
Geometry and Algebra of Reflections

Oleg Viro

September 18, 2014

Plane Isometries

Theorem. Any plane isometry is a composition
of at most three reflections in lines.

Plane Isometries

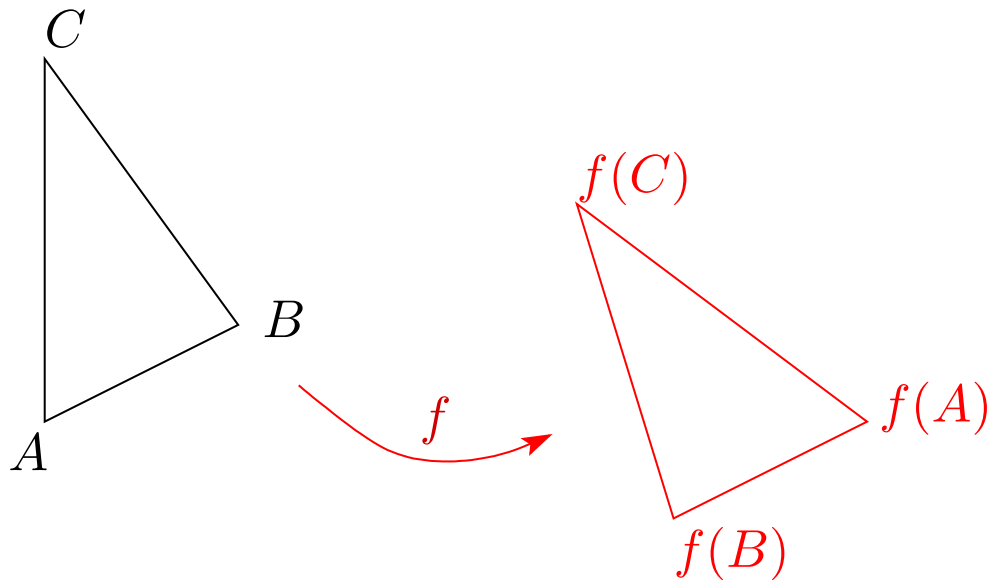
Theorem. Any plane isometry is a composition
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Lemma. A plane isometry is determined by its restriction
to any three non-collinear points. \square

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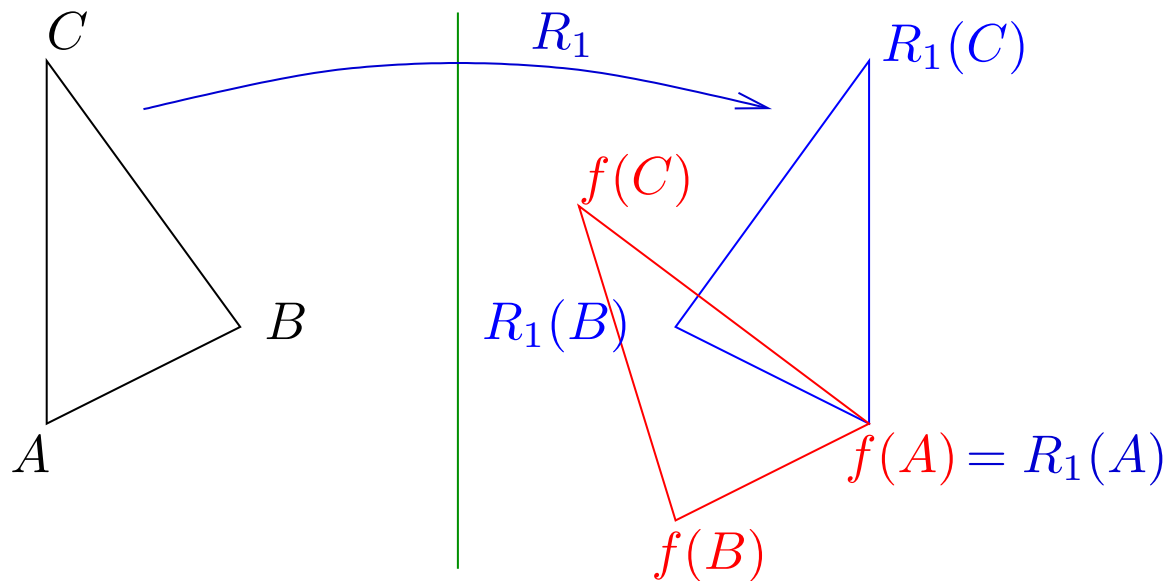
Proof of Theorem. Given an isometry:



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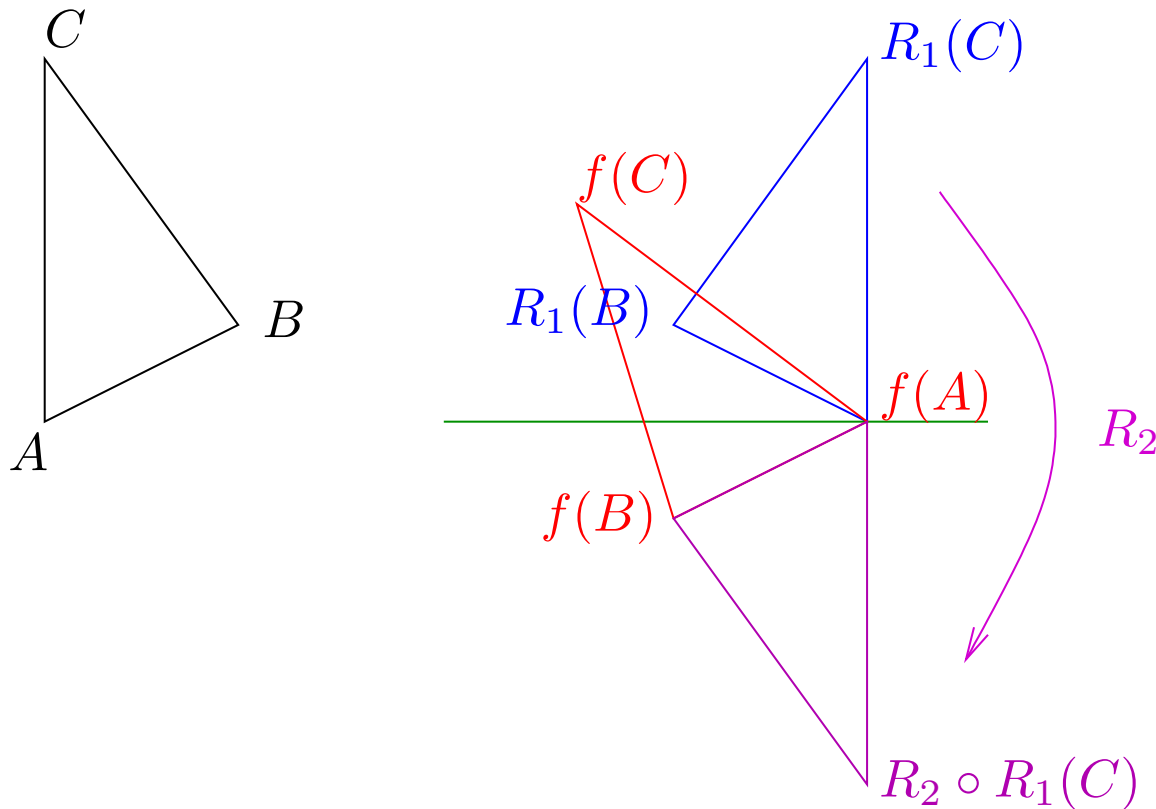
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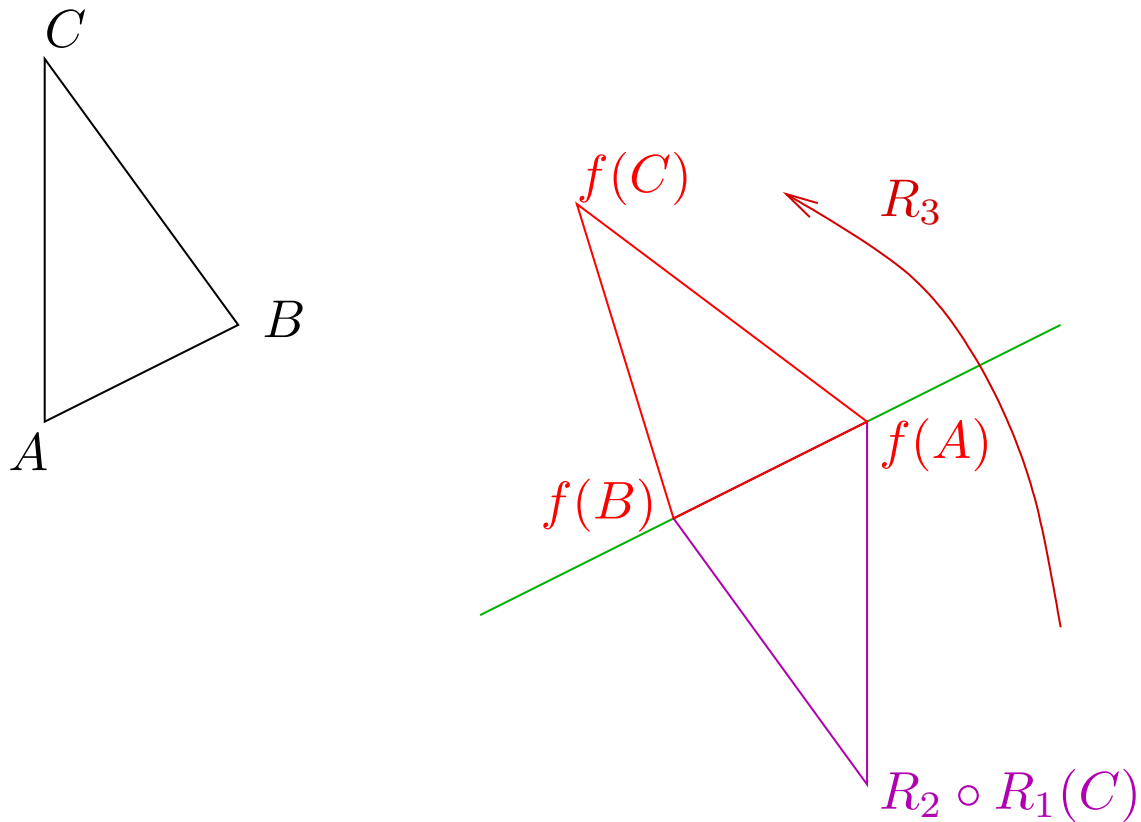
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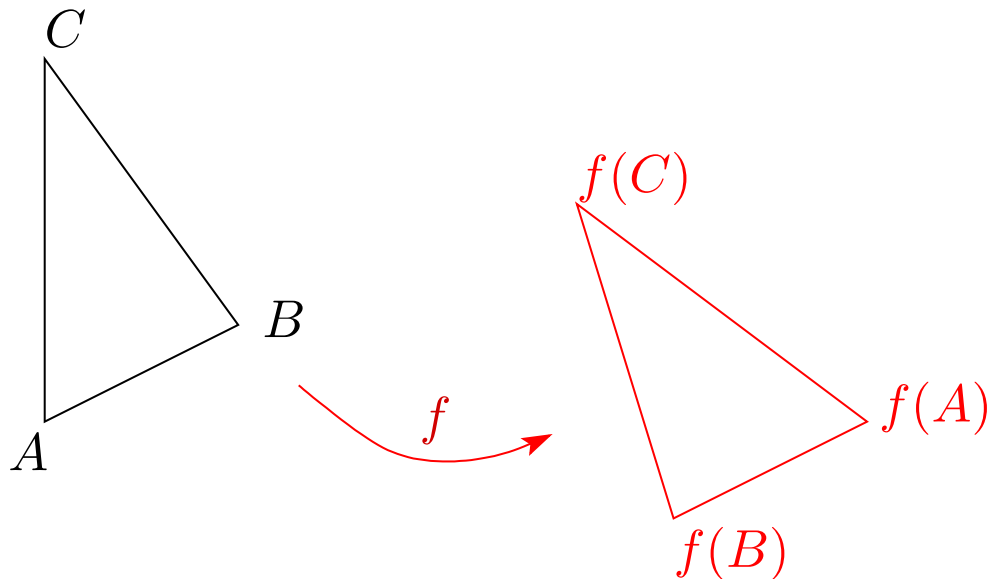
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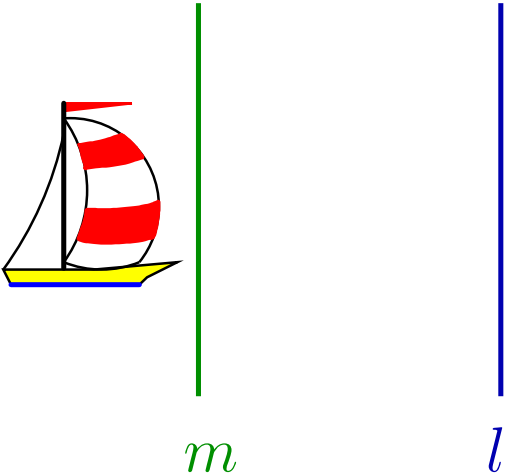
We are done. \square

Plane Isometries

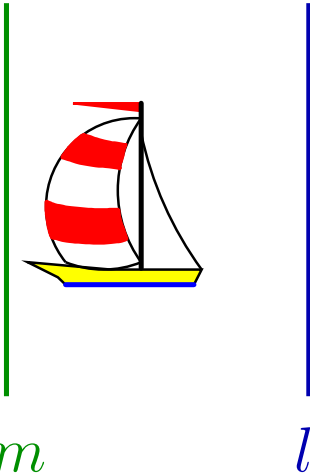
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Generalization. Any isometry of a complete simply connected n -space
of constant curvature is a composition of at most $n + 1$ reflections in
hyperplanes.

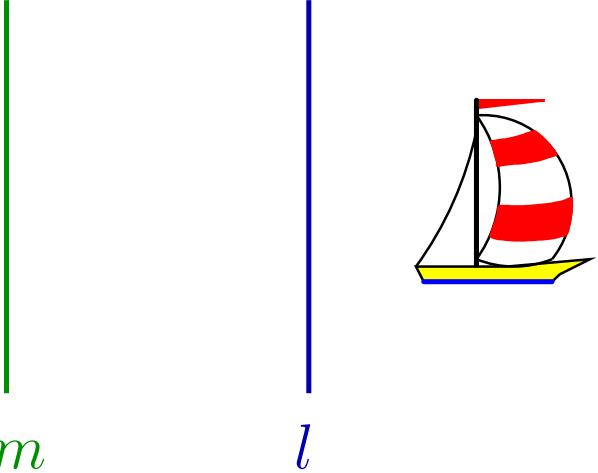
Compositions of reflections in parallel lines



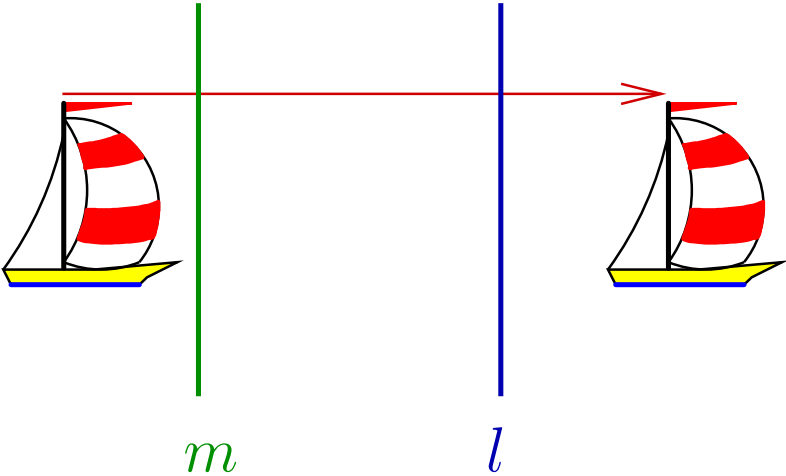
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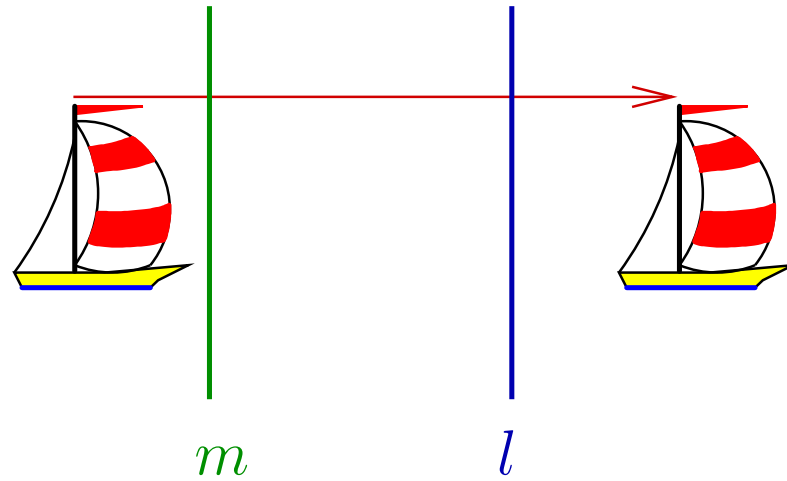


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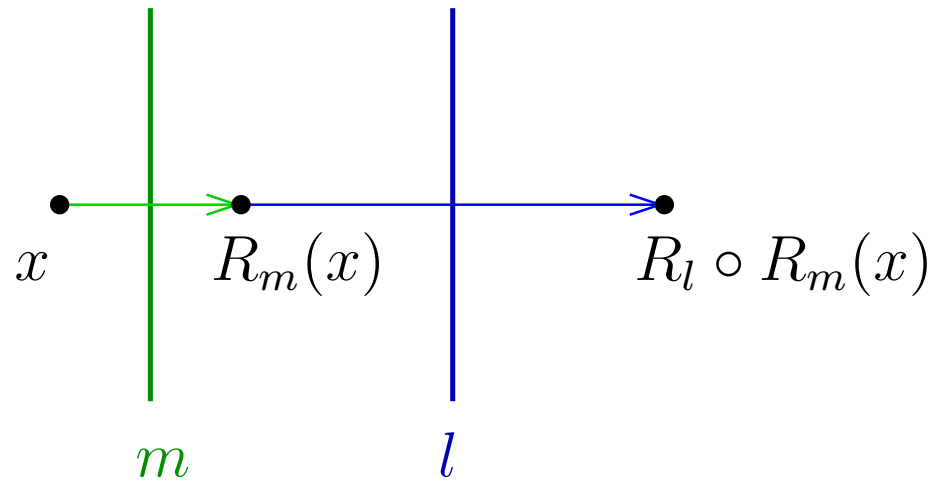
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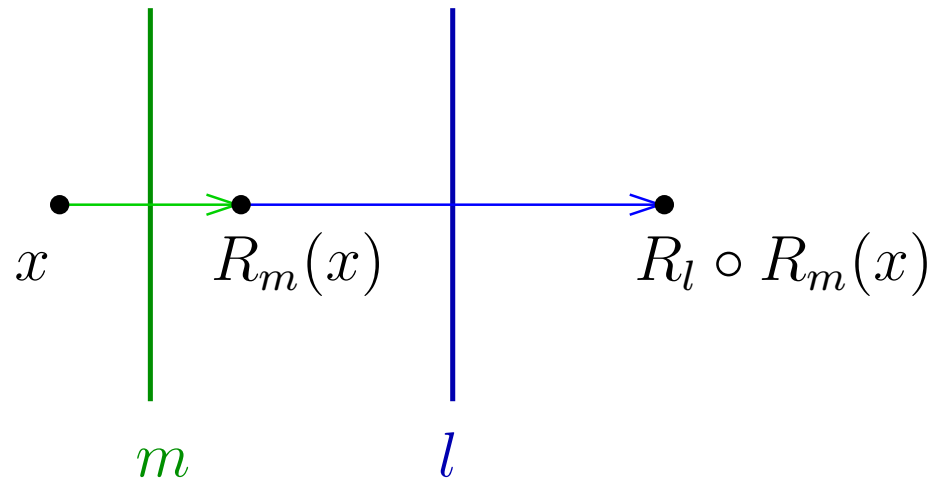
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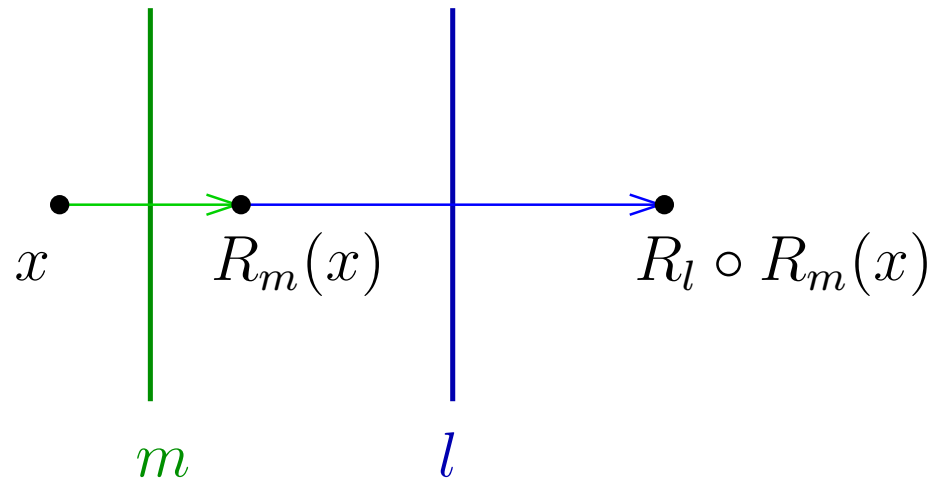
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The decomposition is not unique:

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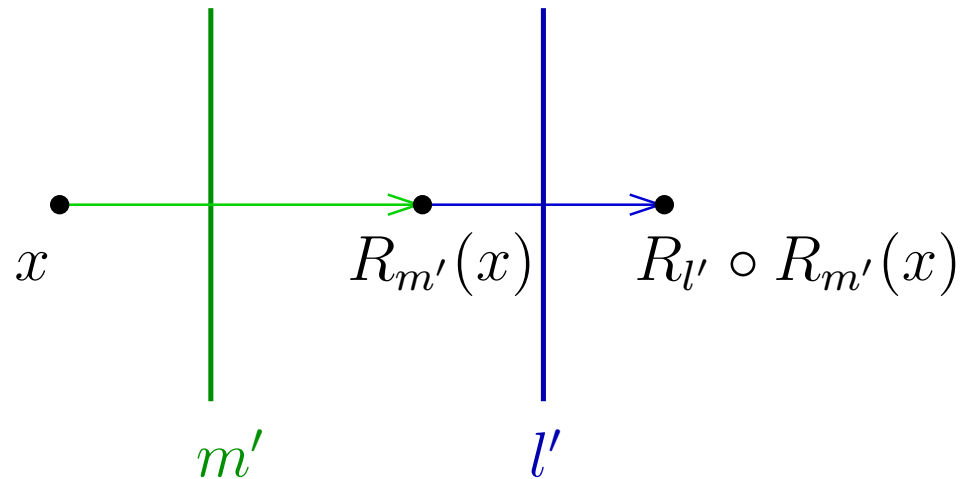
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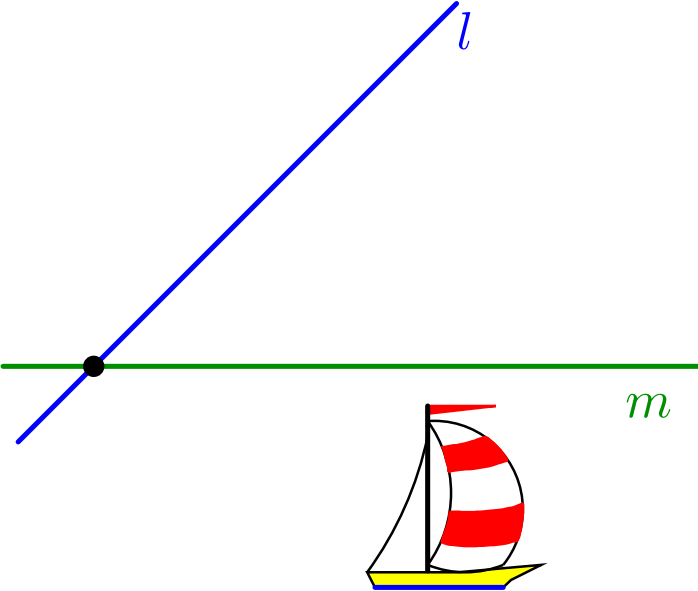


