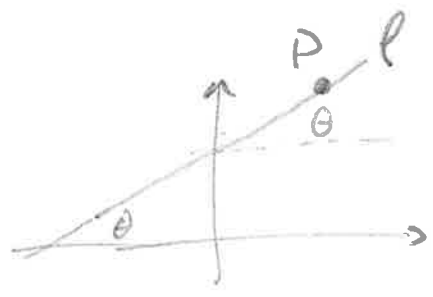
$$= \begin{bmatrix} \cos^2 \theta - \sin^2 \theta & 2\sin \theta \cos \theta \\ 2\cos \theta \sin \theta & \sin^2 \theta - \cos^2 \theta \end{bmatrix}$$

Thus  $T(x) = F_\theta x$  reflects  $\mathbb{R}^2$  across the line which forms angle of  $\theta$  w/ x-axis.

$$= \begin{bmatrix} \cos 2\theta & \sin 2\theta \\ \sin 2\theta & -\cos 2\theta \end{bmatrix} = \underline{F_\theta}$$

General Refl'n across l

(which contains a pt P, forms angle of  $\theta$  w/ horizontal, measured anywhere.)

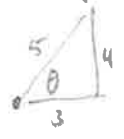


- ① Move P to origin:  $x - P$
- ② Reflect:  $F_\theta(x - P)$
- ③ Move 0 back to P:  $F_\theta(x - P) + P$



$$M_l(x) = F_\theta(x - P) + P$$

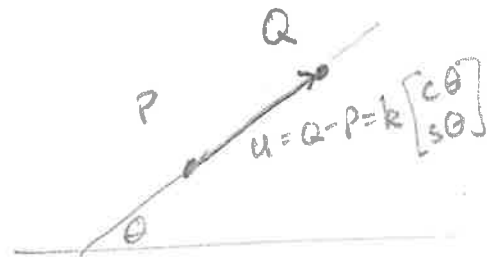
Ex Get point in Quad I,  $u = (3, 4)$   $\cos 2\theta = \cos^2 \theta - \sin^2 \theta = \frac{9}{25} - \frac{16}{25} = -\frac{7}{25}$   
 $\sin 2\theta = 2 \sin \theta \cos \theta = 2 \cdot \frac{4}{5} \cdot \frac{3}{5} = \frac{24}{25}$



$$M_l(x) = \begin{bmatrix} -7/25 & 24/25 \\ 24/25 & 7/25 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} - \begin{bmatrix} 3 \\ 4 \end{bmatrix} + \begin{bmatrix} 3 \\ 4 \end{bmatrix}$$

⚠ Our formula for  $M_Q$  seems to depend on arbitrary choice of point  $P \in l$ . Uh-oh!

Prop Let  $P, Q \in l$ , which forms angle of  $\theta$  w/ horizontal. Then



$$F_{\theta}(X-P) + P = F_{\theta}(X-Q) + Q$$

(And thus we can use any point of  $l$  in formula for  $M_l$ ).

Pf: Let  $U = Q - P = k \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix}$ . By "Useful Facts" sheet,

$$F_{\theta} U = U. \quad \downarrow$$

Method 1

$$F_{\theta}(Q-P) = Q-P$$

$$F_{\theta}(X - X + Q - P) = Q - P$$

( $\Delta$  both sides!)

$$F_{\theta}(X - P - (X - Q)) = Q - P$$

$$F_{\theta}(X - P) - F_{\theta}(X - Q) = Q - P$$

$$F_{\theta}(X - P) + P = F_{\theta}(X - Q) + Q \quad \square$$

Method 2

$$F_{\theta}(X - P) + P = F_{\theta}(X - Q + Q - P) + P$$

$$= F_{\theta}(X - Q) + F_{\theta}(Q - P) + P$$

$$= F_{\theta}(X - Q) + Q - P + P$$

$$= F_{\theta}(X - Q) + Q \quad \square$$

# Combining / Composing Isometries

No Kaleidoscope / Hubcap Activity

(and any other relevant TPD)

day 1

→ groups

→ Leonardo da Vinci

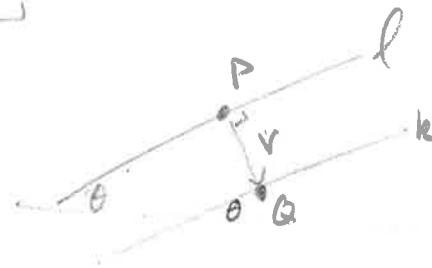
Prop  $R_{\varphi, c} \circ R_{\theta, c}(X) = R_{\varphi+\theta, c}(X)$ .

