## MA 243 HOMEWORK 4

## SOLUTIONS

## **B:** Exercises

(1) Prove that if triangles ABC and A'B'C' have d(A, B) = d(A', B'), and the angles at A and B equal the angles at A' and B' respectively:  $\angle BAC = \angle B'A'C', \angle ACB = \angle A'C'B'$ , then ABC is congruent to A'B'C'. Use the language and definitions of this module.

Fix a choice of coordinates so that A is the origin, B lies on the positive x-axis, and C lies in the upper half plane. Let  $\{P_0, P_1, P_2\}$  be the Euclidean frame given by setting  $P_0 = A'$ ,  $P_1$  is on the line A'B' in the direction of B', and  $P_2$  lies on the same side of the line A'B' as C'. Let T be the motion that takes the standard frame  $\{(0,0), (1,0), (0,1)\}$  to  $\{P_0, P_1, P_2\}$ . Then T(A) = A' by construction. Since d(A, B) = d(A', B'), and the line AB is taken to the line A'B', we have T(B) = B'. Since motions preserve angles, and  $\angle BAC = \angle B'A'C'$ , the line AC is taken to the line A'C'. Similarly the line BC is taken to the line B'C'. Thus the point C, which is the intersection of the two lines AC and BC, is taken to the intersection of the lines A'C' and B'C', which is C'. So T(A) = A, T(B) = B, and T(C) = C', so there is a motion taking ABC to A'B''C' and so the two triangles are congruent.

(2) Let T be the motion of  $\mathbb{E}^3$  given in coordinates by  $T(x_1, x_2, x_3) = (-x_3, -x_2, x_1)$ . Write T as the composition of rotations and reflections and a translation as described in class. Then write T as the composition of at most four reflections as described in class.

$$T(\mathbf{x}) = \begin{pmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ -1 & 0 & 0 \end{pmatrix} \begin{pmatrix} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 1 \end{pmatrix},$$

which is the composition of the reflection in the  $x_1x_3$  plane and the rotation by  $3\pi/2$  anti-clockwise about the positive  $x_2$  axis.

## SOLUTIONS

To write T as a product of reflections, note that  $Fix(T) = \{0\}$ . Let  $P_1 = \mathbf{e}_2$ , so  $Q_1 = T(P_1) = -\mathbf{e}_2$ . Let  $S_1$  be the reflection in the plane  $x_2 = 0$ , which is the perpendicular bisector of  $P_1Q_1$ , and let  $T_1 = S_1 \circ T$ . We then have

$$T_1(\mathbf{x}) = \left(\begin{array}{rrr} 0 & 0 & 1\\ 0 & 1 & 0\\ -1 & 0 & 0 \end{array}\right).$$

Letting  $P_2 = \mathbf{e}_1$ , and  $Q_2 = T(P_2) = -\mathbf{e}_3$ . Let  $S_2$  be the reflection in the plane  $x_1 + x_3 = 0$ , which is the perpendicular bisector of  $P_2Q_2$ , and let  $T_2 = S_2 \circ T_1$ . Then

$$S_2(\mathbf{x}) = \begin{pmatrix} 0 & 0 & -1 \\ 0 & 1 & 0 \\ -1 & 0 & 0 \end{pmatrix},$$

 $\mathbf{SO}$ 

$$T_2(\mathbf{x}) = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & -1 \end{pmatrix}$$

Note that  $T_2$  is the reflection in the  $x_1x_2$ -plane (with equation  $x_3 = 0$ . So  $T = S_1 \circ S_2 \circ T_2$  is the composition of first reflection in the plane  $x_3 = 0$ , then the plane  $x_1 + x_3 = 0$ , then the plane  $x_2 = 0$ .

- (3) Recall that the perpendical bisector of  $P, Q \in \mathbb{E}^n$  is the set  $\{R \in \mathbb{E}^n : d(P, R) = d(Q, R)\}$ . Show that this is an affine hyperplane in  $\mathbb{E}^n$ . Choose coordinates so that  $P = \mathbf{0}$ , and  $Q = a\mathbf{e}_1$  for a > 0. Given  $\mathbf{x} = (x_1, \dots, x_n) \in \mathbb{R}^n$ ,  $d(P, \mathbf{x}) = \sqrt{\sum_{i=1}^n x_i^2}$ , and  $d(Q, \mathbf{x}) = \sqrt{(x_1 a)^2 + \sum_{i=2}^n x_i^2}$ , so  $d(P, \mathbf{x}) = d(Q, \mathbf{x})$  if and only if  $(x_1 a)^2 = x_1^2$ , so  $x_1 = a/2$ . Thus the affine bisector of P and Q is the affine hyperplane  $x_1 = a/2$ . This can also be rewritten as  $a/2\mathbf{e}_1$ +span $(\mathbf{e}_2, \dots, \mathbf{e}_n)$ .
- (4) Write an equation for the perpendicular bisector  $\Pi$  of the line between (2,0,0) and (2,1,3). Write down in coordinates the motion of reflecting in the plane  $\Pi$ . The perpendicular bisector of (2,0,0) and (2,1,3) is

$$\Pi = \{ (x, y, z) : y + 3z = 5 \}.$$

The reflection in  $\Pi$  is given by

$$T(\mathbf{x}) = \begin{pmatrix} 1 & 0 & 0\\ 0 & 4/5 & -3/5\\ 0 & -3/5 & -4/5 \end{pmatrix} \mathbf{x} + \begin{pmatrix} 0\\ 1\\ 3 \end{pmatrix}.$$