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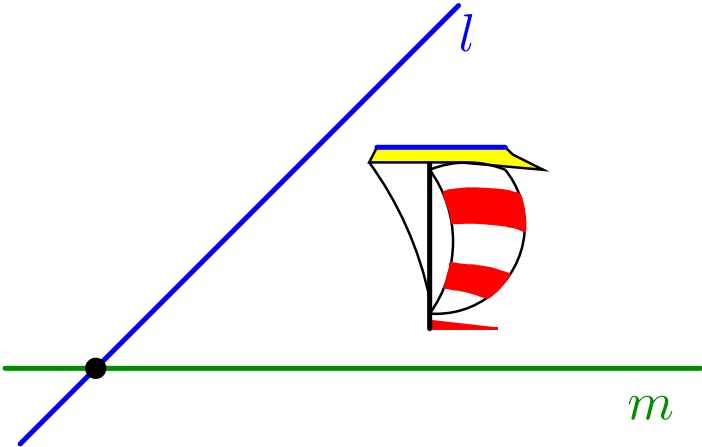
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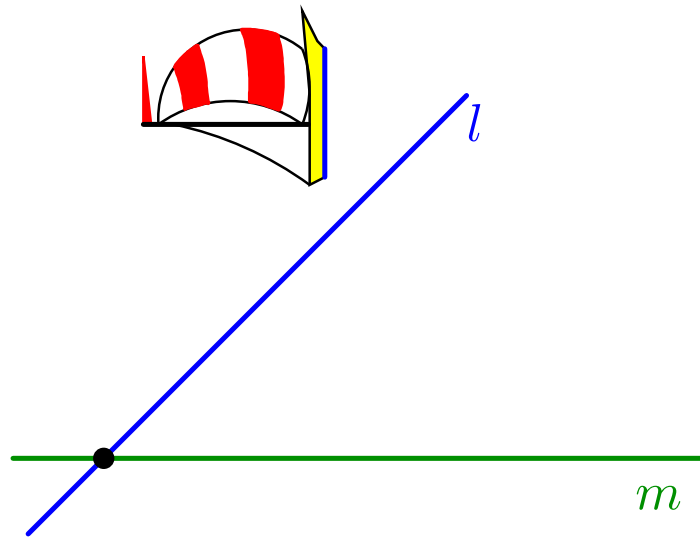
Compositions of reflections in intersecting lines



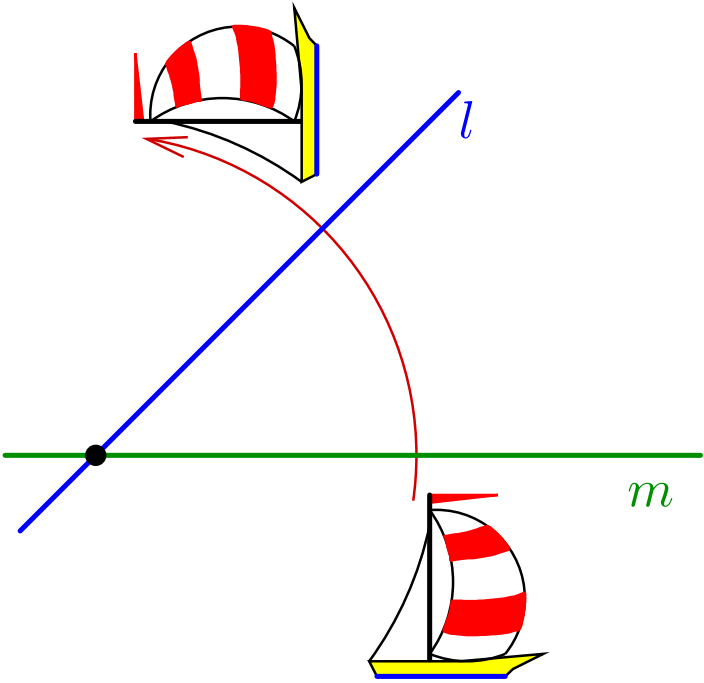
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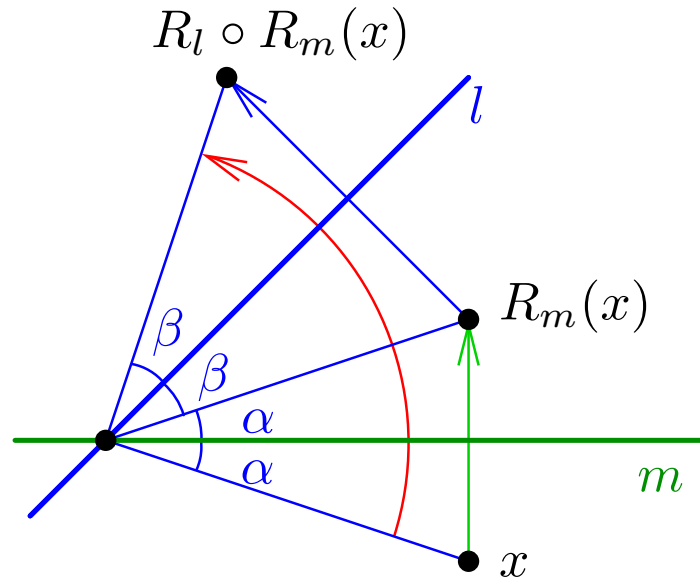


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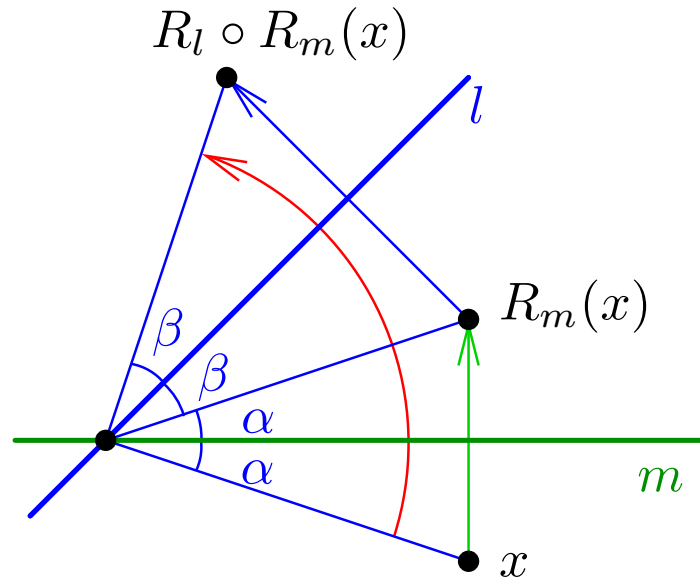
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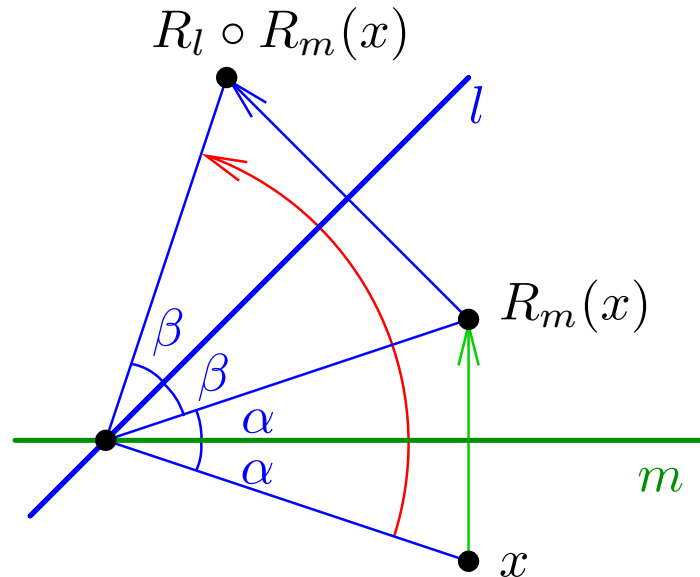
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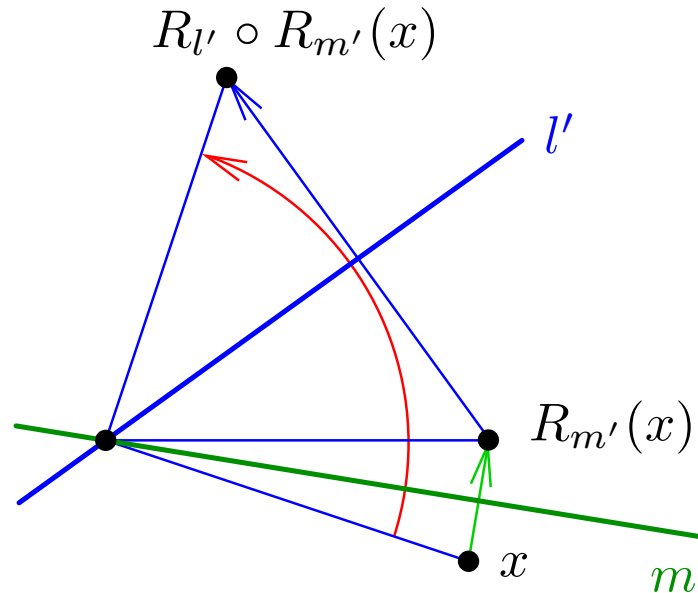
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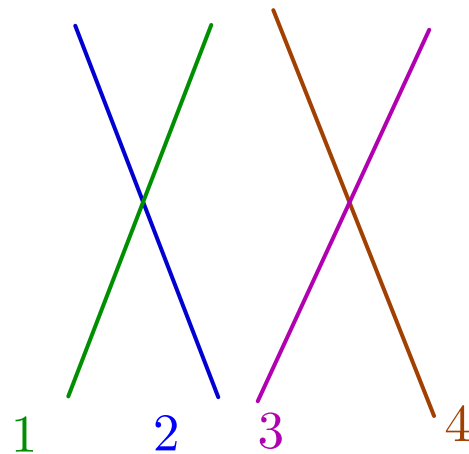
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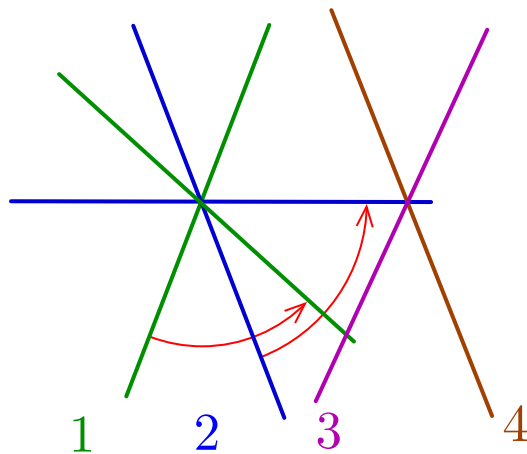


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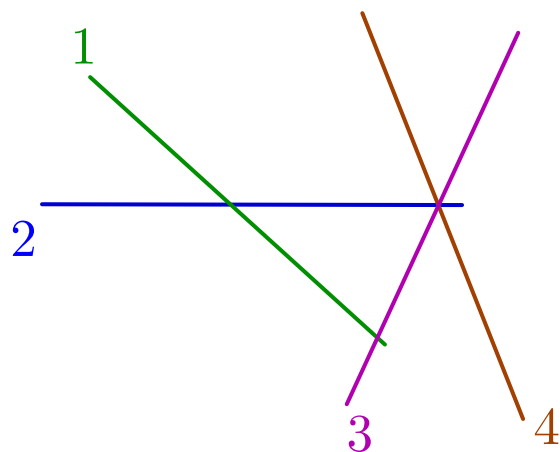


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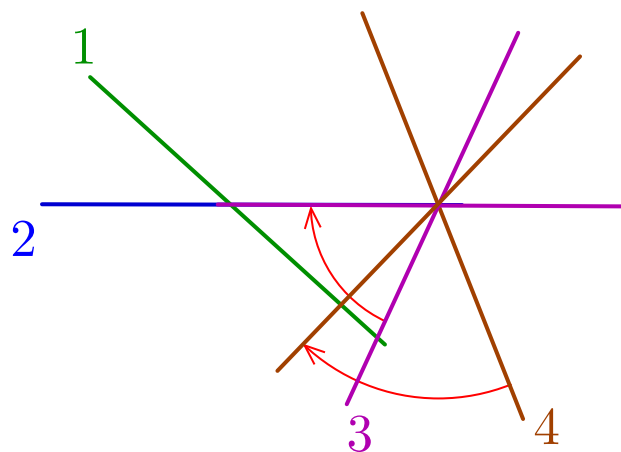


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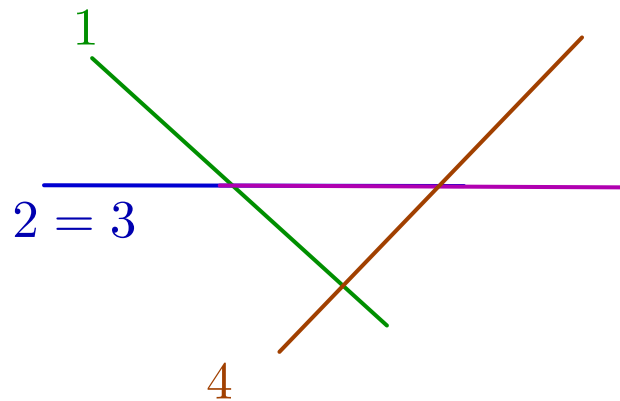


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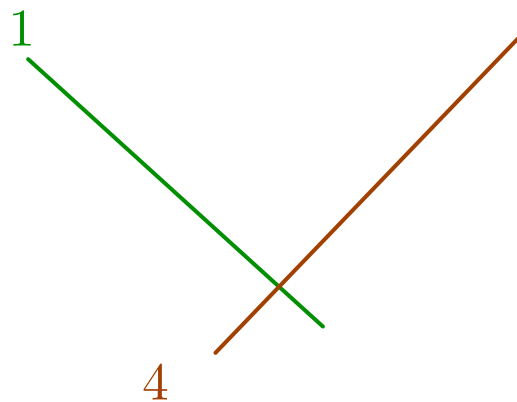


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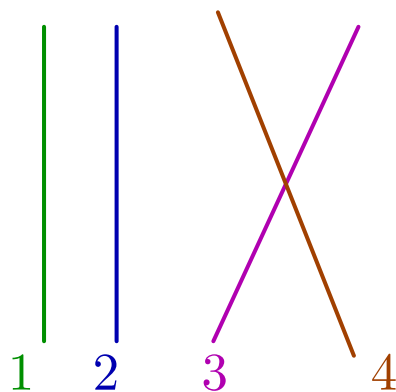


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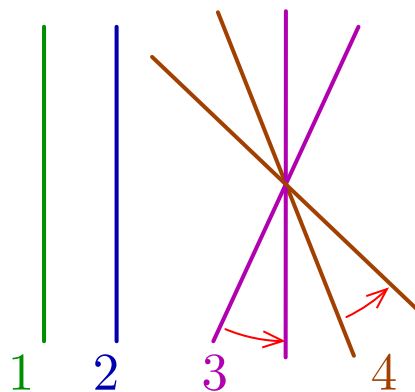


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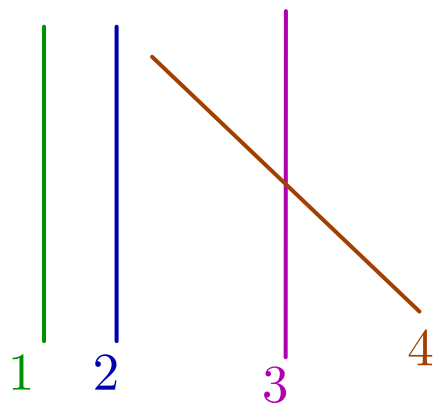


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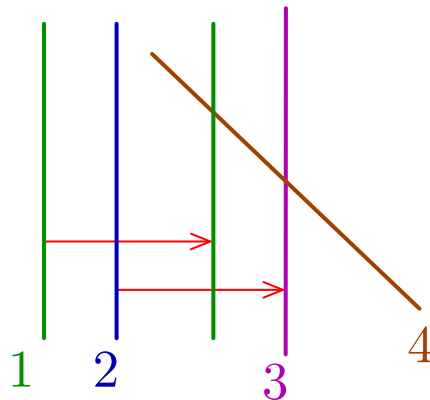
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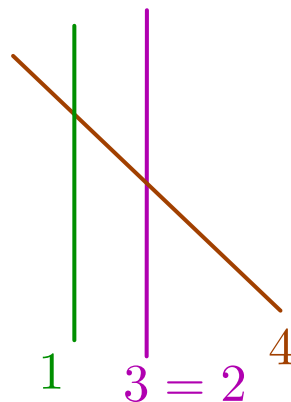


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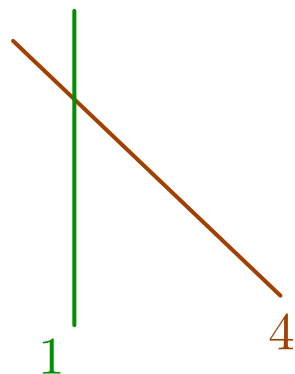


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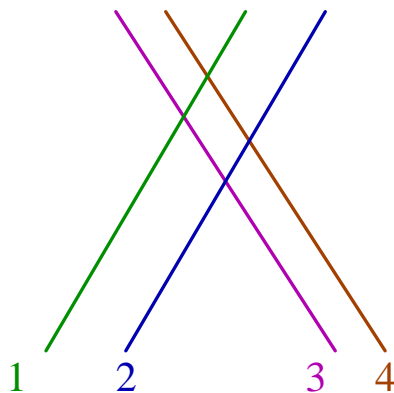


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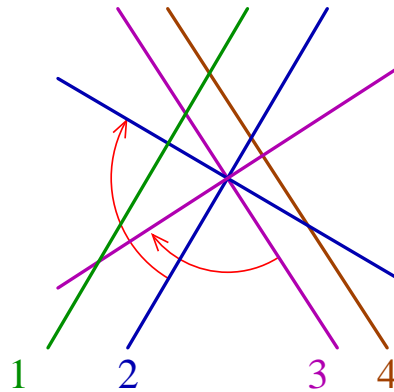


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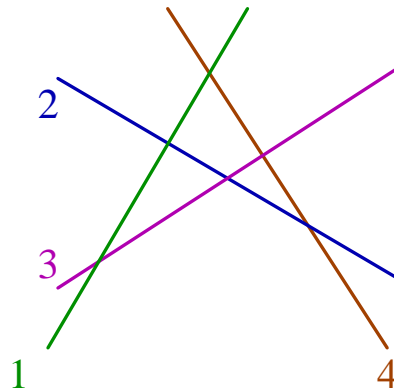


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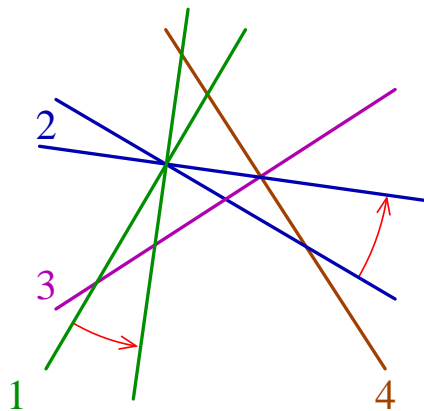


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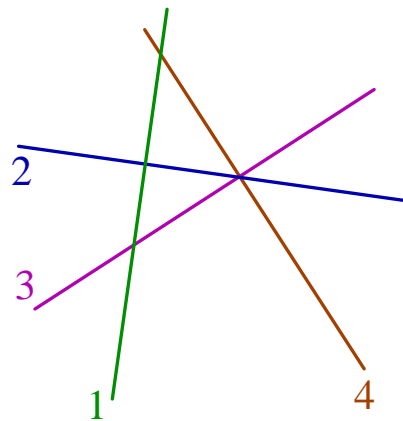


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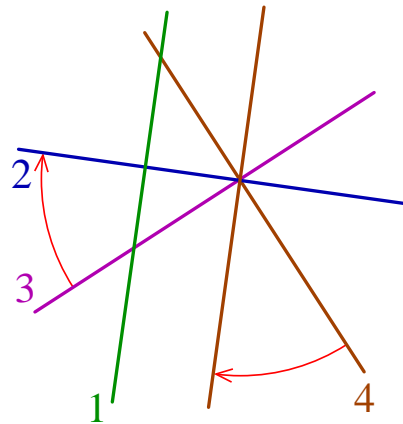


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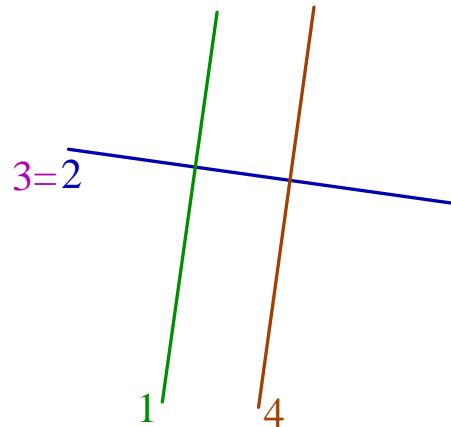


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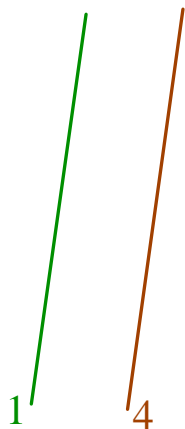


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On the projective plane a reflection in line has extra fixed point.

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Key example: $\mathbb{R} \rightarrow \mathbb{R} : x \mapsto 2a - x$, the reflection of \mathbb{R} in a point a .

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Bachmann's foundations of geometry

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Bachmann's foundations of geometry

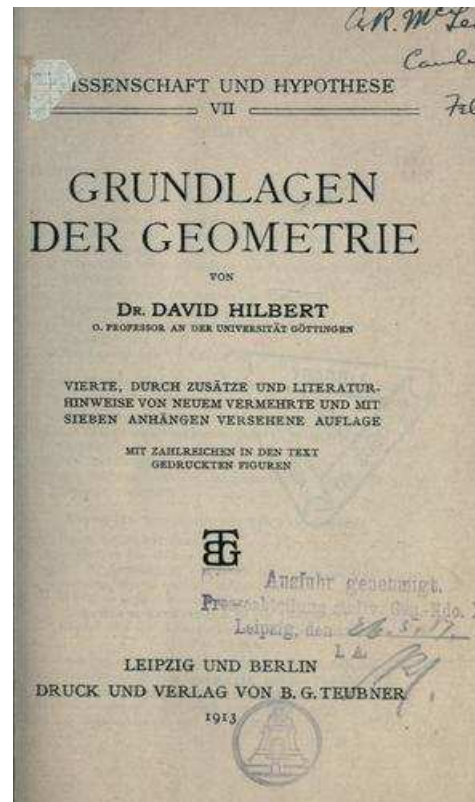
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Mathematically satisfactory results were achieved in the XXth century.