Pf  $R_{\varphi}([R_{\theta}(X-c)+c]-c)+c = R_{\varphi}R_{\theta}(X-c)+c$   
 $= R_{\varphi+\theta}(X-c)+c$   
ch 5

⊗ Next page

Prop Let  $l \parallel k$  as shown.

Then  $M_k \circ M_l(X) = T_{2v}(X)$ .



Pf  $M_k(M_l(X)) = M_k(F_{\theta}(X-P)+P)$

$= Q-P$   
 $= k \begin{bmatrix} -\sin \theta \\ \cos \theta \end{bmatrix}$

$= F_{\theta}([F_{\theta}(X-P)+P]-Q)+Q$

$= F_{\theta}F_{\theta}(X-P) + F_{\theta}(P-Q) + Q$

$= X + (Q-P) + Q-P$

$= X + 2(Q-P) = X + 2v$

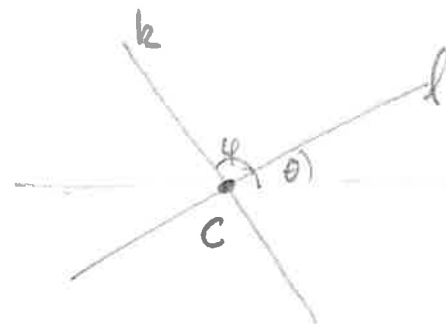
Prop Let  $l \cap k = \{C\}$ , as shown. Then

$M_k \circ M_l(X) = R_{2(\varphi-\theta), C}(X)$ .

Pf  $F_{\varphi}([F_{\theta}(X-c)+c]-c)+c = F_{\varphi}F_{\theta}(X-c)+c$

$= R_{2(\varphi-\theta)}(X-c)+c$

GW



⊗  
Also, (maybe do 1st?)

Prop  $M_\ell \circ M_\ell = \text{id}$ , i.e.  $M_\ell$  is an involution.

Pf  $F_\theta([F_\theta(x-p)+p]-p)+p = F_\theta F_\theta(x-p)+p$   $F_\theta F_\theta = I$   
(useful facts)  
 $= x-p+p$   
 $= x$

Back to rotations what about  $R_{\varphi, D} \circ R_{\theta, C}$  when  $C \neq D$ ?

(Show Geobria for  $\theta = \varphi = \pi$ ) looks like a translation!

Prop  $R_{\pi, D} \circ R_{\pi, C} = T_{2(D-C)}$   $R_\pi = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}$ ,  $R_\pi \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} -x \\ -y \end{bmatrix}$

Pf  $R_\pi([R_{\pi, C}(x-C)+C]-D)+D = -(-x+C+C-D)+D$   
 $= x+2D-2C$   
 $= x+2(D-C)$

General Case - harder! (cut the knot demo?)

↳ No, prove the Geobria demo.

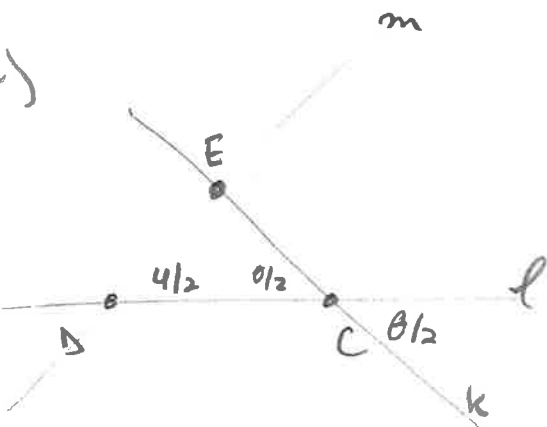
Prop  $R_{\varphi, D} \circ R_{\theta, C} = R_{\dots}$

(here  $\varphi + \theta \notin (-\pi, \pi)$ , so  $\theta + \varphi \neq 2\pi$ )

Pf  $l = CD$ , choose  $k$  st.  $R_{\theta, C} = M_\ell \circ M_k$

choose  $m$  st.  $R_{\varphi, D} = M_m \circ M_\ell$

$R \circ R = M_m \circ \text{id} \circ M_k$  etc.



Rather than test/try every possible comb'n, need a systematic approach. key:

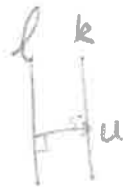
Thm 6.16 Every isometry can be expressed (constructed) as the composition of  $\leq 3$  refl'n's.