Three major systems:

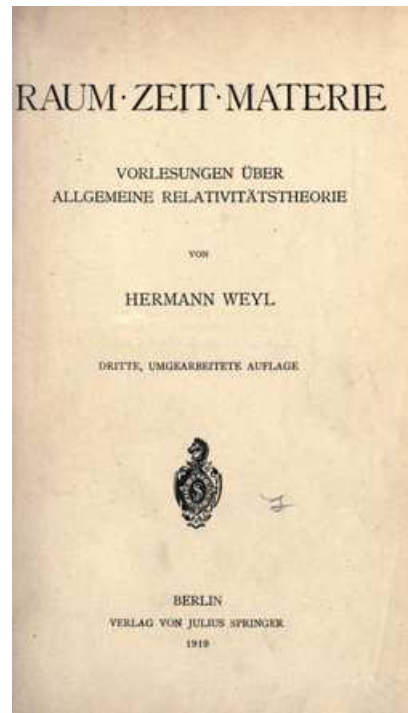
Bachmann's foundations of geometry

1. David Hilbert's *Foundations of Geometry*



Bachmann's foundations of geometry

2. Hermann Weil's *Space, Time, Matter*



Bachmann's foundations of geometry

3. Friedrich Bachmann's

Construction of Geometry on the notion of reflections

Friedrich Bachmann

Aufbau der Geometrie
aus dem
Spiegelungsbegriff

Mit 160 Abbildungen

Zweite ergänzte Auflage

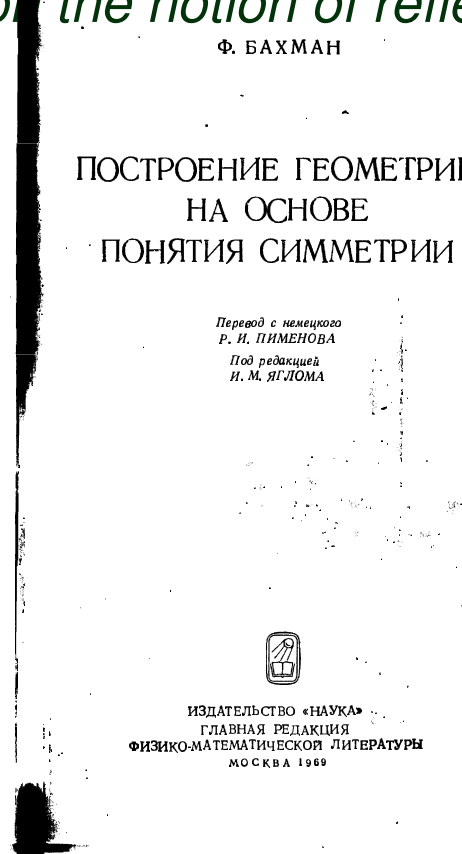


Springer-Verlag
Berlin Heidelberg New York 1973

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Four axioms for Absolute Plane Geometry:

1. Through any two points, one can draw a line.
2. If each of two points lies on two lines,
then either points or lines coincide.
3. If three lines have a common point,
then the composition of the reflections in them is a reflection in a line.
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Higher dimensions, order and betweenness were out of consideration.

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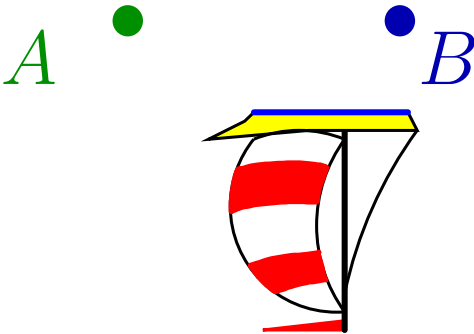


A

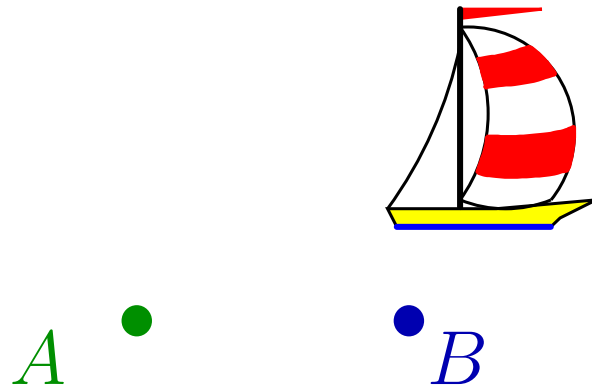


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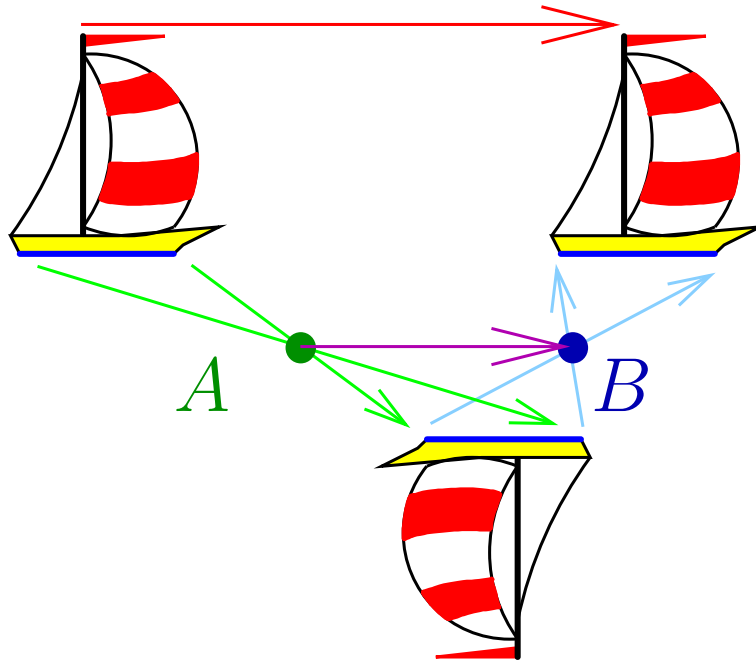
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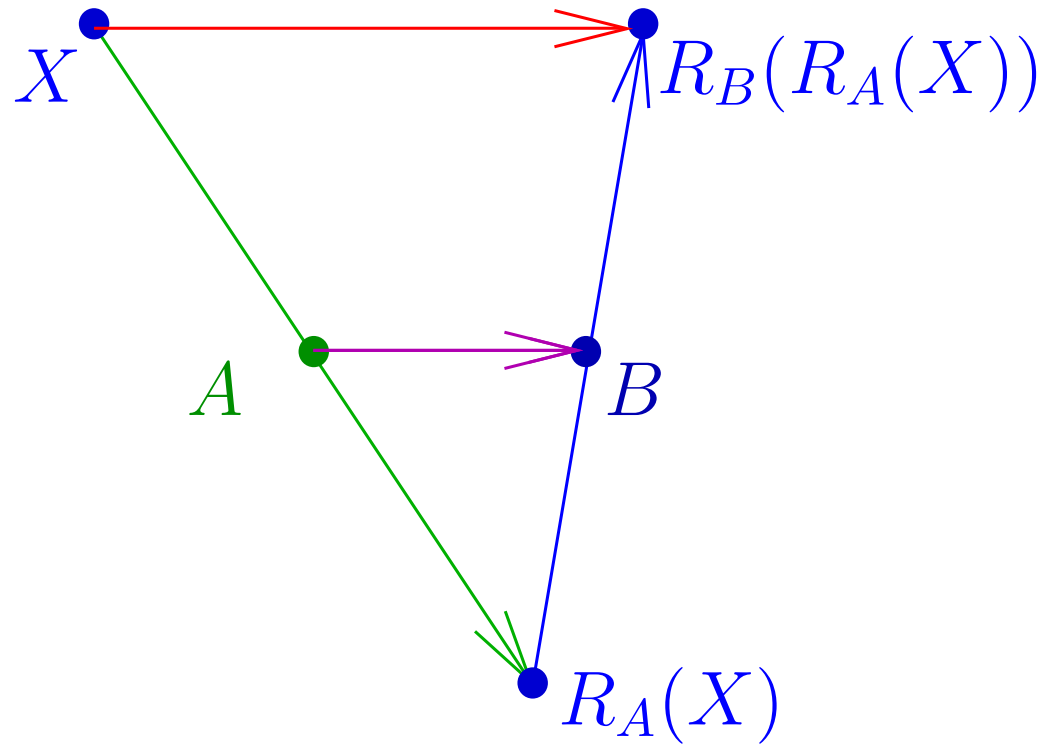


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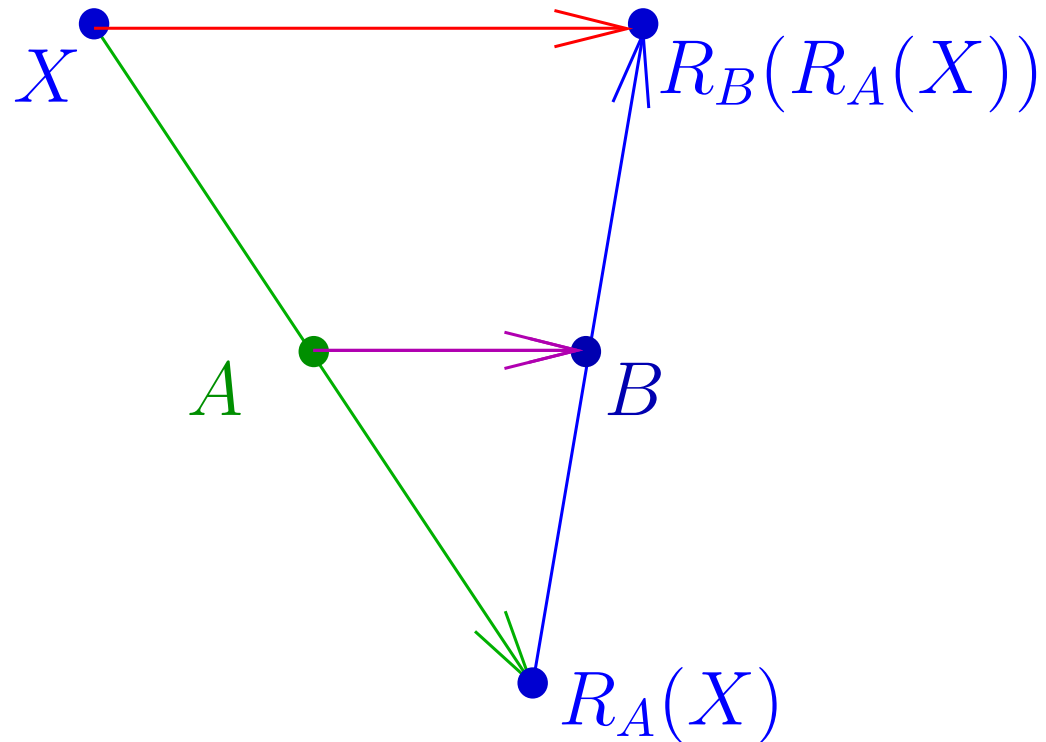
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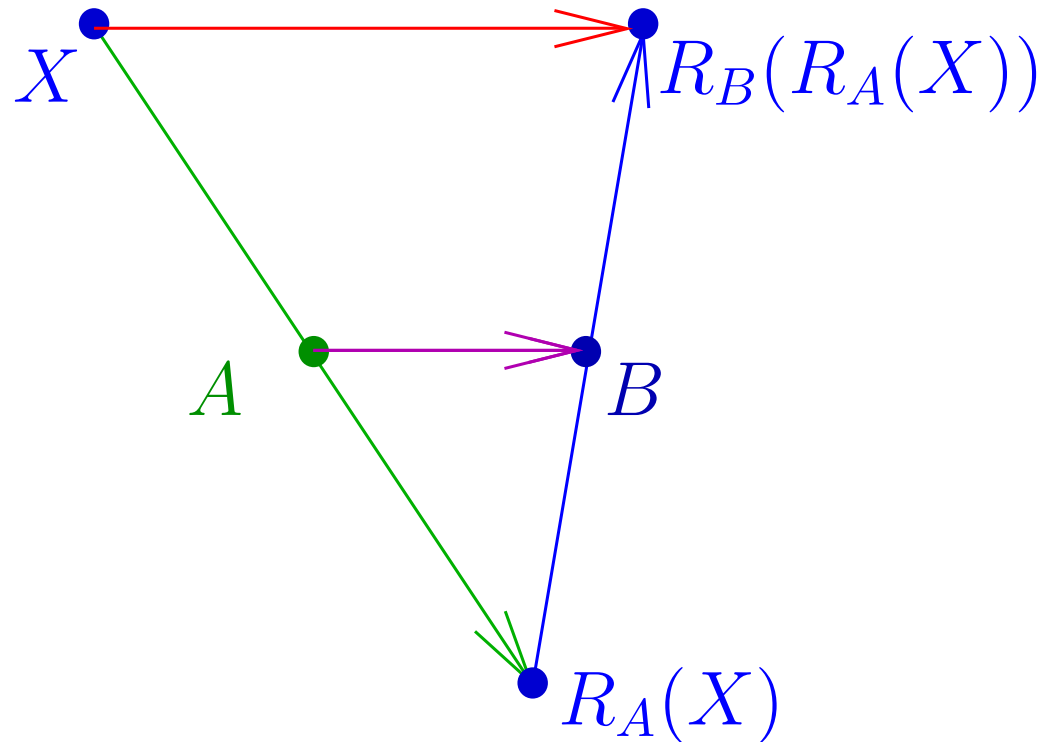
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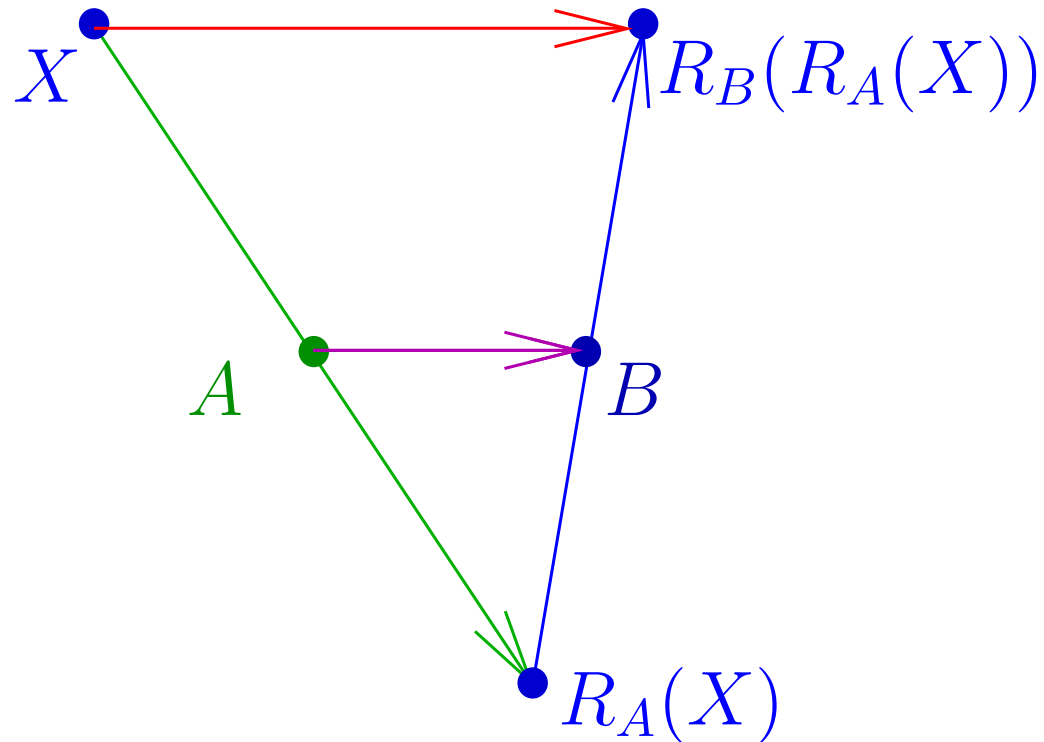


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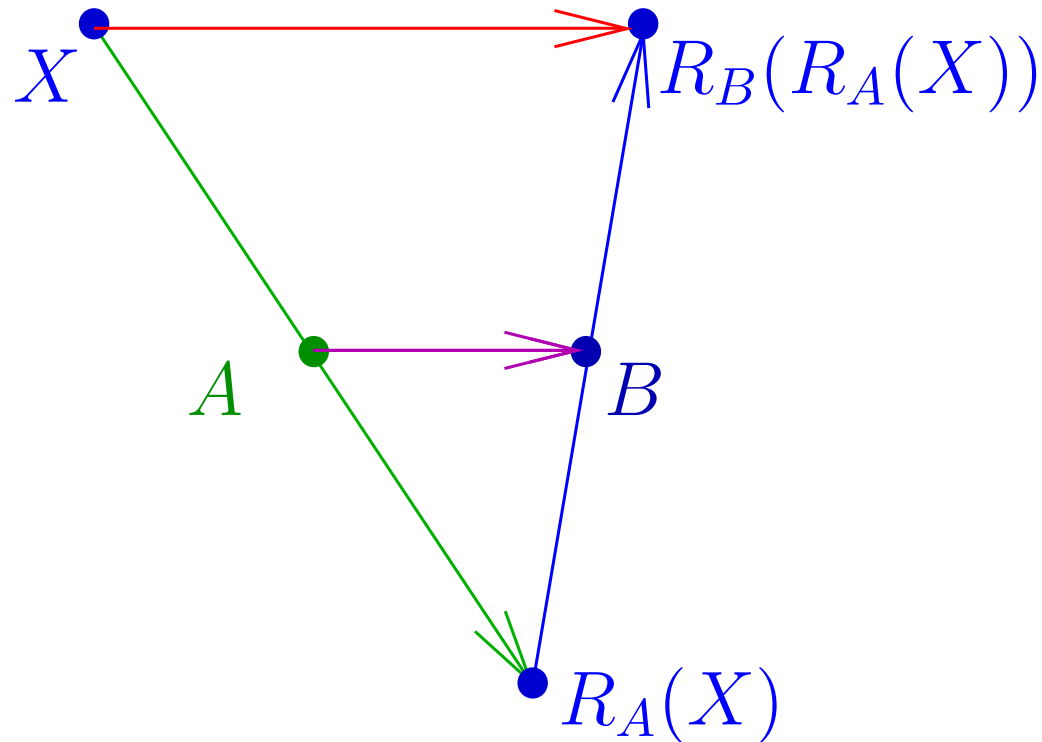
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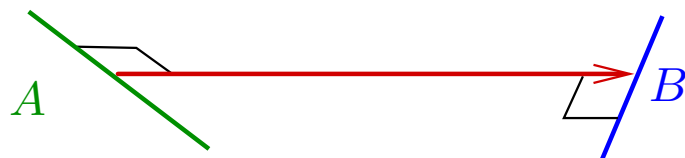
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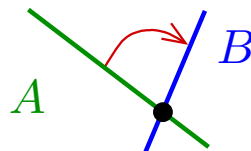
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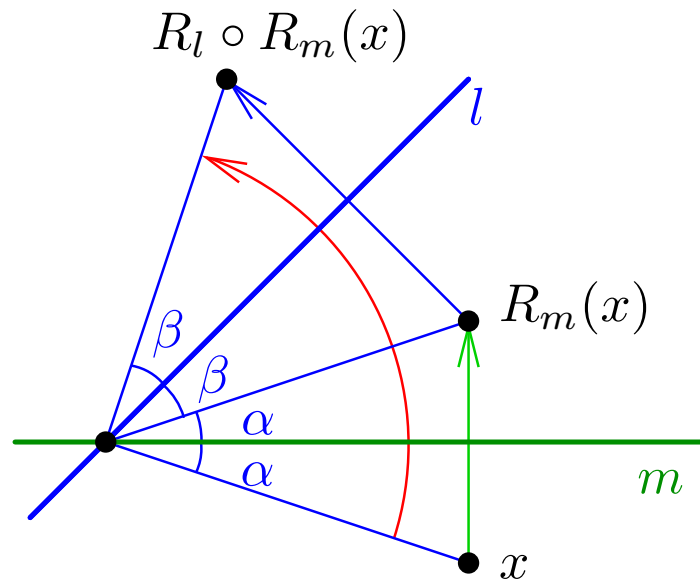
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Problem. Find an explicit description for the equivalence.

Angle-arrows for a rotation

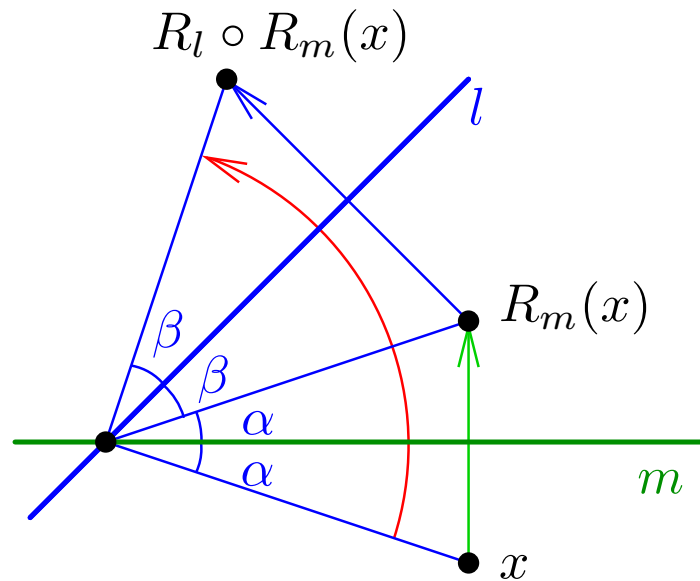
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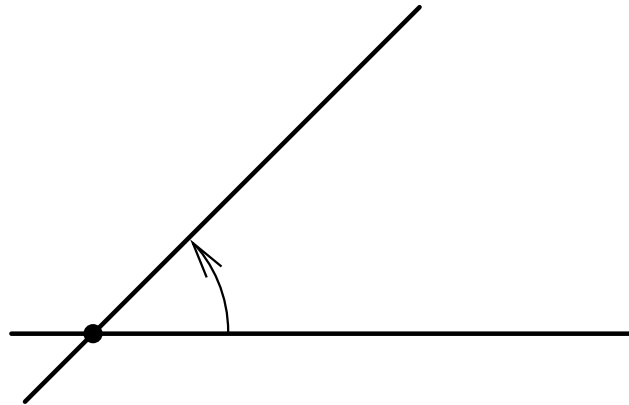
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On a picture the order of lines is shown by an oriented arc.



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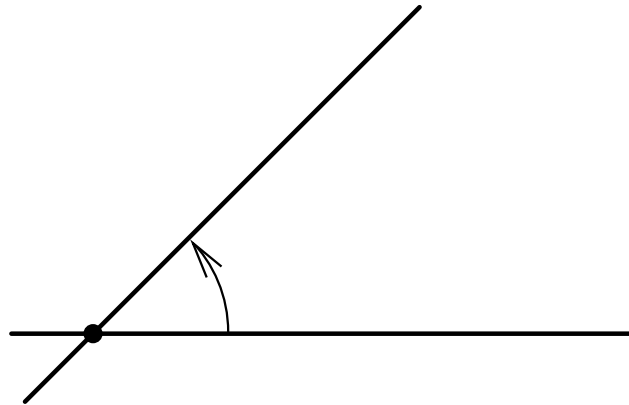
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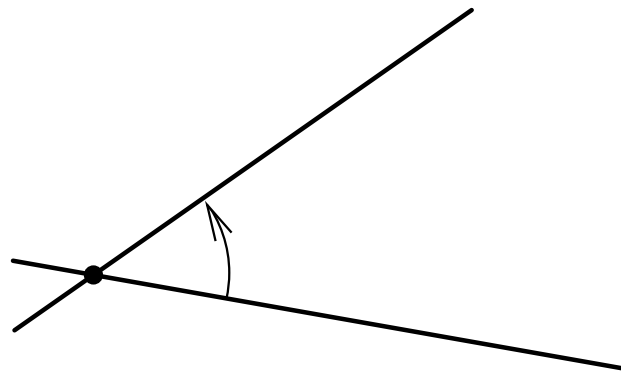
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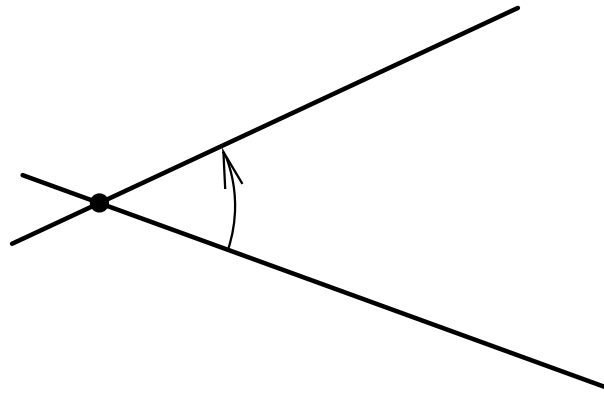
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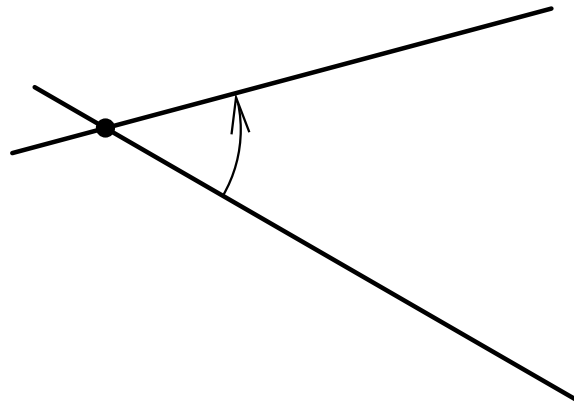
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coinciding with **the first line in the second,**

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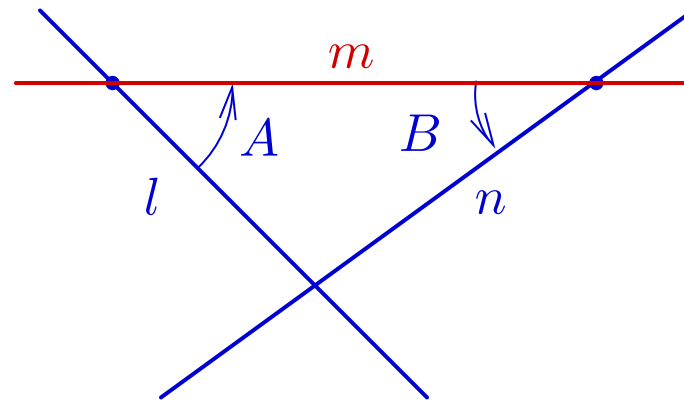
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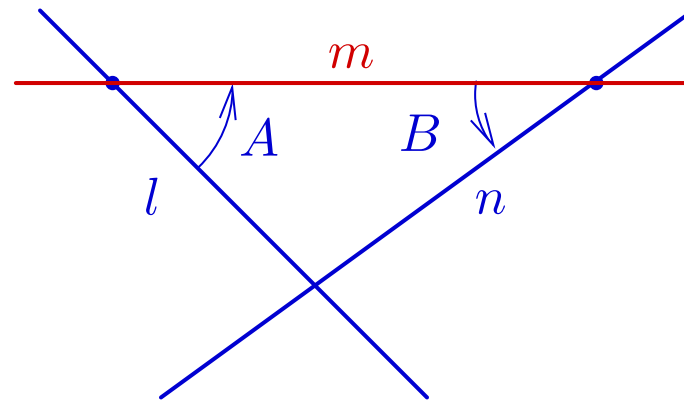
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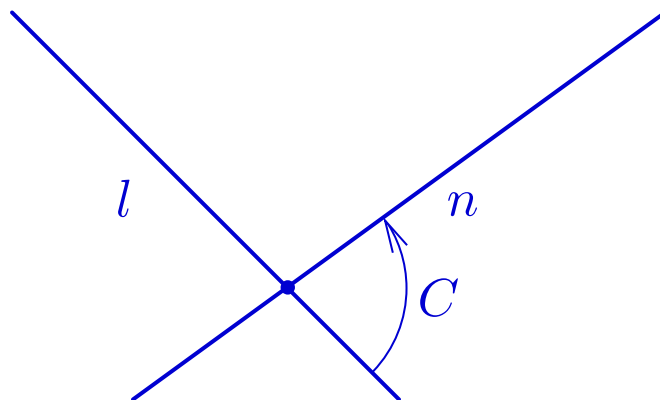
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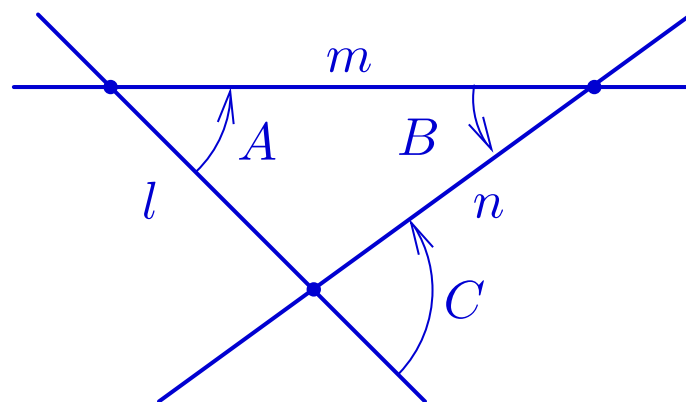
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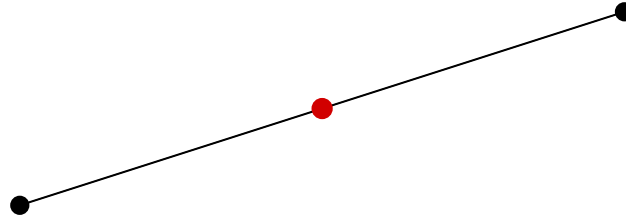
$$C = A + B$$

Reflections in points

A reflection of the plane in a point is the rotation by π about the point.

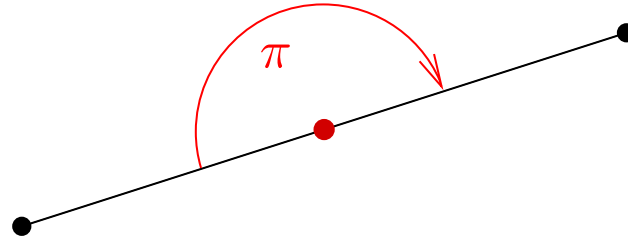
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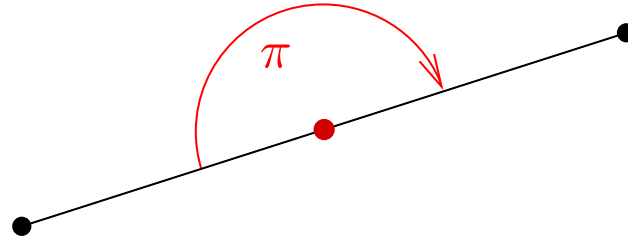
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Reflections in points

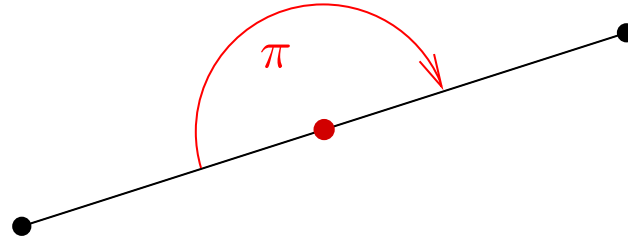
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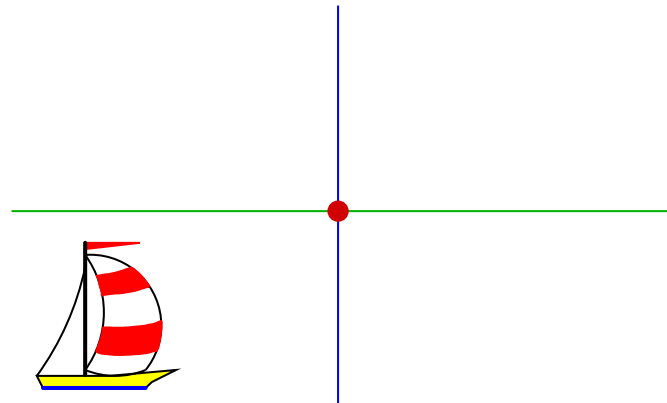
Therefore it is a composition of reflections in any two orthogonal lines passing through the point.

Reflections in points

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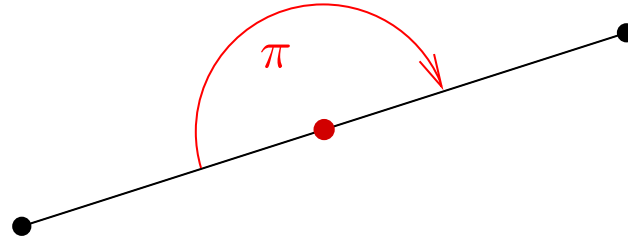


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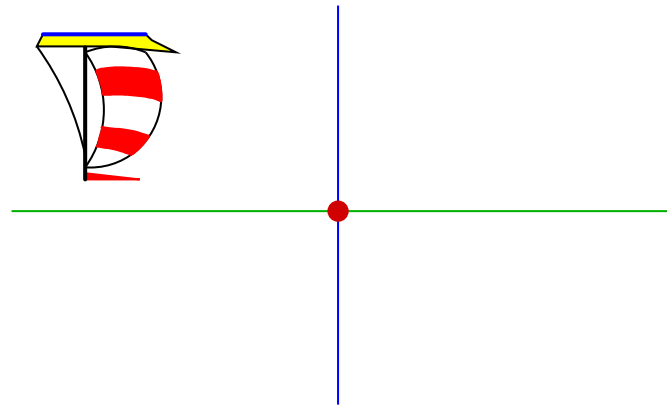


Reflections in points

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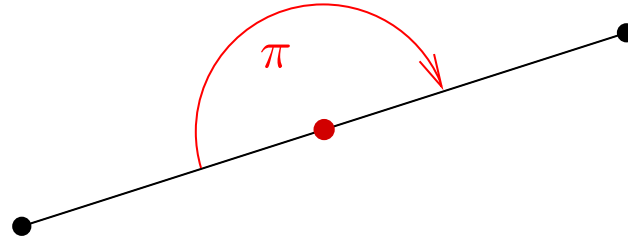


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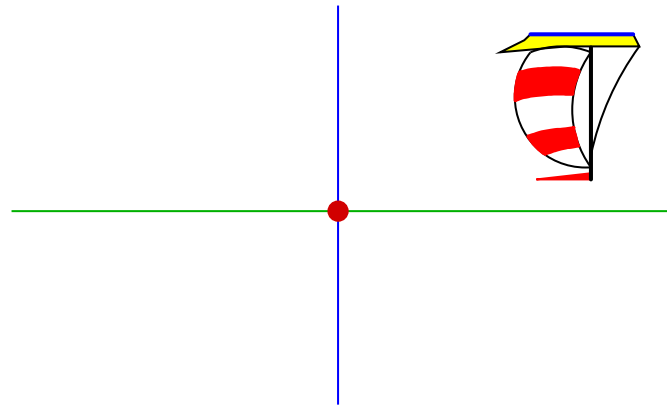


Reflections in points

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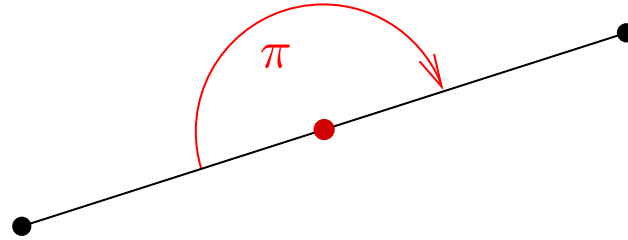


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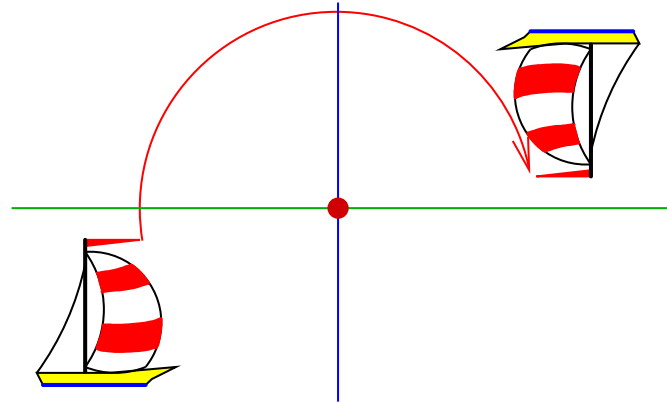


Reflections in points

A reflection of the plane in a point is the rotation by π about the point.

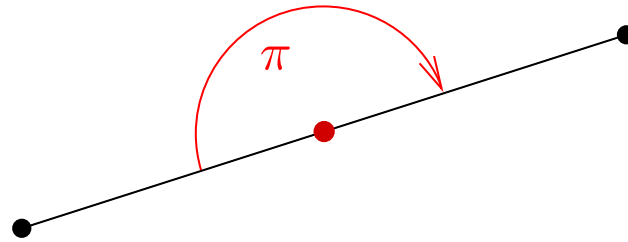


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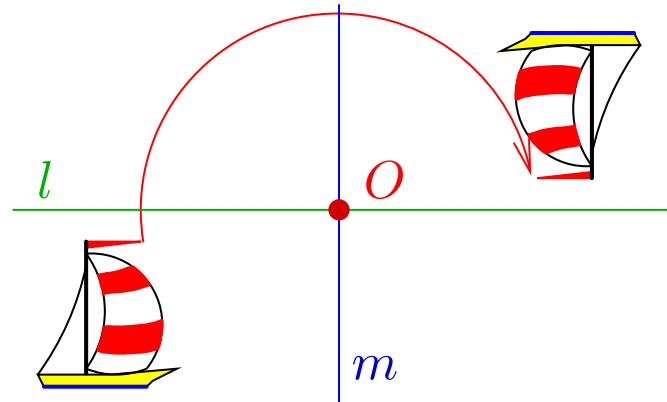


Reflections in points

A reflection of the plane in a point is the rotation by π about the point.



Therefore it is a composition of reflections in any two orthogonal lines passing through the point.

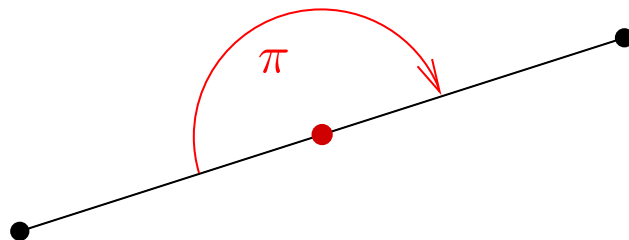


Relations involving three reflections, R_l , R_m and R_O :

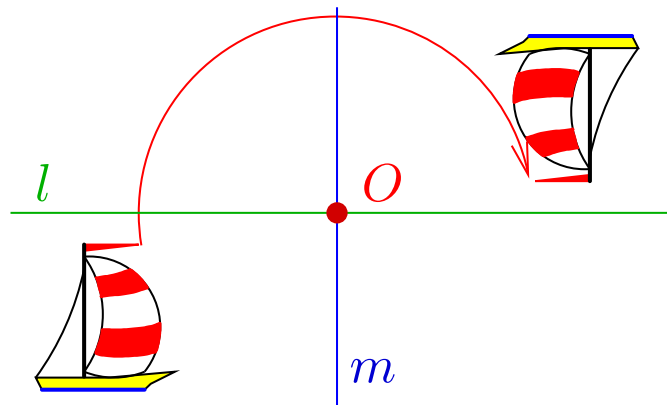
$$R_O = R_m \circ R_l \text{ and hence } R_O \circ R_l \circ R_m = \text{id} \text{ and } R_O \circ R_l = R_m .$$

Reflections in points

A reflection of the plane in a point is the rotation by π about the point.

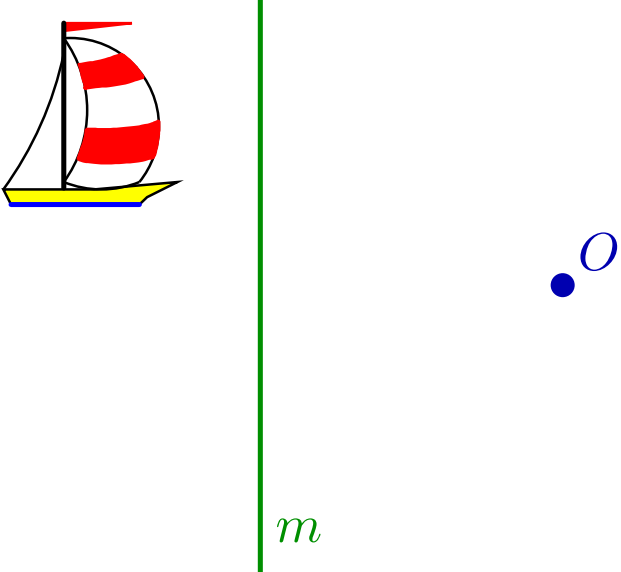


Therefore it is a composition of reflections in any two orthogonal lines passing through the point.

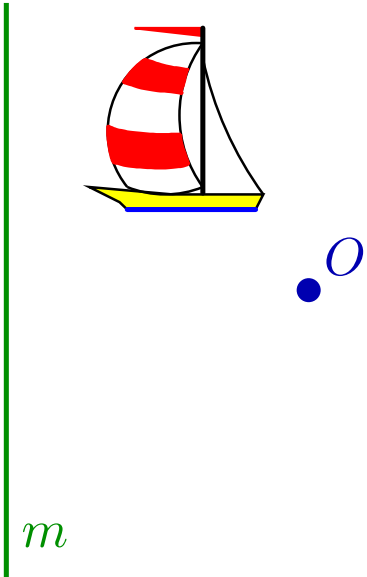


Furthermore, R_l , R_m and R_O , together with id ,
form the Klein group $\mathbb{Z}/2 \times \mathbb{Z}/2$.

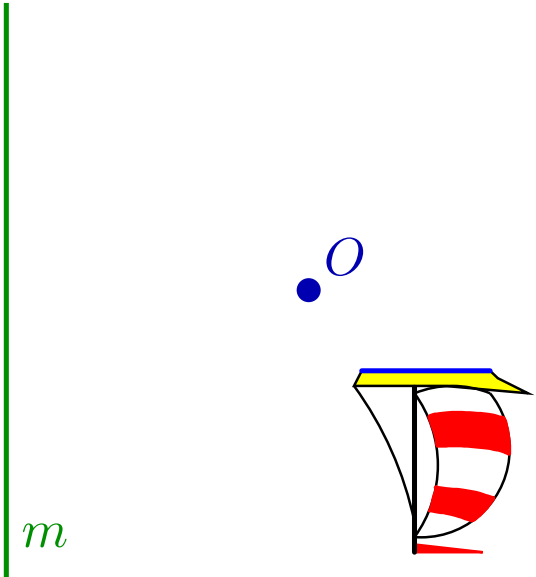
Composing reflections in line and point



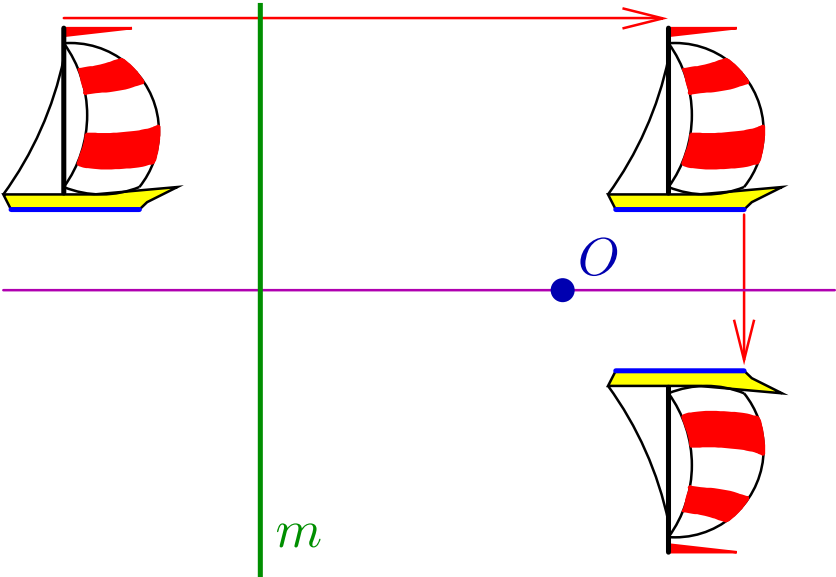
Composing reflections in line and point



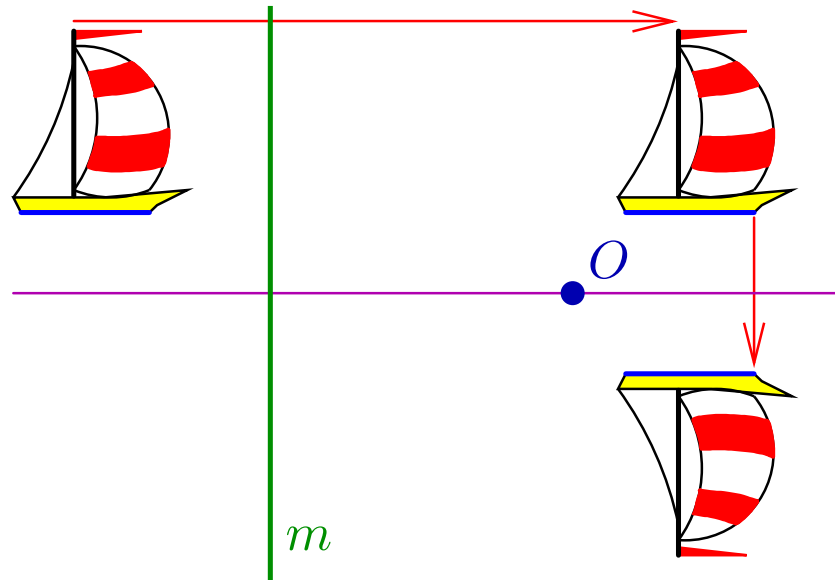
Composing reflections in line and point



Composing reflections in line and point



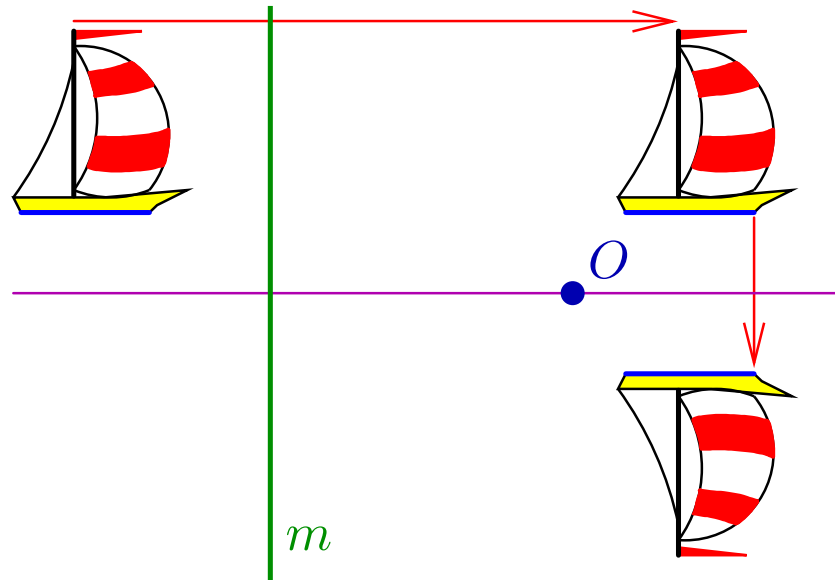
Composing reflections in line and point



This is a glide reflection!

Composing reflections in line and point

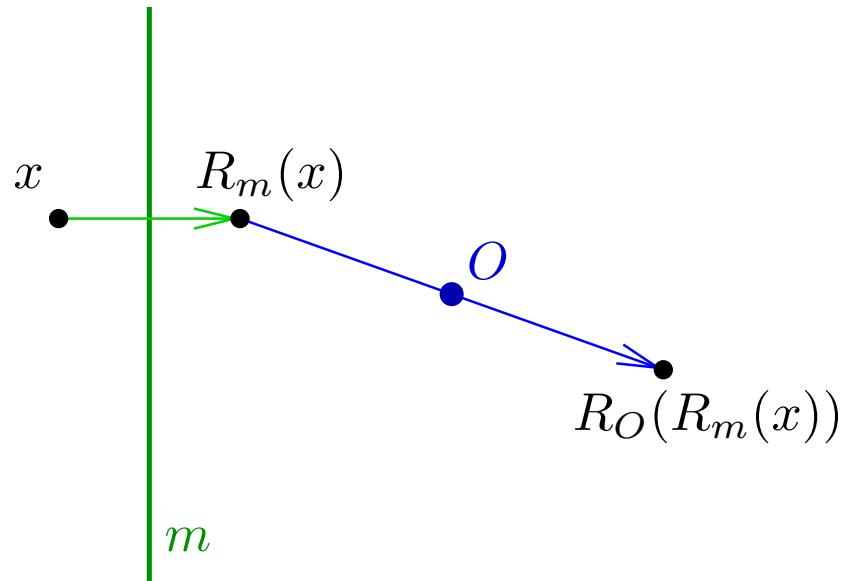
Indeed!