"Pf": Lab 3

Remark Thus we just need to figure out all possibilities for  $n=1, 2, 3$  refl'n's!

$n=1$   $M_l$  refl'n.

$n=2$   $M_k \circ M_l$  is either. •  $T_{a,c}(X)$  if  $l \parallel k$ :



•  $R_{\theta,c}$  if  $l \perp k = \{c\}$ :



special cases:  $l=l$ :  $M_l \circ M_l = id(X) = T_0(X) = R_{0,c}(X)$

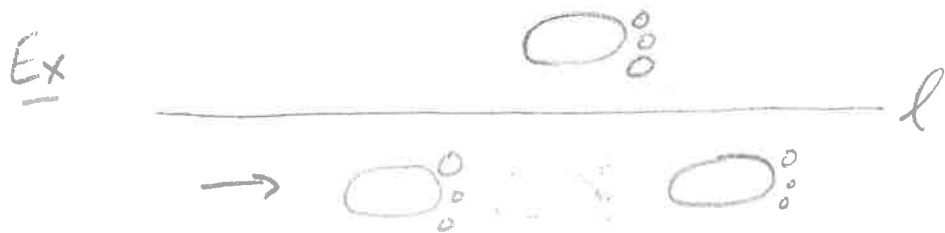
$l \perp k$ :  $M_k \circ M_l = T_c(X)$  "central inversion"

( $= R_{\pi,c}(X)$ )

$n=3$   $M_k \circ M_l \circ M_m = \dots ?$

$\exists$  new possibility — a glide refl'n!

Def Given  $u \parallel l$ ,  $\mathcal{G}(x) = \mathcal{G}(x) = m_p \circ \mathcal{T}_u(x)$  is a glide reflection.



Prop Given  $u \parallel l$ ,  $m_p \circ \mathcal{T}_u = \mathcal{T}_u \circ m_p$   
 (so can do transln / refl'n in either order.)

pf

$$\begin{aligned}
 m_p \circ \mathcal{T}_u(x) &= F_\theta([x+u]-P) + P \\
 &= F_\theta X + F_\theta U - F_\theta P + P \\
 &= [F_\theta(X-P) + P] + u \\
 &= \mathcal{T}_u(m_p(x))
 \end{aligned}$$

$F_\theta u = u!$   
 ("Useful Facts")

(Do Glide Refl'ns.)

(Escher Pictures)

How do we know  $\mathcal{G}(x)$  isn't a refl'n in hiding? key turns out to be fixed pts.



Def A fixed pt of  $f: A \rightarrow A$  is a pt  $a \in A$  s.t.  $f(a) = a$ .

Ex  $f: \mathbb{R} \rightarrow \mathbb{R}$ ,  $f(x) = 6 - 2x$ . If  $f(x) = x$ , then  $6 - 2x = x \Rightarrow x = 2$ .

Prop If  $u \neq 0$ ,  $T_u(x)$  has no fixed pts

pf if  $x + u = x$ ,  $u = x - x = 0$ .

Prop Only fixed pt of  $R_{\theta, 0}(x)$  is  $x = 0$ .

pf  $R_{\theta, 0}(x) = R_{\theta}x = x \Rightarrow R_{\theta}x - x = 0$

$$\underline{(R_{\theta} - I)x = 0}$$

$A$ ,  $A$  is invertible (check!)

$$x = A^{-1}0 = 0.$$

Prop Only fixed pt of  $R_{\theta, c}(x)$  is  $c$ .

pf  $R_{\theta, c}(x) = x \Rightarrow R_{\theta}(x - c) + c = x$

$$R_{\theta}(x - c) = (x - c) \Rightarrow x - c = 0$$

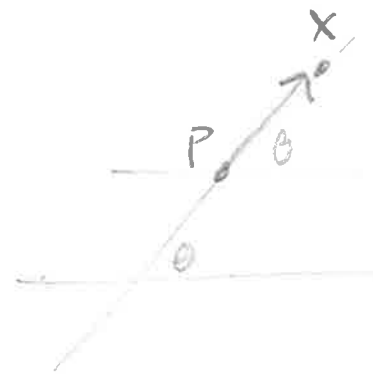
$$\Rightarrow x = c.$$

prev.  
prop

Prop Fixed pts of  $M_\ell(X)$  are pts on  $\ell$

Pf If  $X = F_\theta(X-P) + P$ , then

$F_\theta(X-P) = (X-P)$ . We've seen (you check) fixed pts/vectors of  $F_\theta$  are those  $\parallel \ell$ . So  $X-P$  is  $\perp$  of  $\ell$ , and  $P + (X-P) = X \in \ell$ .