This is a glide reflection!

Composing reflections in line and point

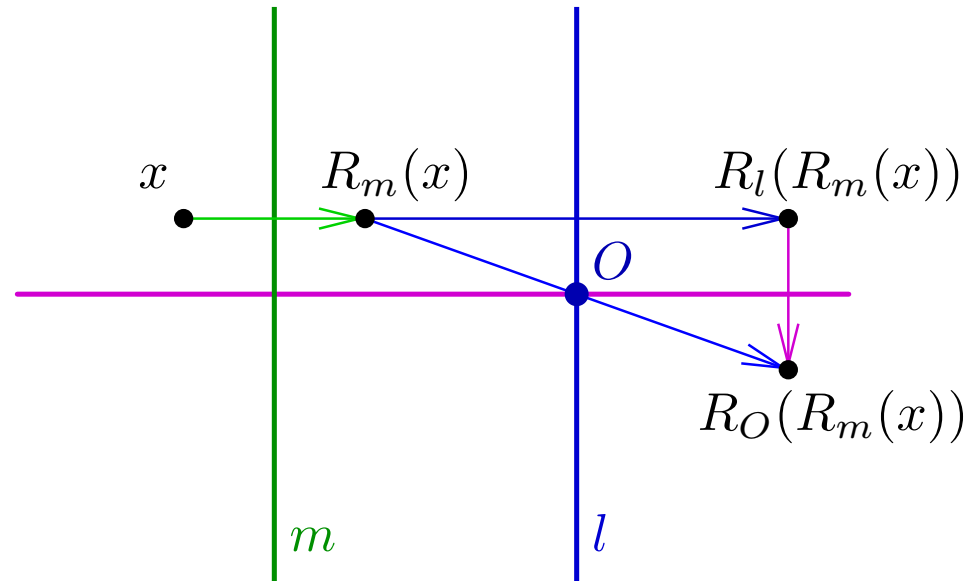
Indeed!



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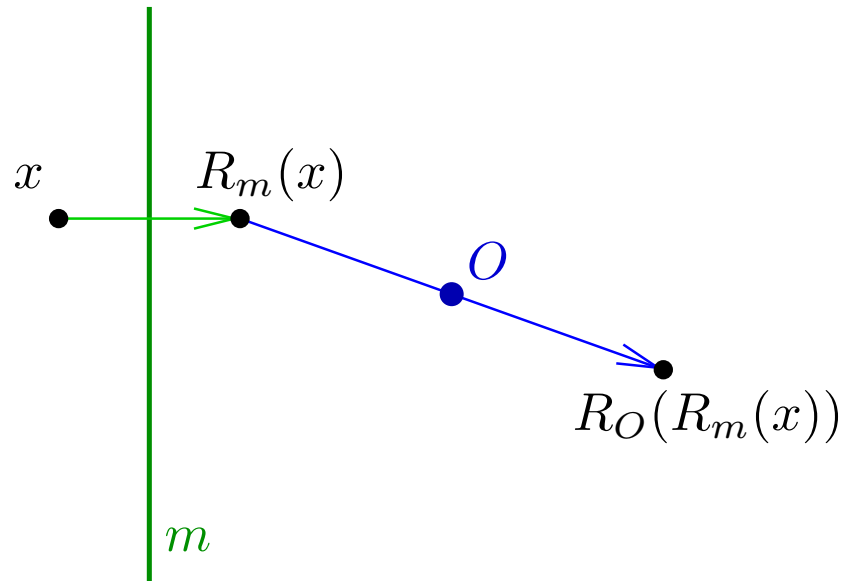
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Indeed!

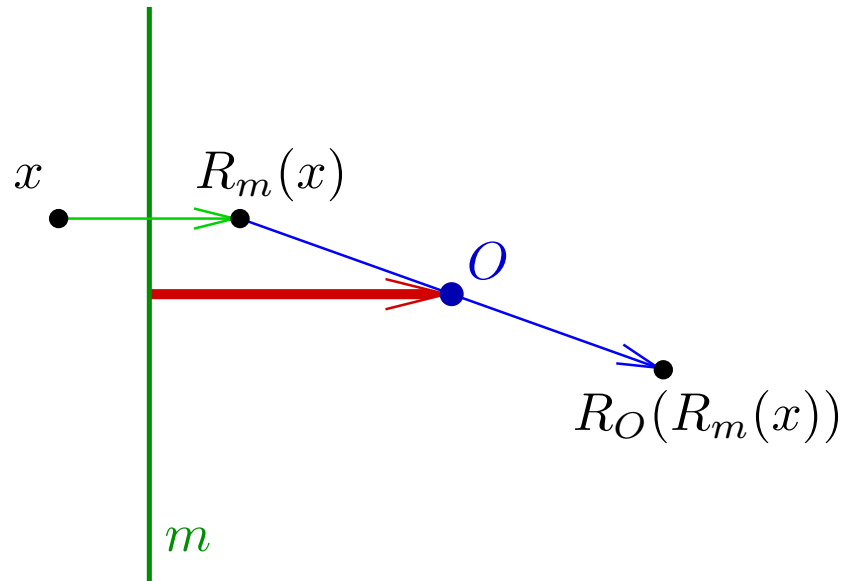


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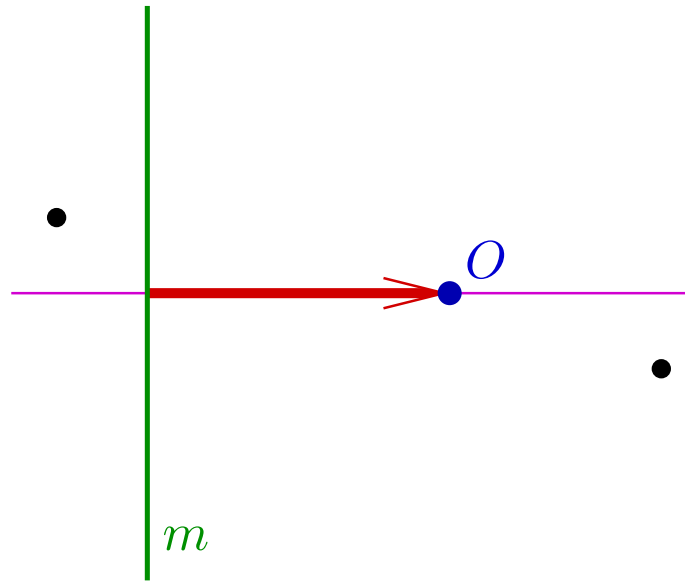
Decorated arrows for a glide reflection



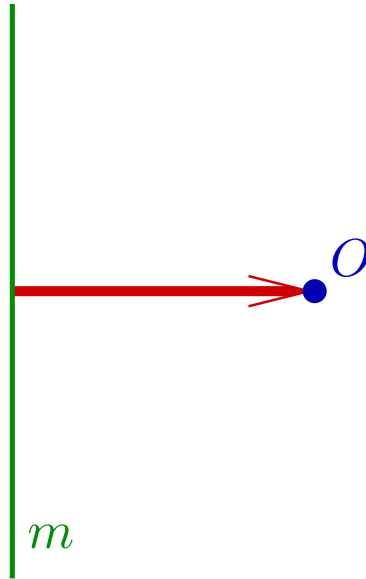
Decorated arrows for a glide reflection



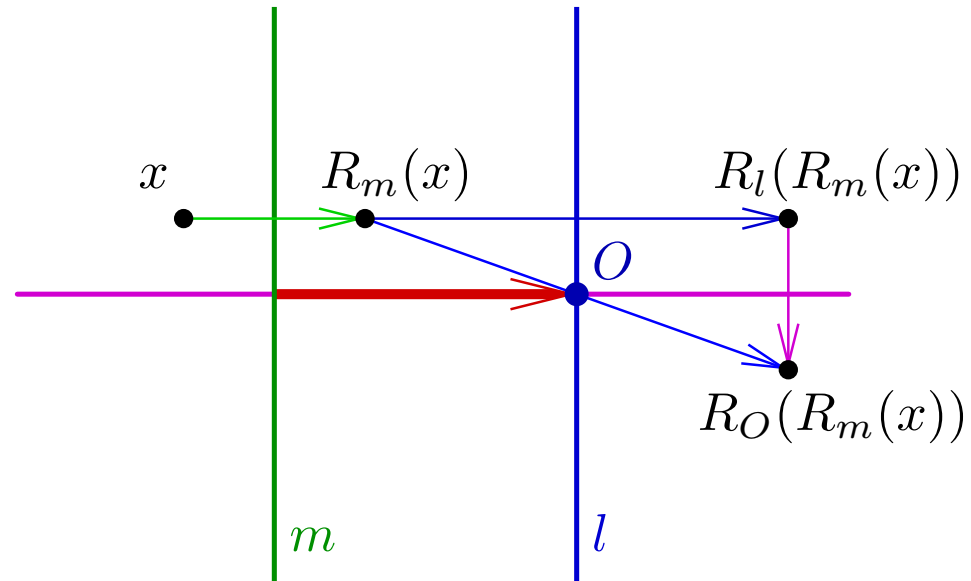
Decorated arrows for a glide reflection



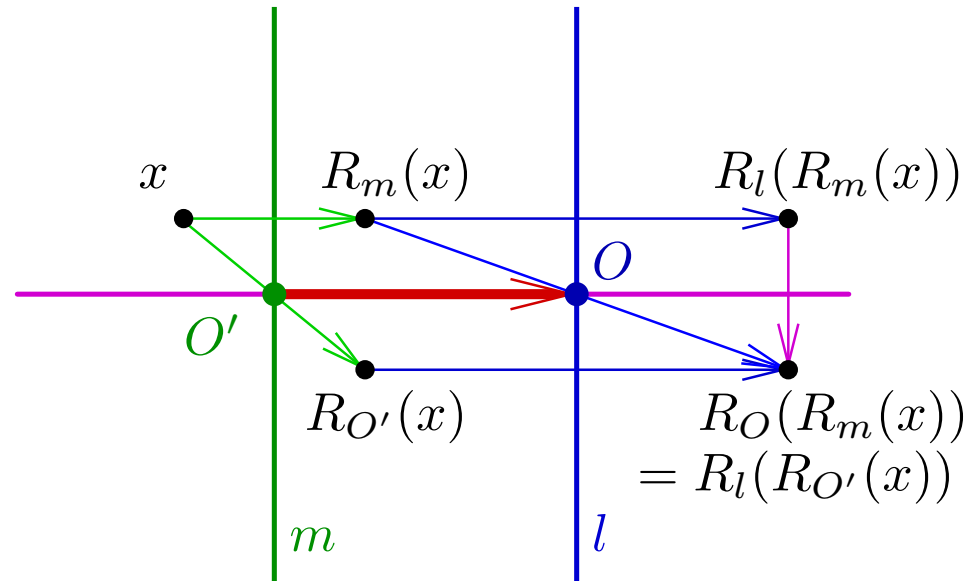
Decorated arrows for a glide reflection



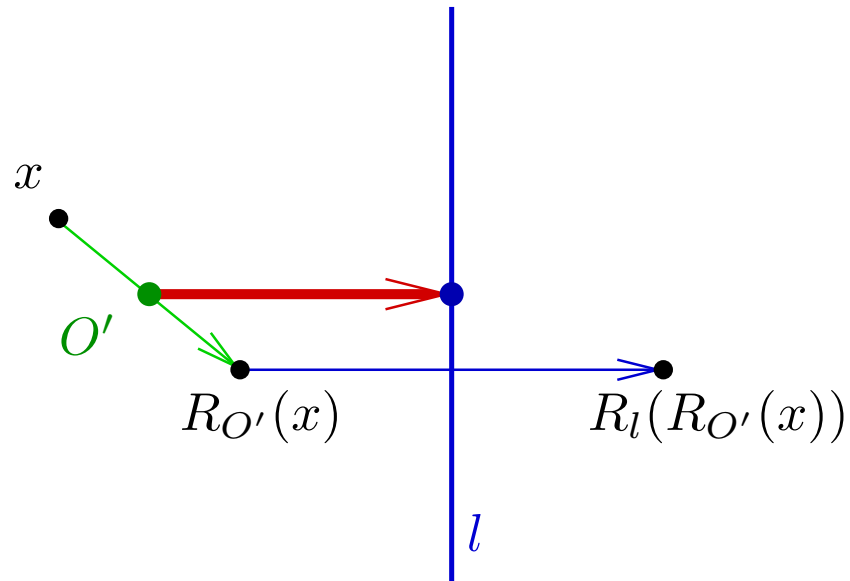
Decorated arrows for a glide reflection



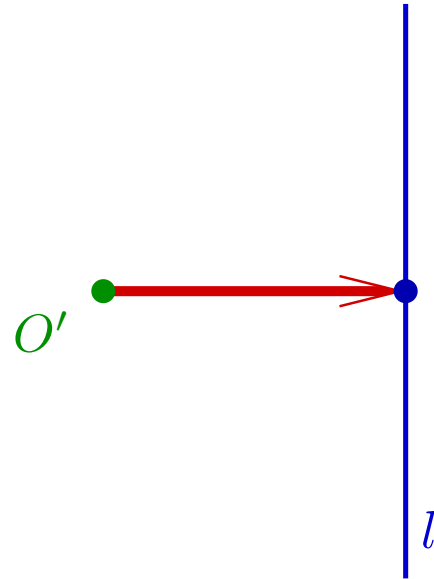
Decorated arrows for a glide reflection



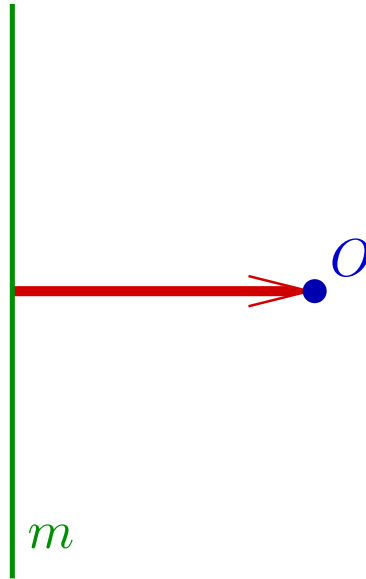
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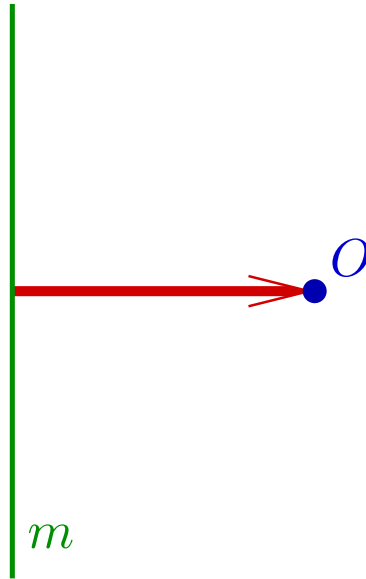
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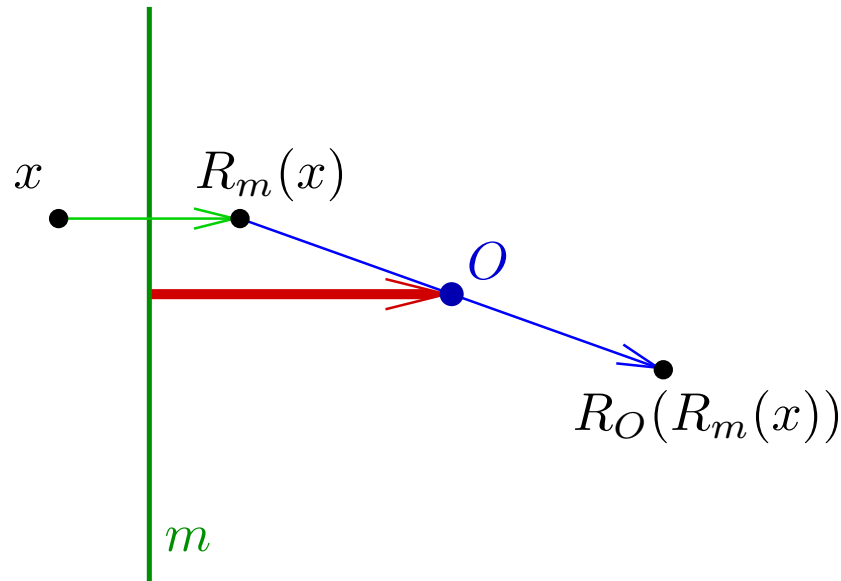


Decorated arrows for a glide reflection



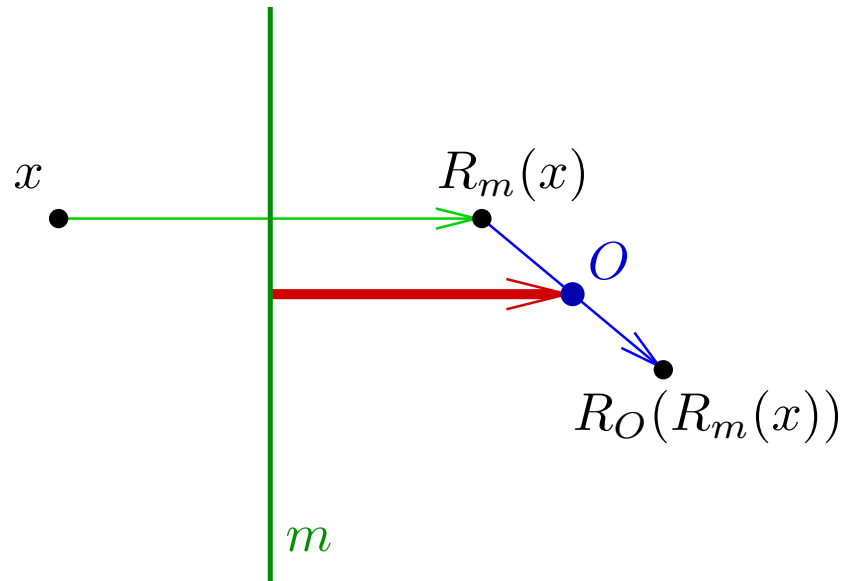
A decorated arrow for a glide reflection may glide along itself.

Decorated arrows for a glide reflection



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Decorated arrows for a glide reflection



A decorated arrow for a glide reflection may glide along itself.

Head to tail for glide reflections

Head to tail for glide reflections

Given two glide reflections, present them by decorated arrows.

Head to tail for glide reflections

Given two glide reflections, present them by decorated arrows.

The head in the first arrow and tail in the second one

should **NOT** be decorated with lines.

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By gliding the arrows, make the arrow head of the first arrow

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so that the decorated arrows are \overrightarrow{lO} and \overrightarrow{On} .

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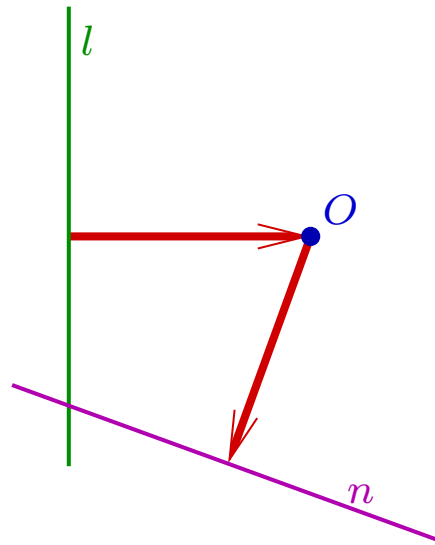
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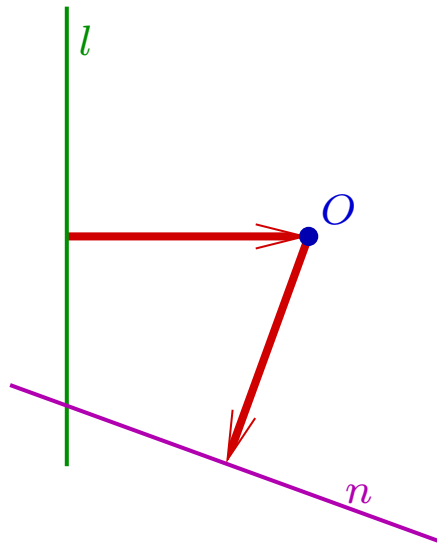
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Draw an oriented arc from l to n



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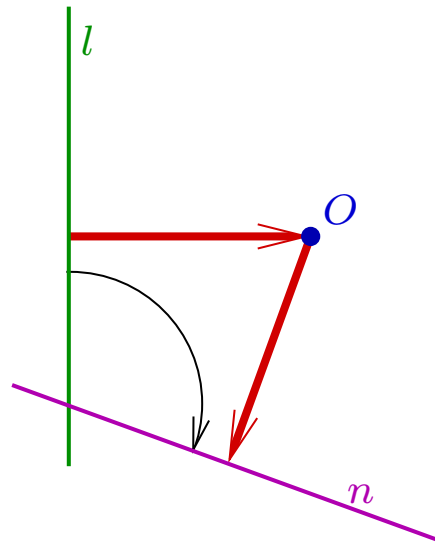
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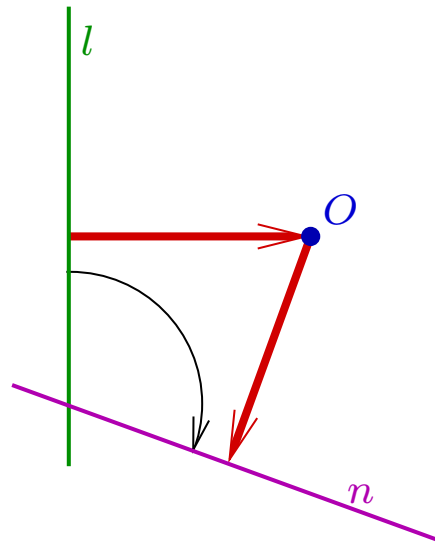
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Draw an oriented arc from l to n and erase O .



Head to tail for glide reflections

Given two glide reflections, present them by decorated arrows.

The head in the first arrow and tail in the second one

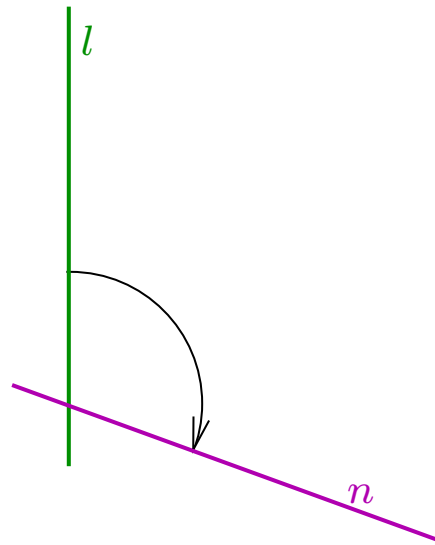
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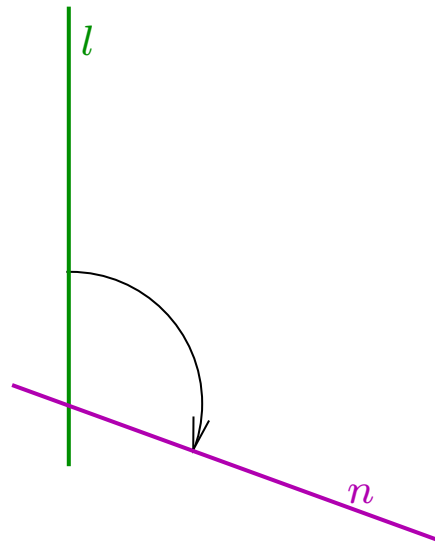
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Draw an oriented arc from l to n and erase O .



This is a rotation!

Head to tail for glide reflections

Given two glide reflections, present them by decorated arrows.