Prop  $g(X)$  is not a transl'n, rot'n, or refl'n. It's a "new" kind of isometry.

Pf  $g(X) = T_u(M_\ell(X)) = F_\theta(X-P) + P + u$ .



Since  $g(X) = F_\theta X + (\text{stuff})$  [from  $MX+P$ ], its matrix is  $F_\theta \Rightarrow$  not a transl'n or rot'n.

Suppose  $F_\theta(X-P) + P + u = X$   $\textcircled{*}$

Rearrange  $\textcircled{*}$ :  $F_\theta(X-P) = (X-P) + u$

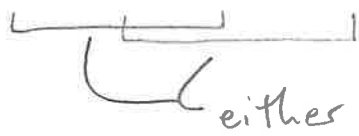
Mult. both sides by  $F_\theta$ , rearrange:  $F_\theta(X-P) = (X-P) - u$ .

Thus if  $g(X)$  has fixed pt,  $u = -u \Rightarrow u = 0 \Rightarrow g$  a refl'n.

(i.e. if  $u = 0$ ,  $g(X)$  not a glide refl'n.)

Ok, so  $g(x)$  is a new kind of isometry. Are there any others I can get with 3 refl'ns?

Consider  $M_k \circ M_l \circ M_m$



either of these compositions of 2 refl'ns can be rewritten as a transl'n or rotation — or possibly even  $T_0(x) = T_0(x) \circ R_0$ .

So we have to consider 4 possibilities:

(1) transl'n  $\circ$  reflection

(2) refl'n  $\circ$  translation

(3) rot'n  $\circ$  refl'n

(4) refl'n  $\circ$  rot'n

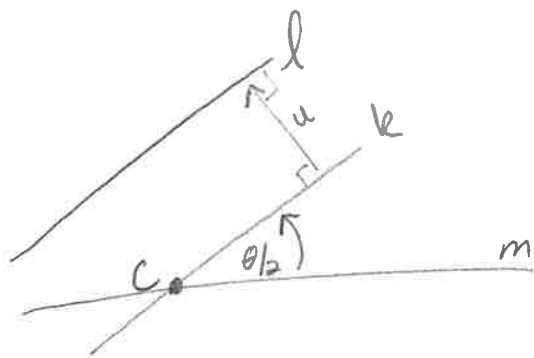
} already know these are GR's if transl'n  $\parallel$  mirror, we'll have to consider other cases.

} turns out we can show these can be rewritten as composition of transl'n and refl'n, so we don't have to worry about (3) and (4) — they're really the same as (1) and (2), just in hiding!

To see this...

Consider (4):  $M_l \circ R_{\theta, C}$ .

$R_{\theta, C}$  can be constructed by reflecting across two lines which intersect at  $C$ , forming an angle of  $\theta/2$ . Let's choose two lines intersecting at  $C$  such that the second line is  $\parallel l$ :



$$\begin{aligned} M_l \circ R_{\theta, C} &= M_l \circ (M_k \circ M_m) \\ &= (M_l \circ M_k) \circ M_m \\ &= T_{2u} \circ M_m \end{aligned}$$

where  $u$  is vector from  $k$  to  $l$ , as shown. Hence (4) can be rewritten in the form of (1).

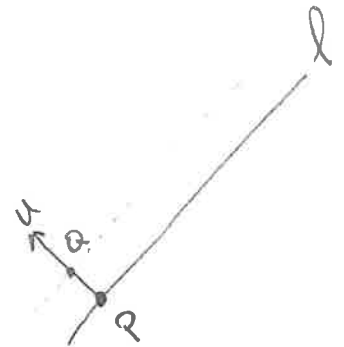
Similarly, (3) can be rewritten in the form of (2).

Thus we only need to consider composition of reflection and translation, in either order:  $T_u \circ M_l$  or  $M_l \circ T_u$ . If  $u \parallel l$  this is a glide reflection. What if  $u \nparallel l$ ?

# 1<sup>st</sup> Case $u \perp l$ .

Prop Suppose  $u \perp l$ . Then  $\mathcal{T}_u \circ m_l = m_k$ , where  $k = \mathcal{T}_{u/2}(l)$ .  
(i.e.  $k$  is the line  $l$ , translated by  $u/2$ ).