The head in the first arrow and tail in the second one

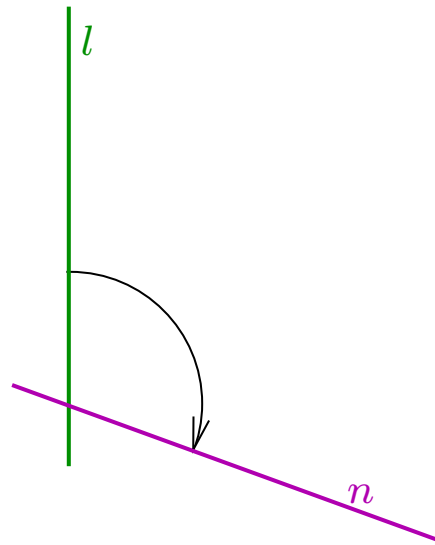
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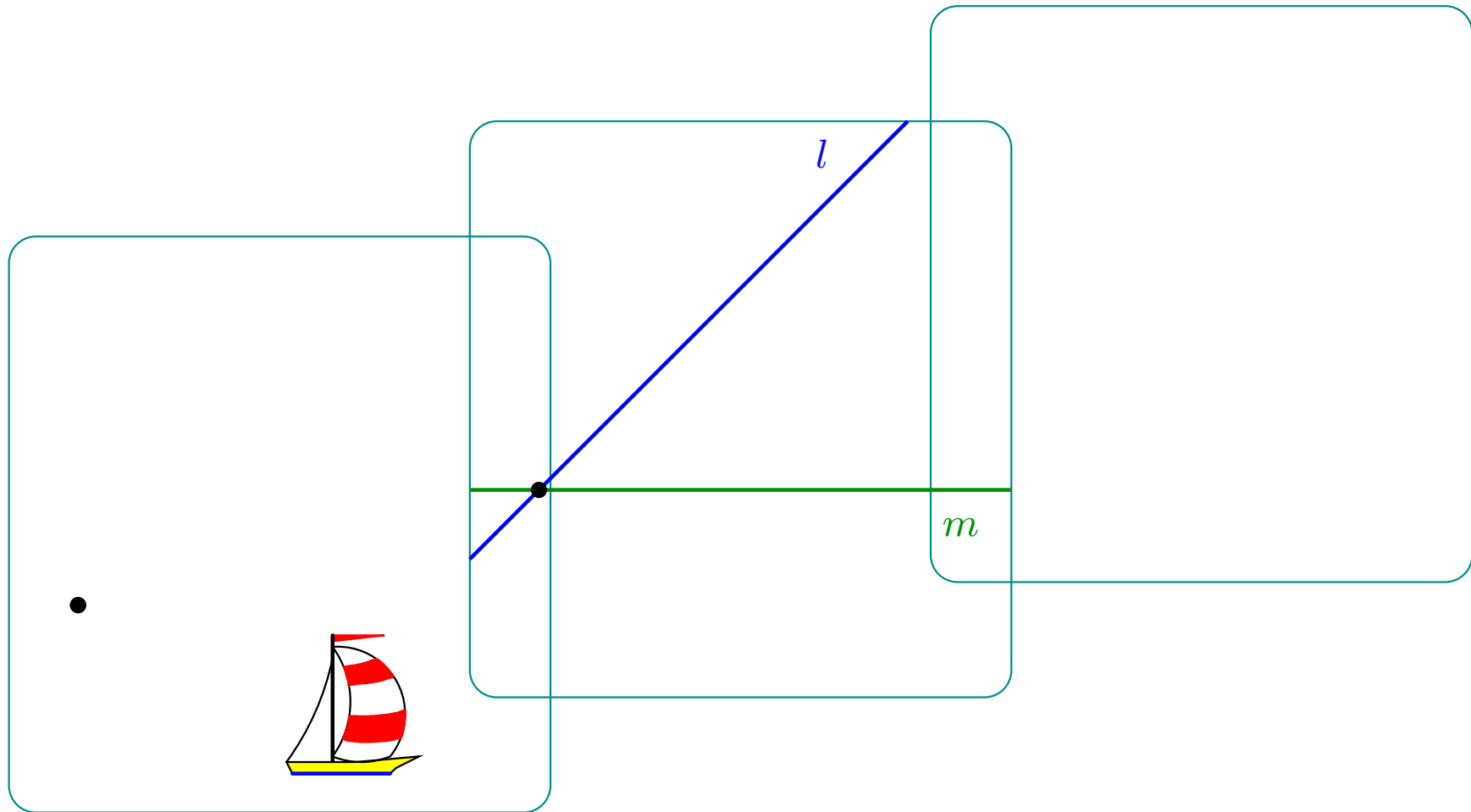
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Draw an oriented arc from l to n and erase O .

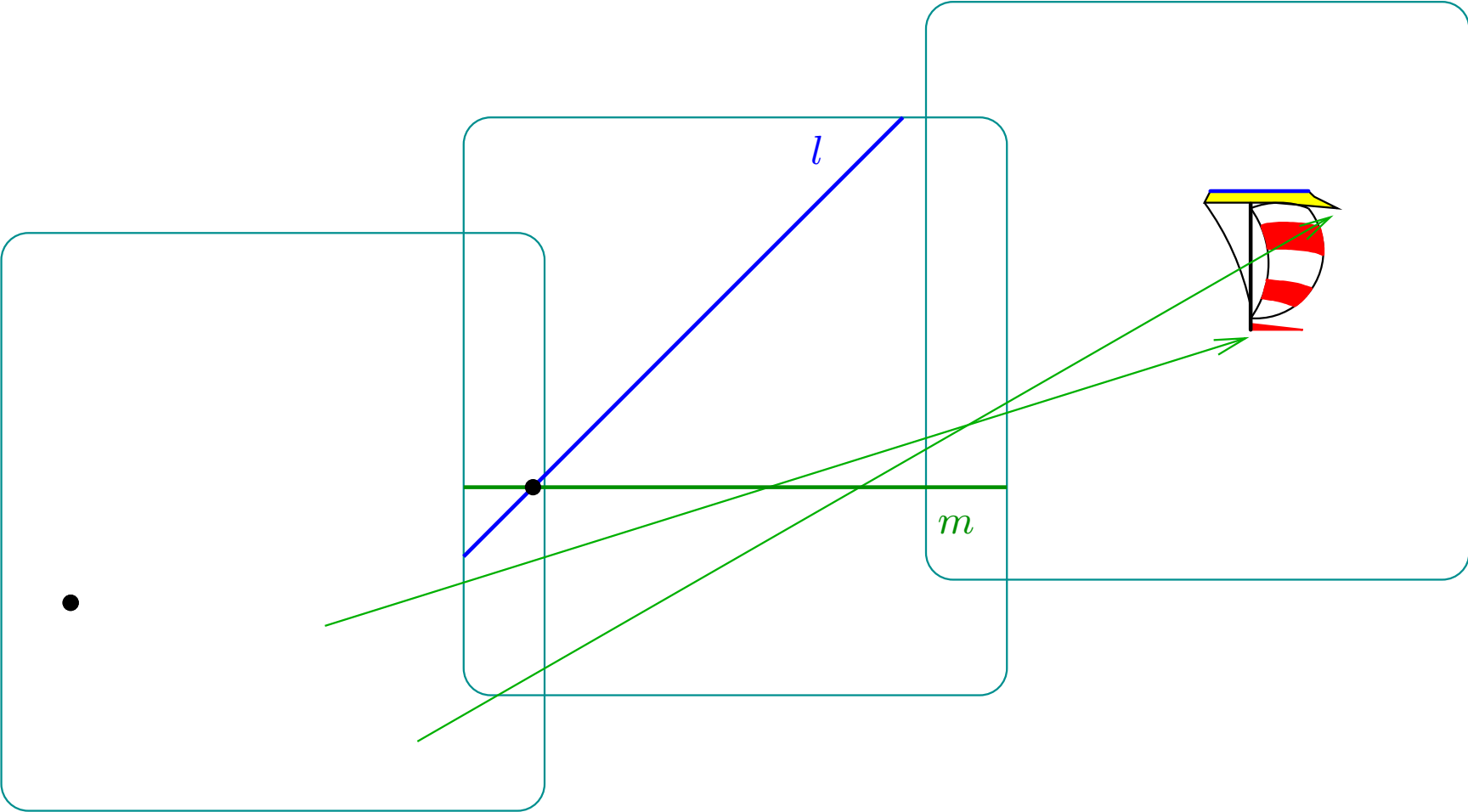


Exercise. Find head to tail rules for composing rotation and glide reflection.

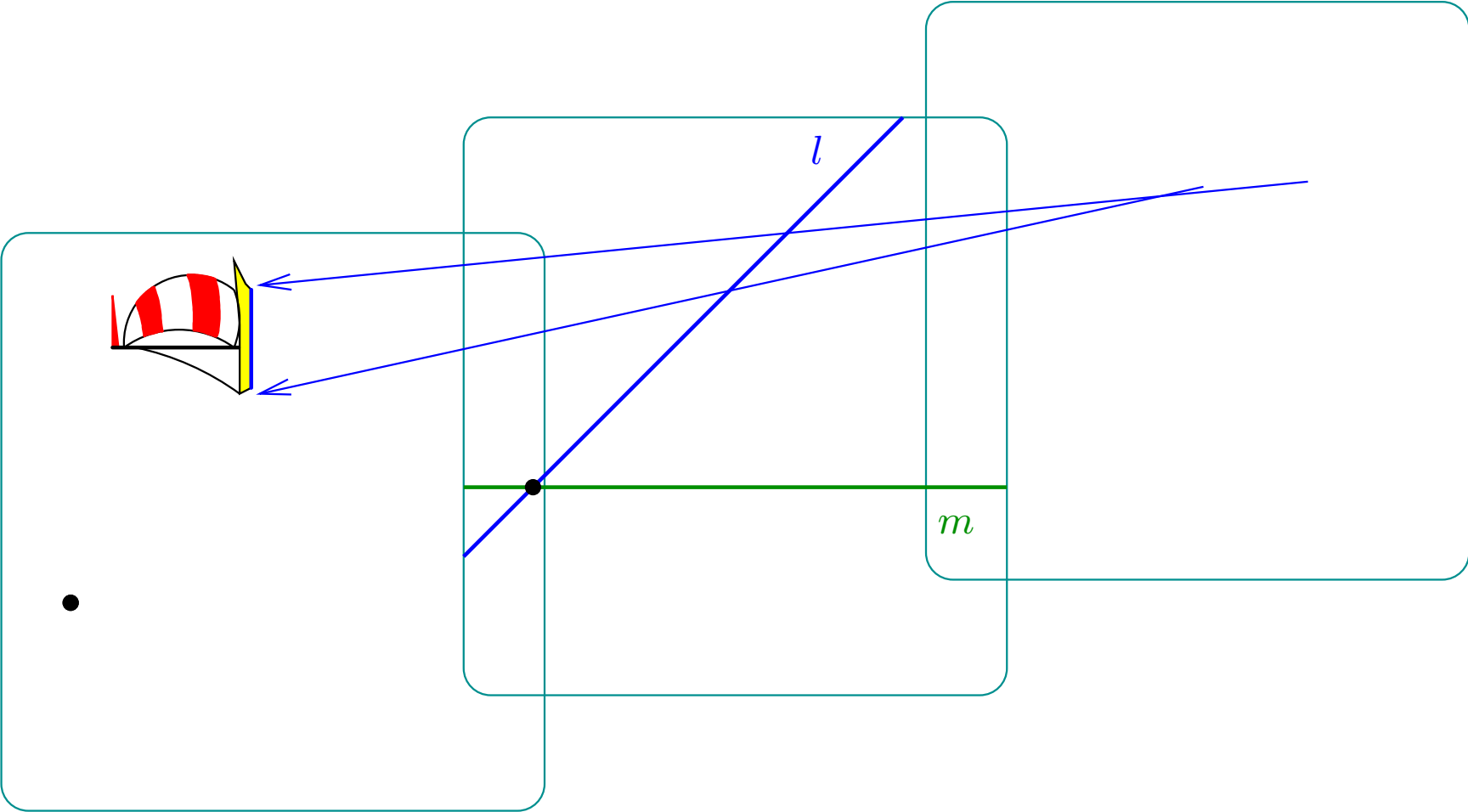
In the 3-space. Rotation



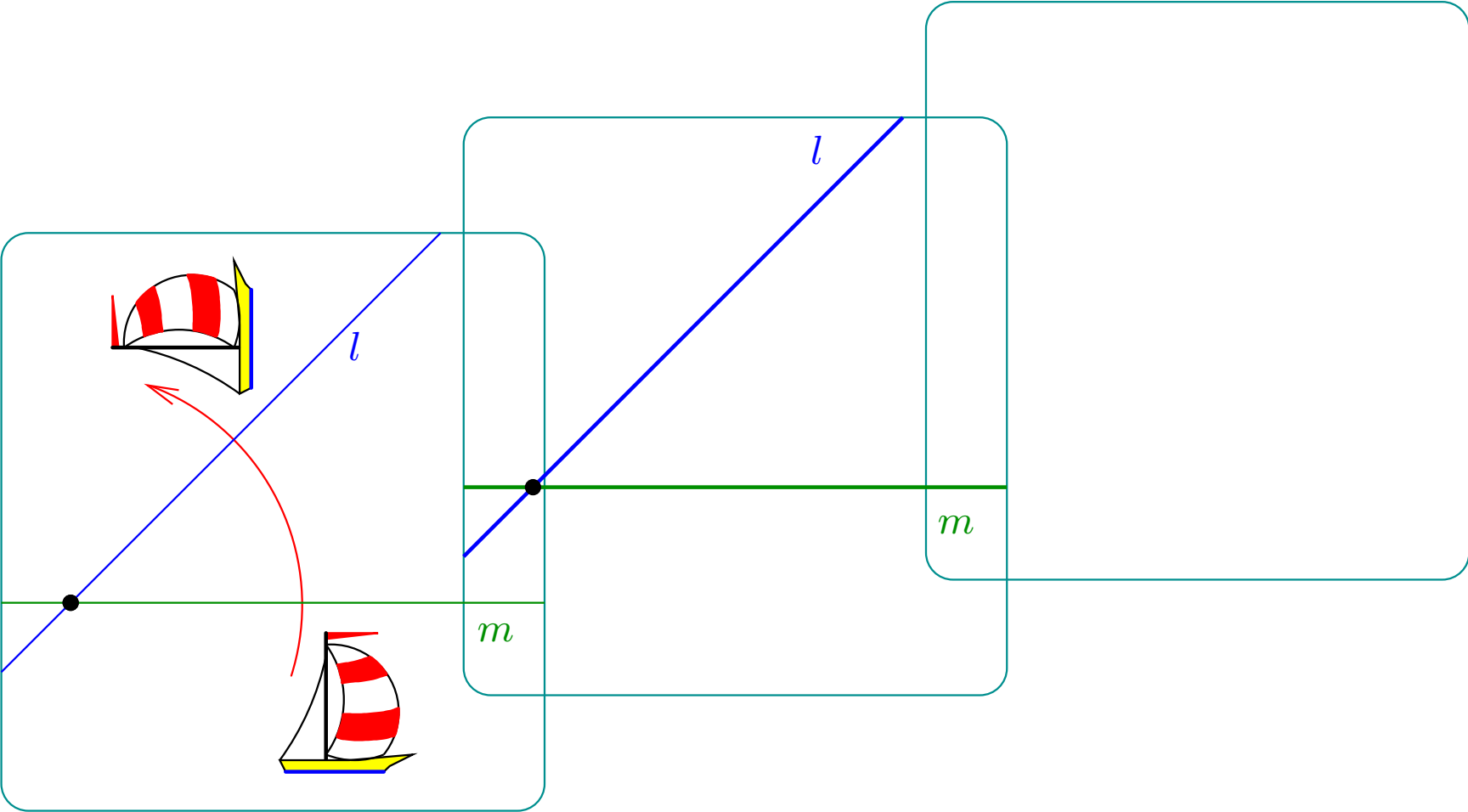
In the 3-space. Rotation



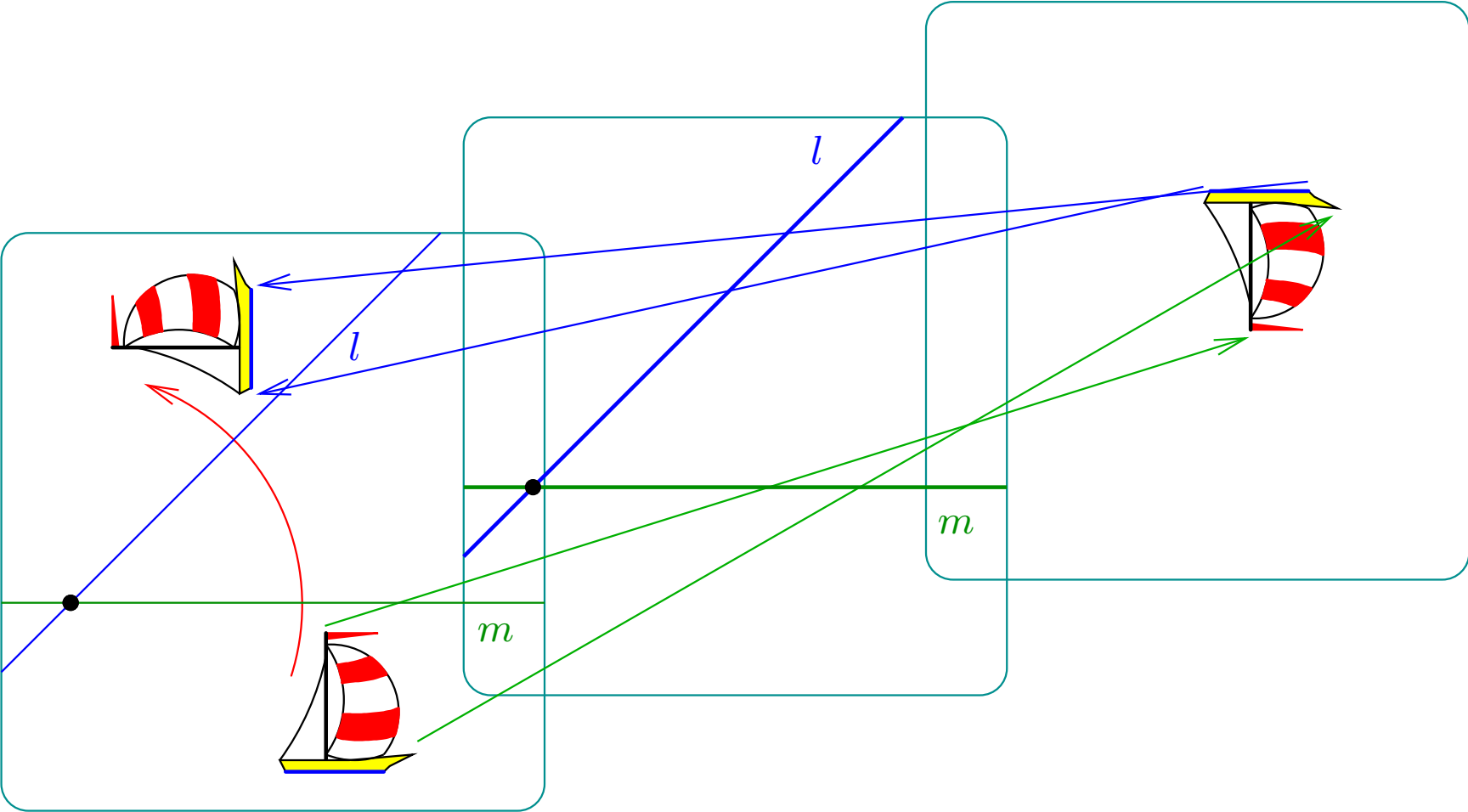
In the 3-space. Rotation



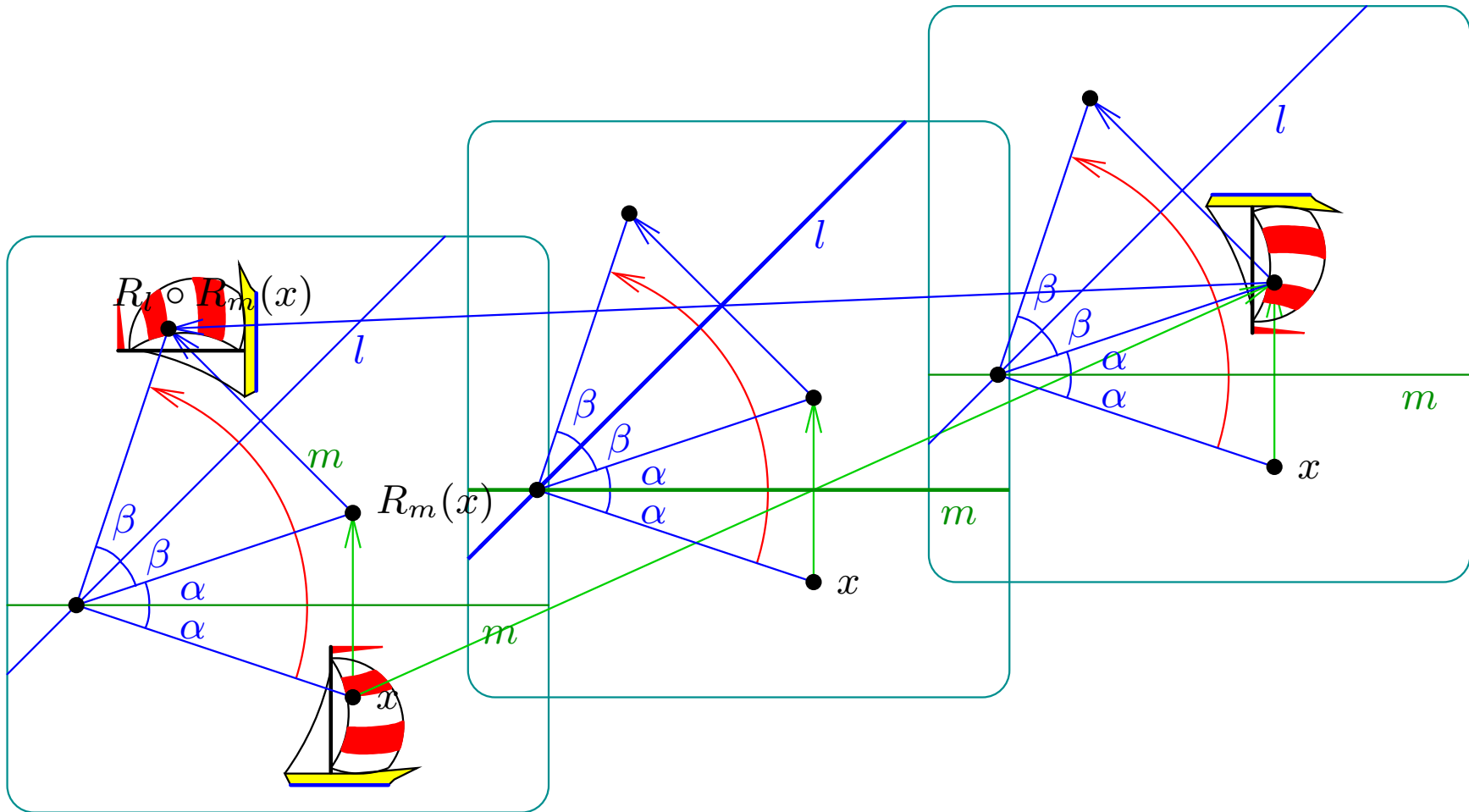
In the 3-space. Rotation



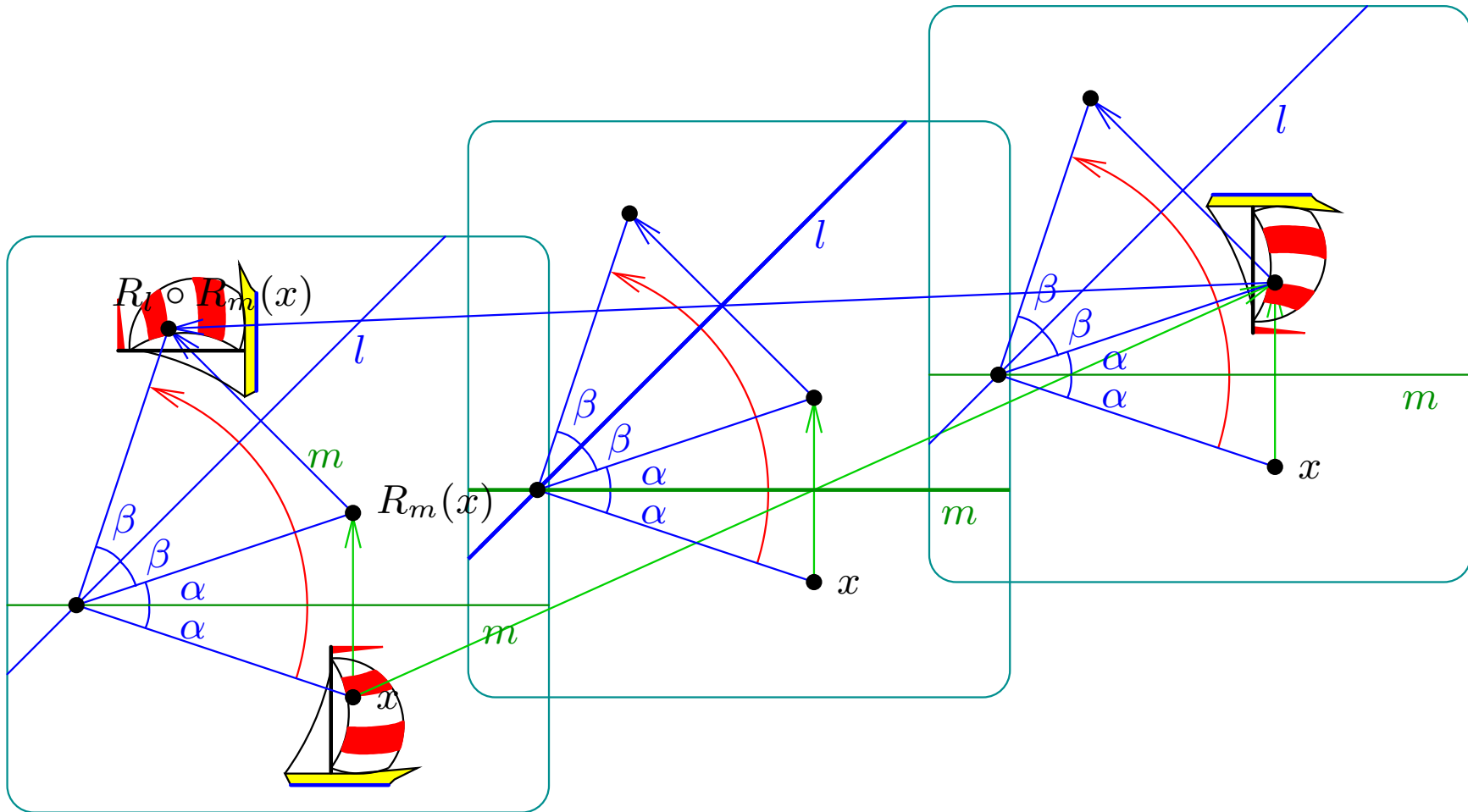
In the 3-space. Rotation



In the 3-space. Rotation

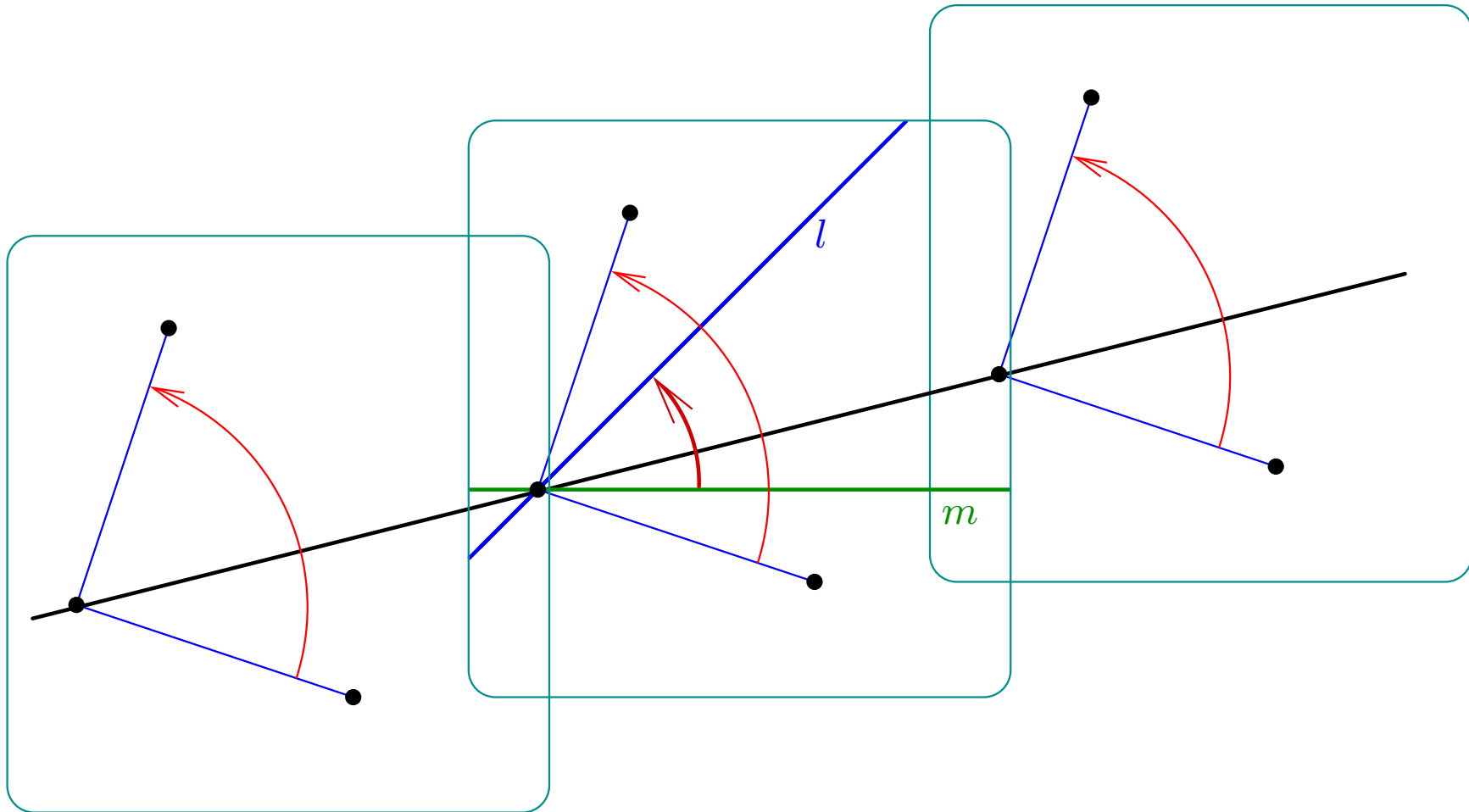


In the 3-space. Rotation



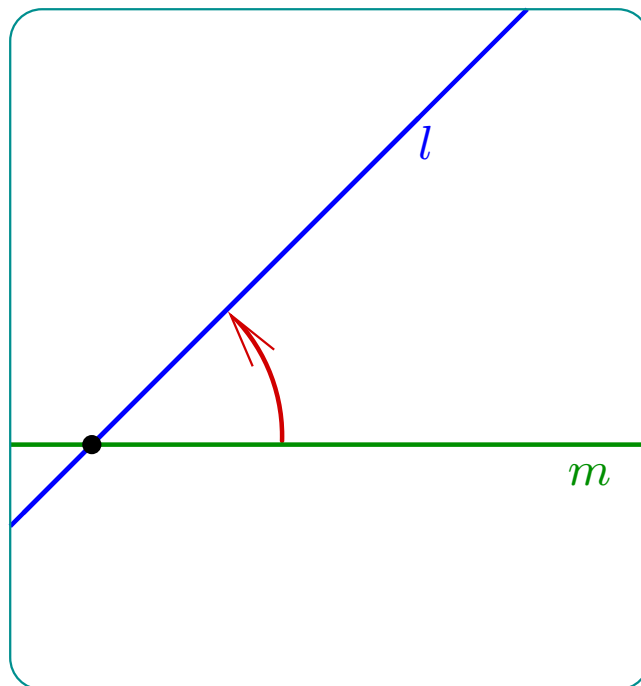
Everything like on the plane.

In the 3-space. Rotation



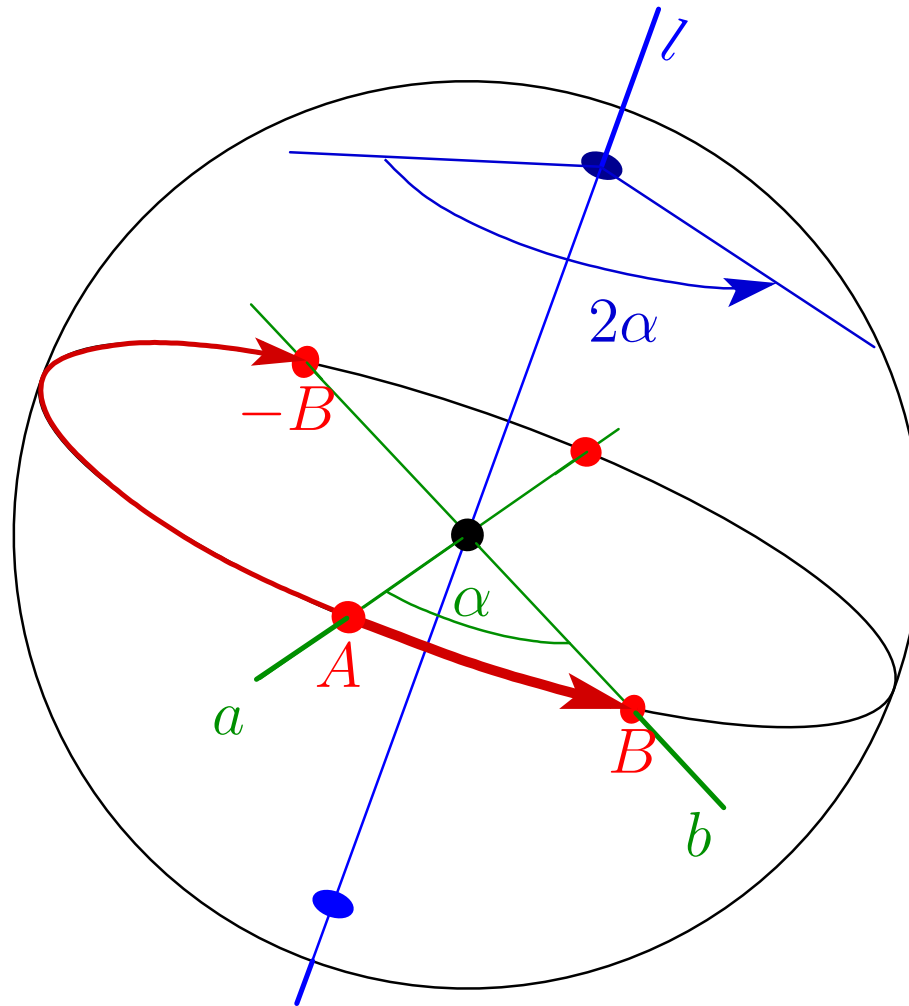
A decorated angle-arrow formed by two intersecting lines defines a rotation of the 3-space about the axis \perp to the plane of the lines.

In the 3-space. Rotation

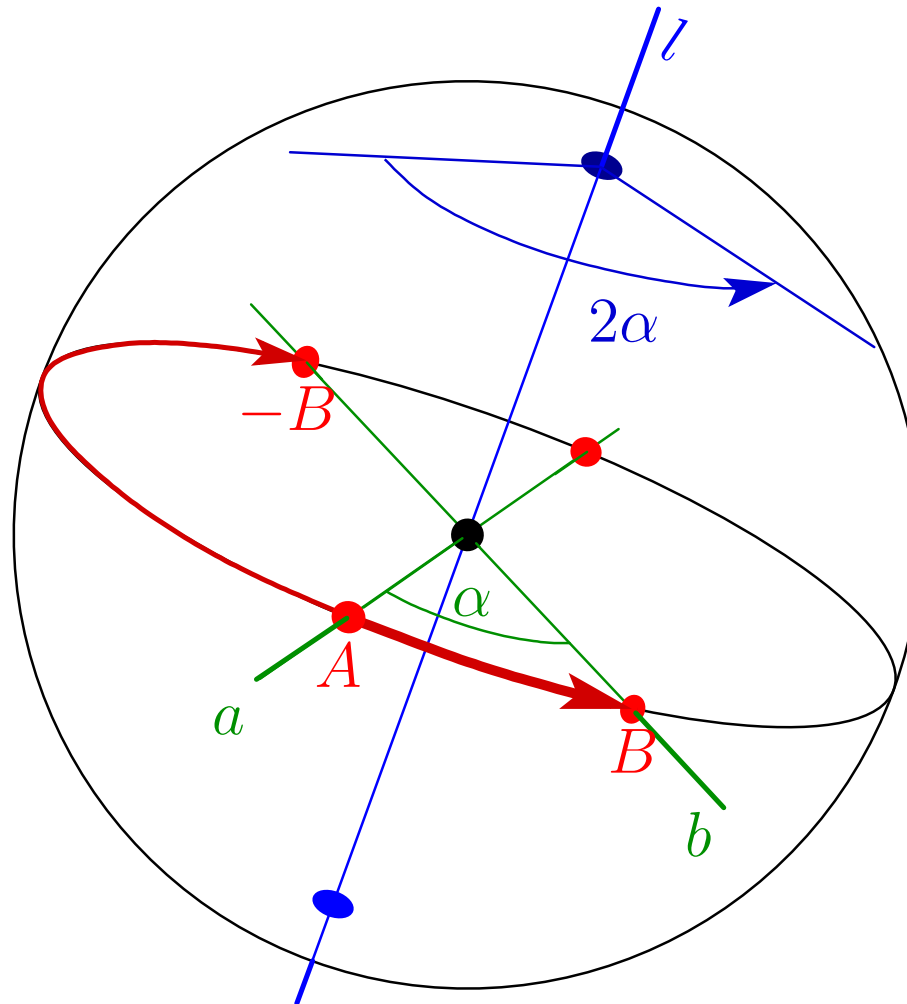


A decorated angle-arrow formed by two intersecting lines defines a rotation of the 3-space about the axis \perp to the plane of the lines.

Rotation of a sphere

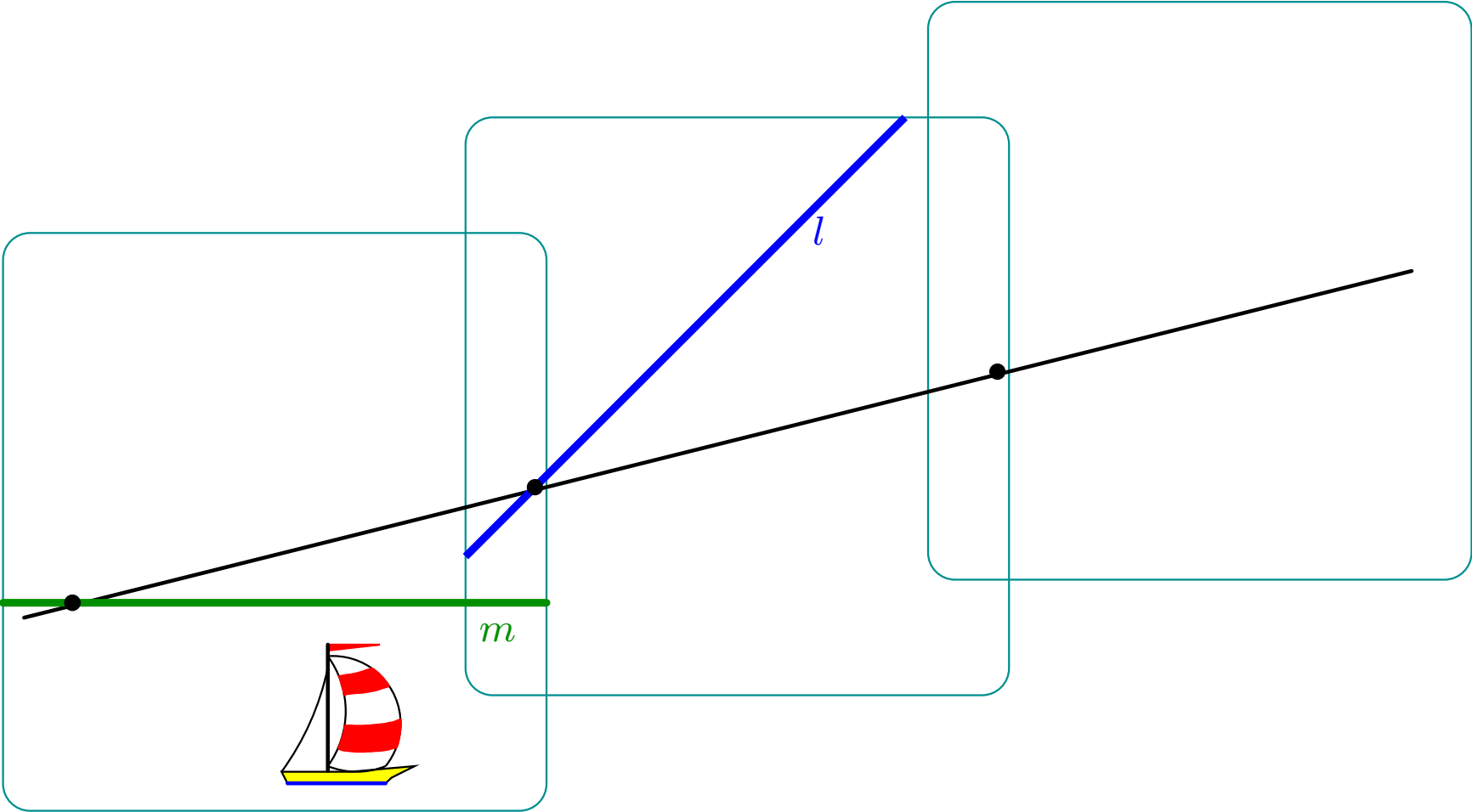


Rotation of a sphere

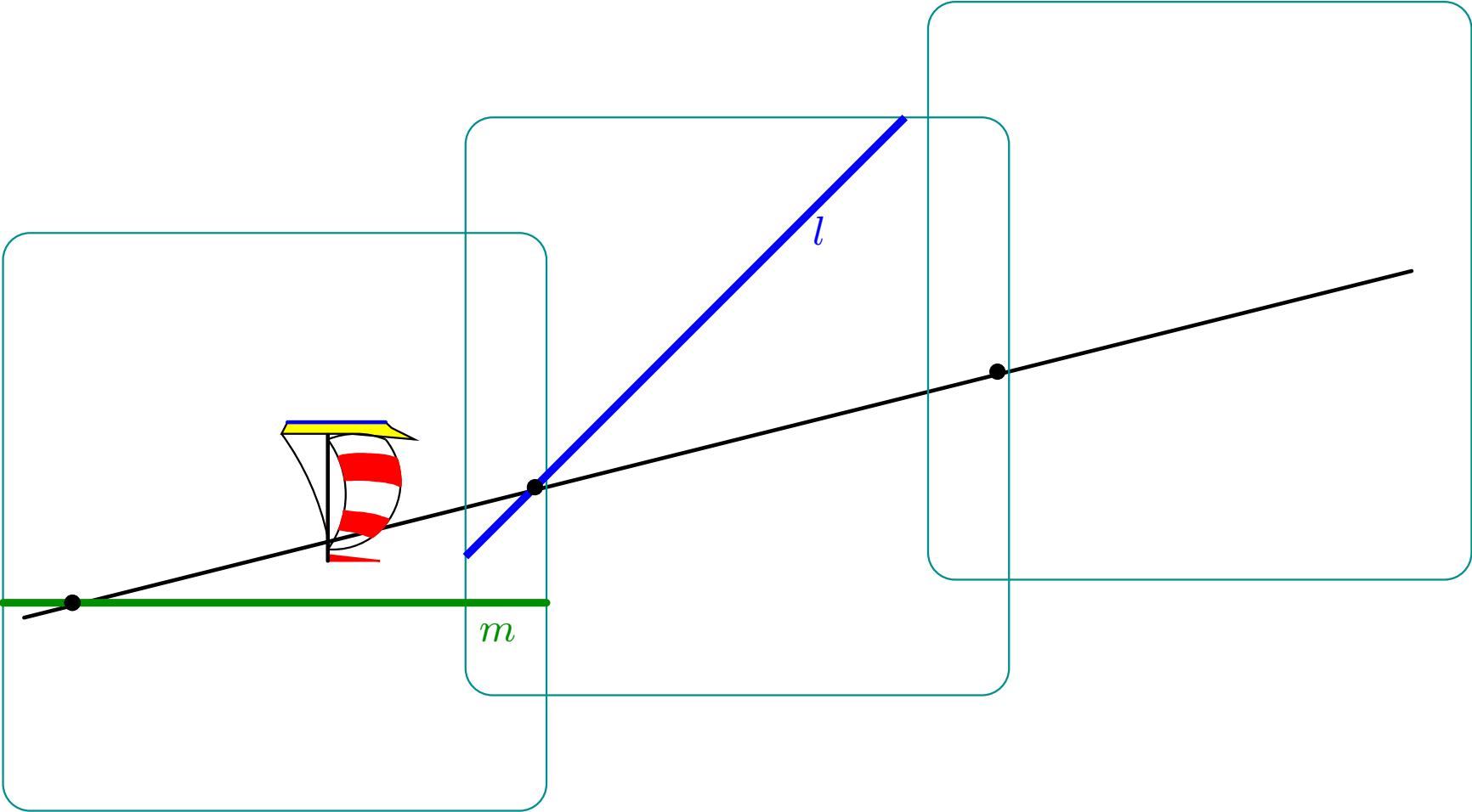


Great circle arrow versus angular displacement vector.