Pf Let  $P \in l$ , define  $Q = P + \frac{1}{2}u$   
(so  $Q - P = \frac{1}{2}u$  or  $u = 2(Q - P)$ .)



$$\begin{aligned}\mathcal{T}_u \circ m_l(x) &= \mathcal{T}_u(F_\theta(x-P) + P) \\ &= F_\theta(x-P) + P + u \\ &= F_\theta(x-P) + P + \frac{1}{2}u + \frac{1}{2}u \\ &= F_\theta(x-P) + P + \frac{1}{2}u - \frac{1}{2}F_\theta u \\ &= F_\theta(x - P - \frac{1}{2}u) + P + \frac{1}{2}u \\ &= F_\theta(x - P - Q + P) + P + Q - P \\ &= F_\theta(x - Q) + Q \\ &= m_k(x), \text{ for } k = \mathcal{T}_{u/2}(l).\end{aligned}$$

$\triangle$  We know  
 $F_\theta u = -u$ ,  
or  $u = -F_\theta u$ .

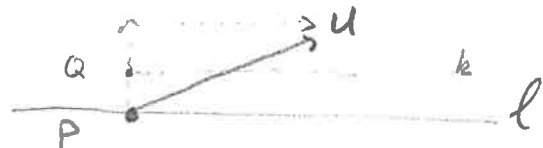
You check:  $m_l \circ \mathcal{T}_u$  (other order) is also a refl'n

2<sup>nd</sup> Case  $U$  not  $\parallel$  or  $\perp$   $l$  (General Case)

Write  $U$  as  $U = A + B$ , where  $A \perp l$ ,  $B \parallel l$ .

Let  $P \in l$ , so  $M_l(x) = F_\theta(x-P) + P$

We know  $F_\theta A = -A$ ,  $F_\theta B = B$ .



Let's check  $T_U \circ M_l(x)$ , which is

$$\begin{aligned} F_\theta(x-P) + P + U &= F_\theta(x-P) + P + \underbrace{\frac{1}{2}A + \frac{1}{2}A + B}_U \\ &= F_\theta(x-P) + P + \frac{1}{2}A - \frac{1}{2}F_\theta A + F_\theta B \\ &= F_\theta(x - P - \frac{1}{2}A + B) + P + \frac{1}{2}A \\ &= F_\theta([x+B] - (P + \frac{1}{2}A)) + P + \frac{1}{2}A \\ &= F_\theta([x+B] - Q) + Q \\ &= M_k(T_B(x)) \end{aligned}$$

where  $k = T_{A/2}(l)$ , i.e.  $k \parallel l$ ,  $k$  contains  $Q = P + \frac{1}{2}A$ .

We've proven:

Prop With above setup,  $T_U \circ M_l = g(x)$  with glide  $B$ ,  
mirror line  $k = l$  translated by  $\frac{1}{2}A$ .

You check:  $M_l \circ T_U$  is also a glide refl'n.

We have (finally!) exhausted all possibilities, and have proven:

Thm The only possible isometries of  $\mathbb{R}^2$  are:

•  $\mathcal{I}(x)$ , the identity,

act'n preserving, involution, fixed pts =  $\mathbb{R}^2$ .

comp'n of 0 or 2 refl'n ( $\mathcal{I} = m_l \circ m_l \forall l$ )

•  $m_l(x)$ , refl'n across  $l$

act'n reversing, involution, fixed pts =  $l$ .

•  $R(x)$  rot'n by  $\theta$  about  $C$

act'n preserving, not invol'n (unless  $\theta = 0, \pi$ ), fixed pts =  $\{C\}$  (unless  $\theta = 0$ ). Comp'n of 2 refl'n.

Special rot'n:  $R_{0,C}(x) = \mathcal{I}(x)$ ,  $R_{\pi,C}(x) = \mathcal{I}_C(x) = 2C - x$   
(invol'n)

rot'n's by  $\theta \notin \{0, \pi\}$  called non-special.

•  $T_u(x)$ , trans'l'n by  $u$

act'n preserving, non invol'n, no fixed pts unless  $u=0$ , which is degenerate:  $T_0(u) = \mathcal{I}(x)$ . Comp'n of two refl'n's.

•  $g(x)$ , glide refl'n, glide by  $u$ , refl'n across  $l$ ,  $u \parallel l$ .

act'n reversing, not invol'n, no fixed pts (unless  $u=0$ )

comp'n of three refl'n's.

degenerate glide refl'n.