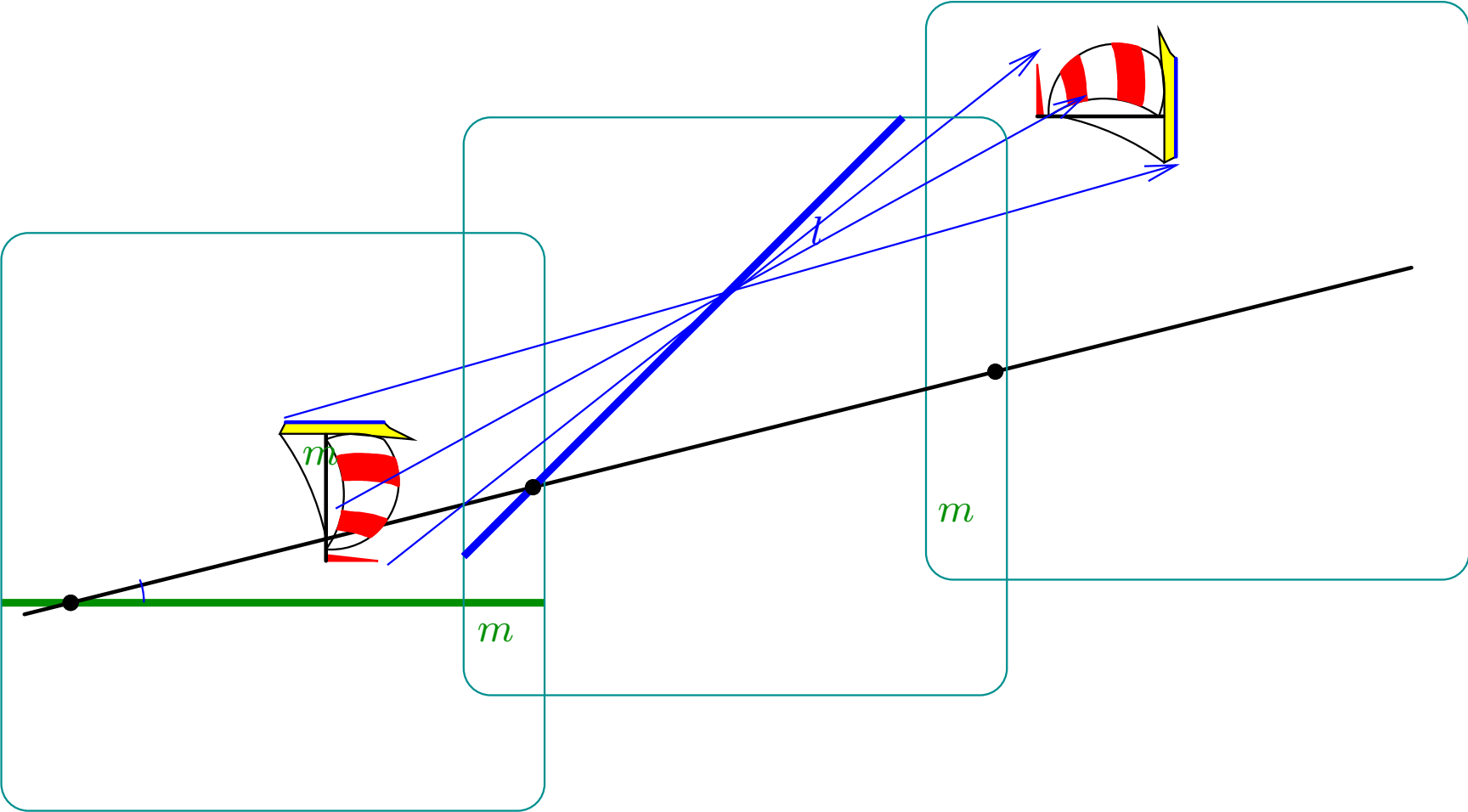
Screw displacement



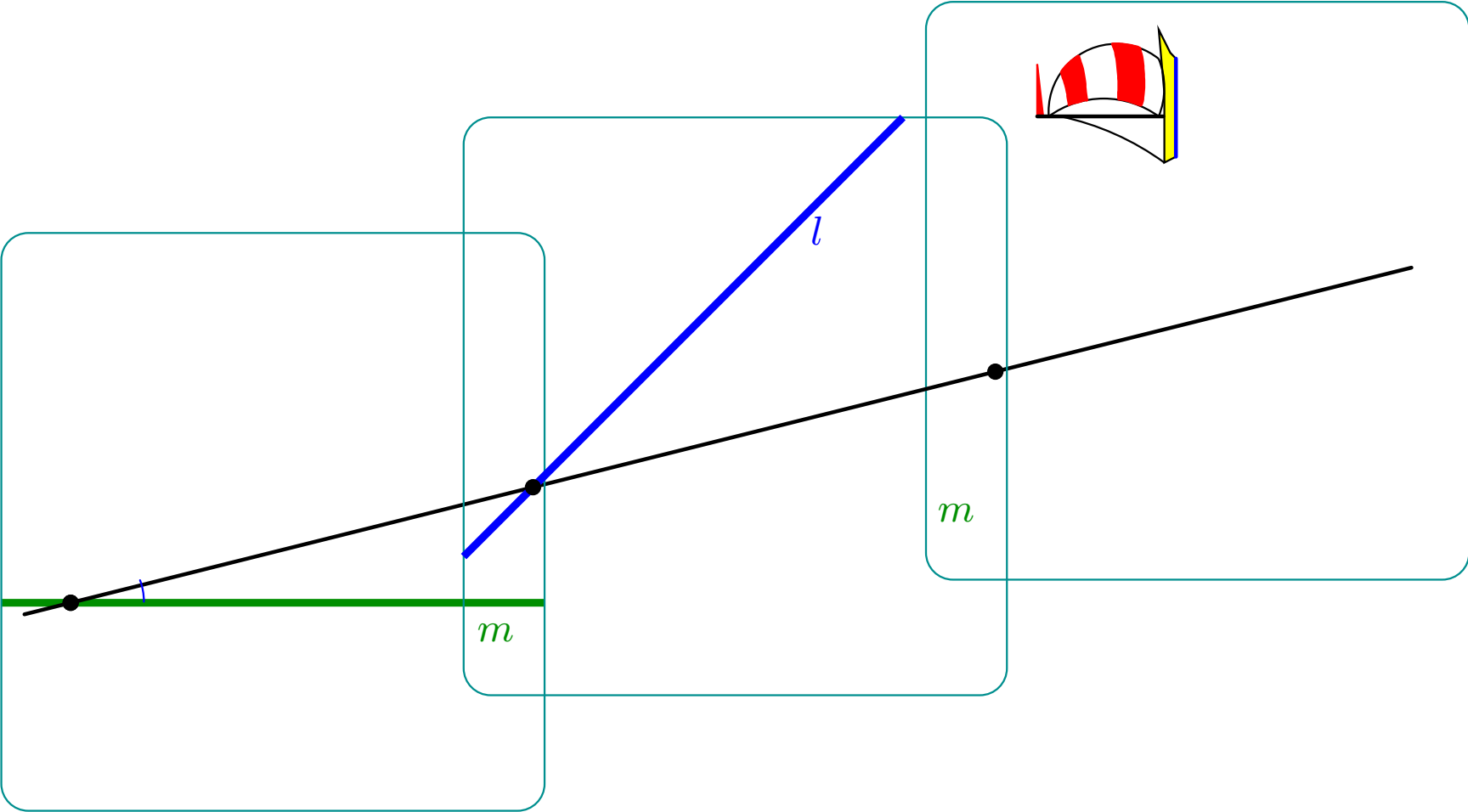
Screw displacement



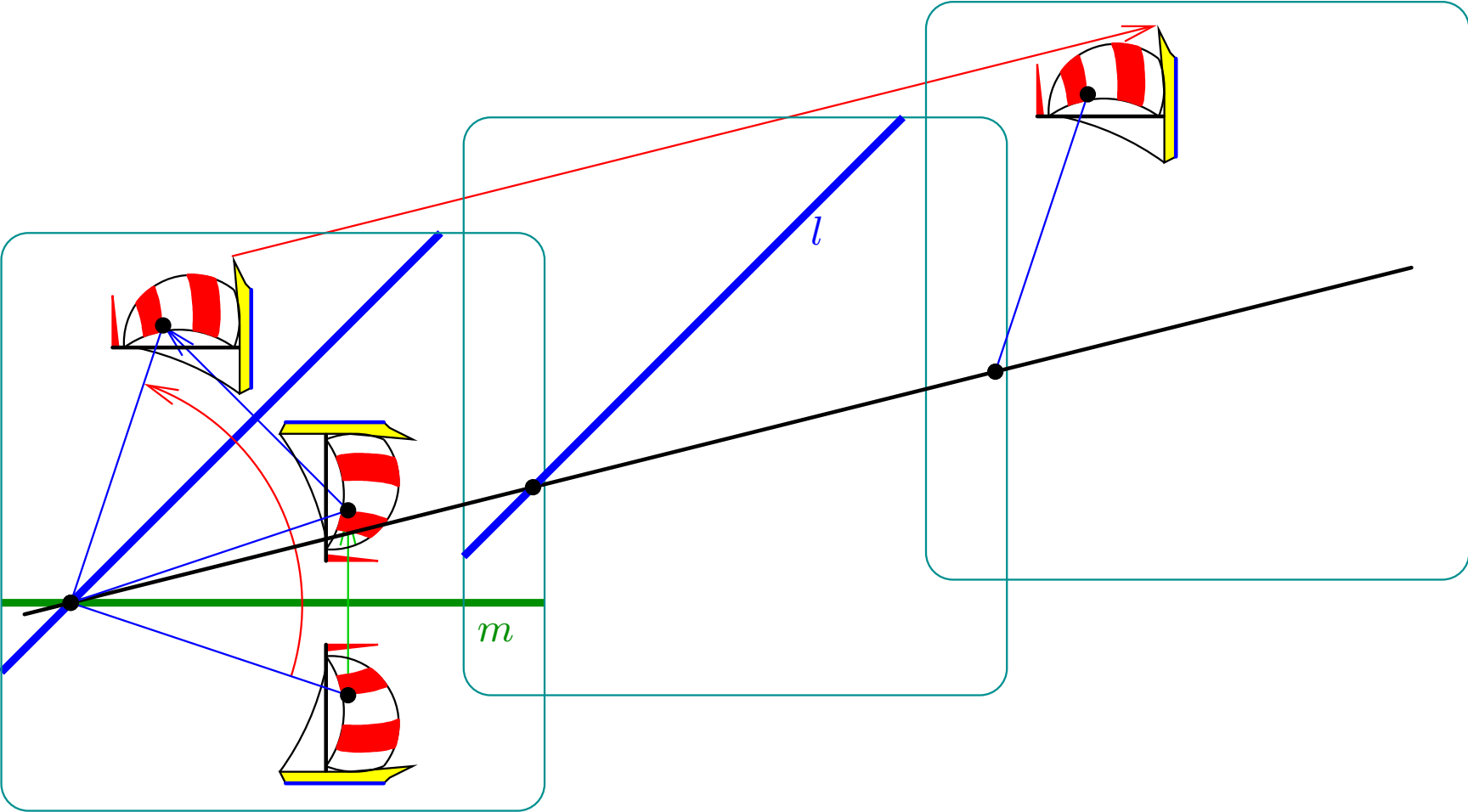
Screw displacement



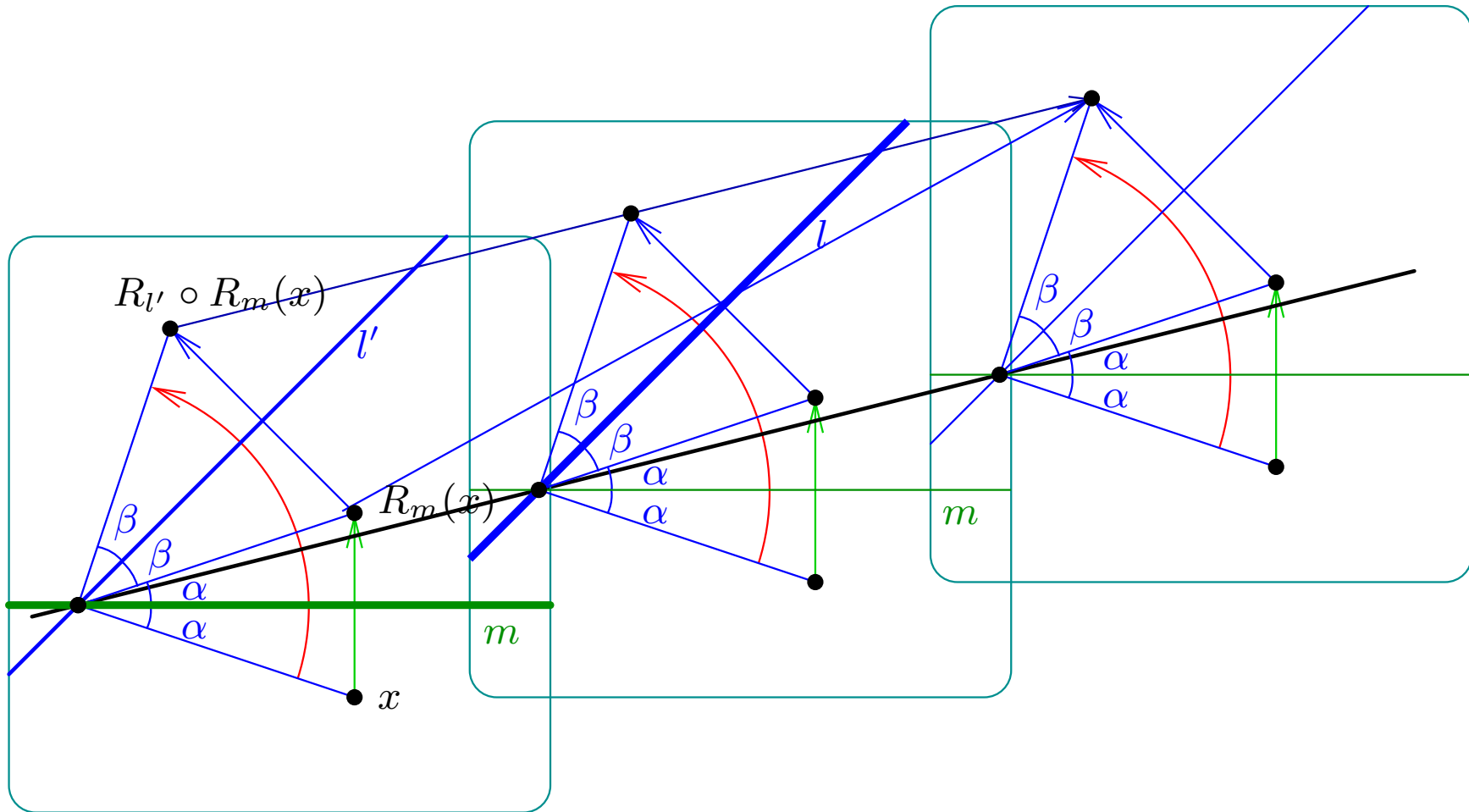
Screw displacement



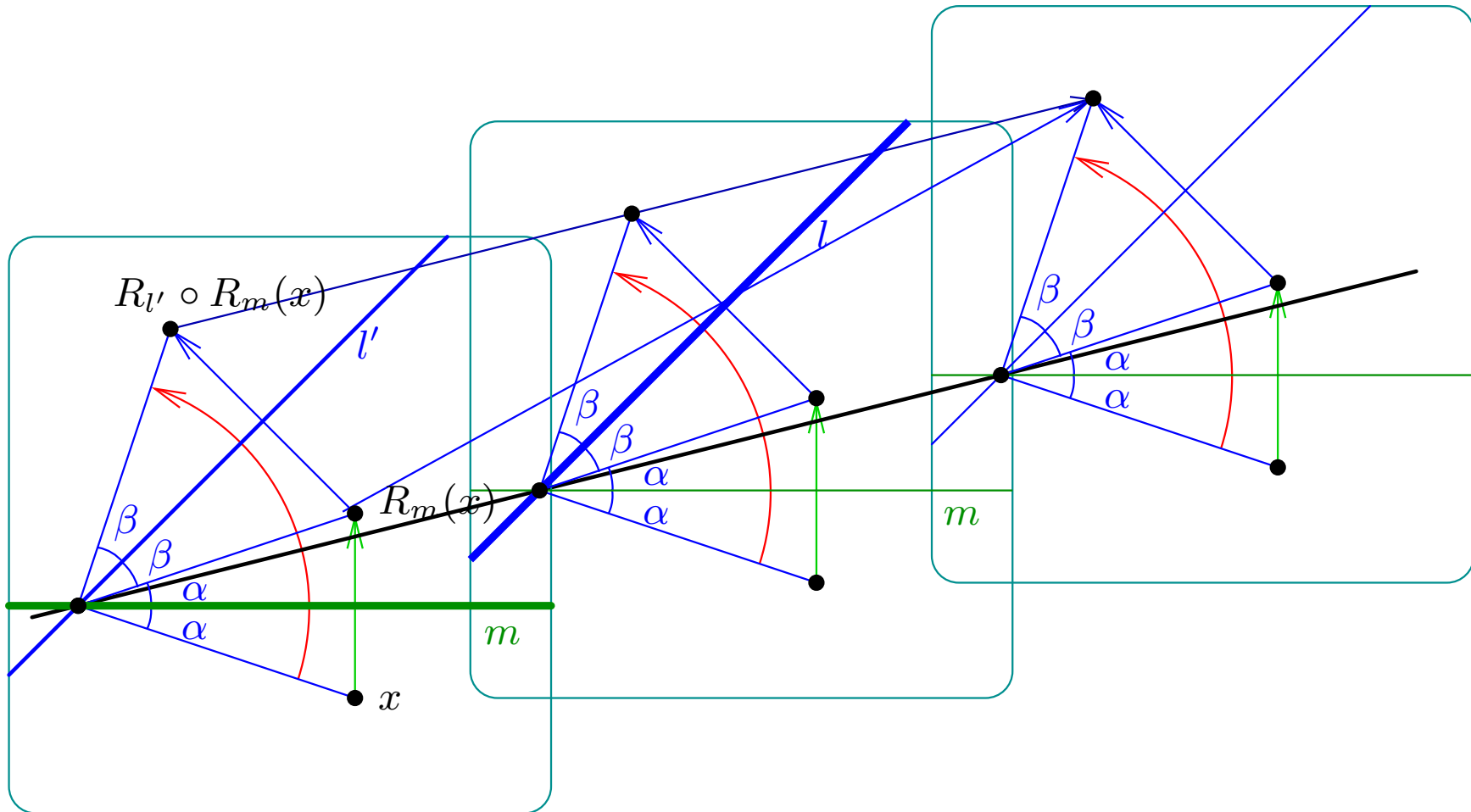
Screw displacement



Screw displacement

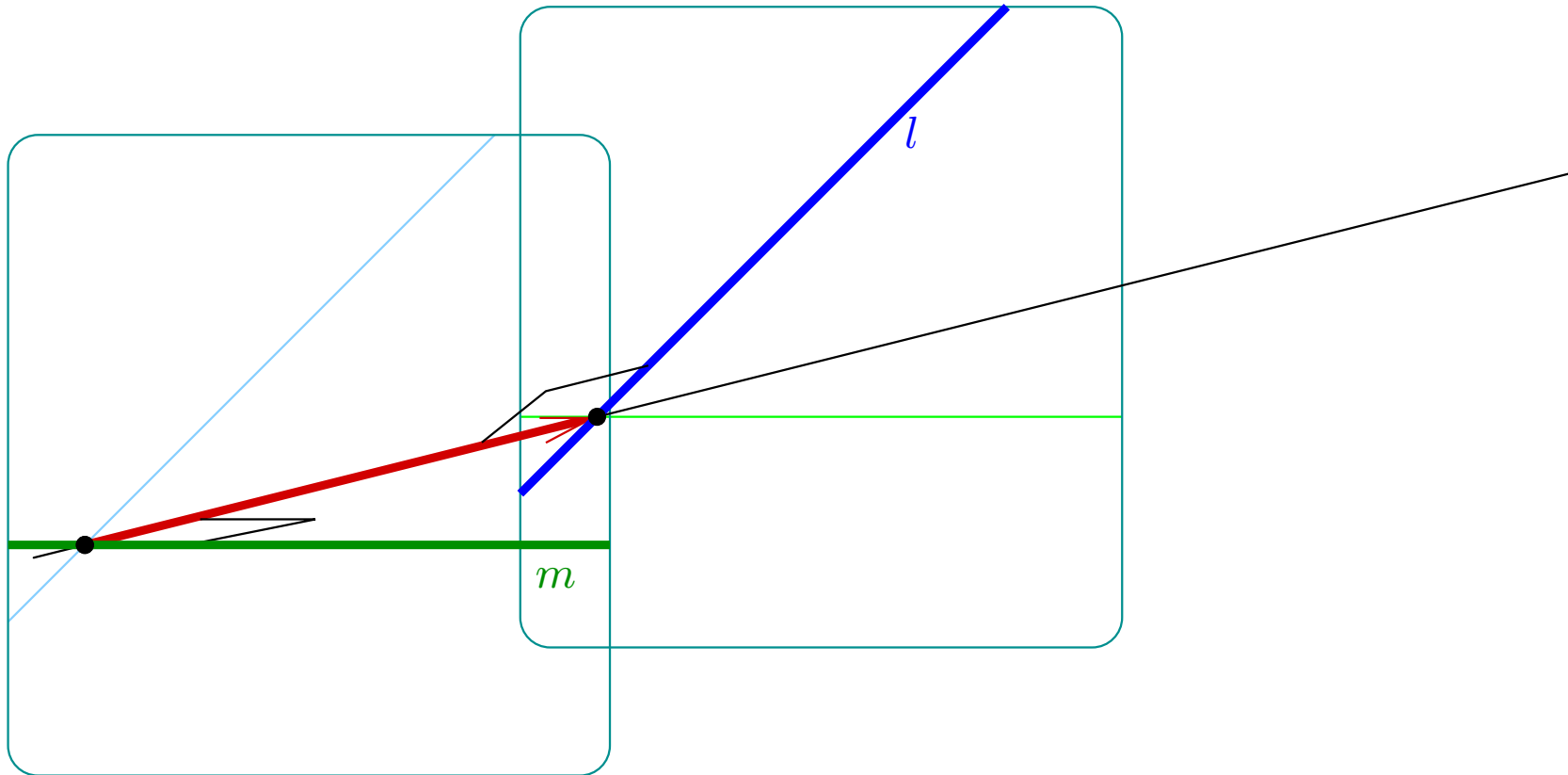


Screw displacement



A decorated arrow presenting a screw displacement is an arrow with two perpendicular lines at the end points skew to each other.

Screw displacement



A decorated arrow presenting a screw displacement is an arrow with two perpendicular lines at the end points skew to each other.

Head to tail for screws

Given two screw displacement, present them by decorated arrows.

Head to tail for screws

Given two screw displacement, present them by decorated arrows.

Find the common perpendicular for the lines of the arrows.

Head to tail for screws

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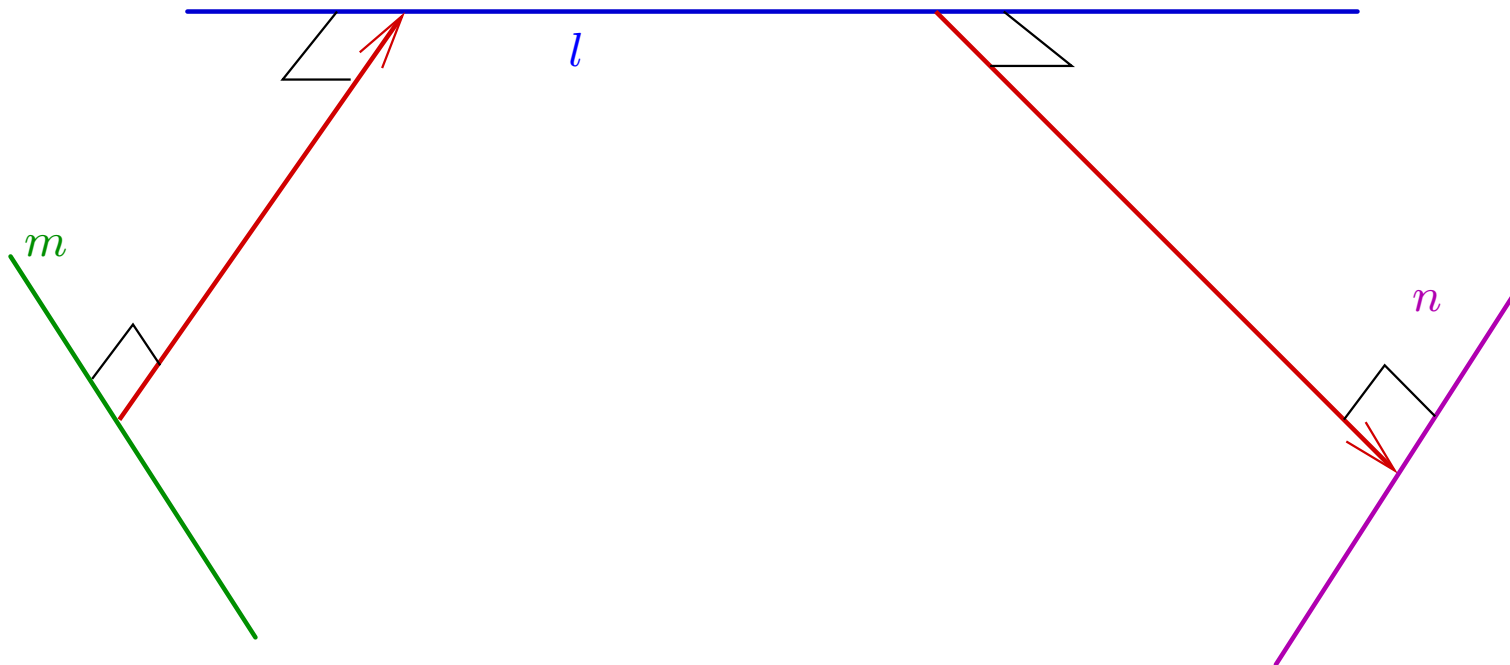
By gliding the arrows along their lines and rotating the decorations, make the head decorations of the first arrow coinciding with the tail decoration of the second arrow.

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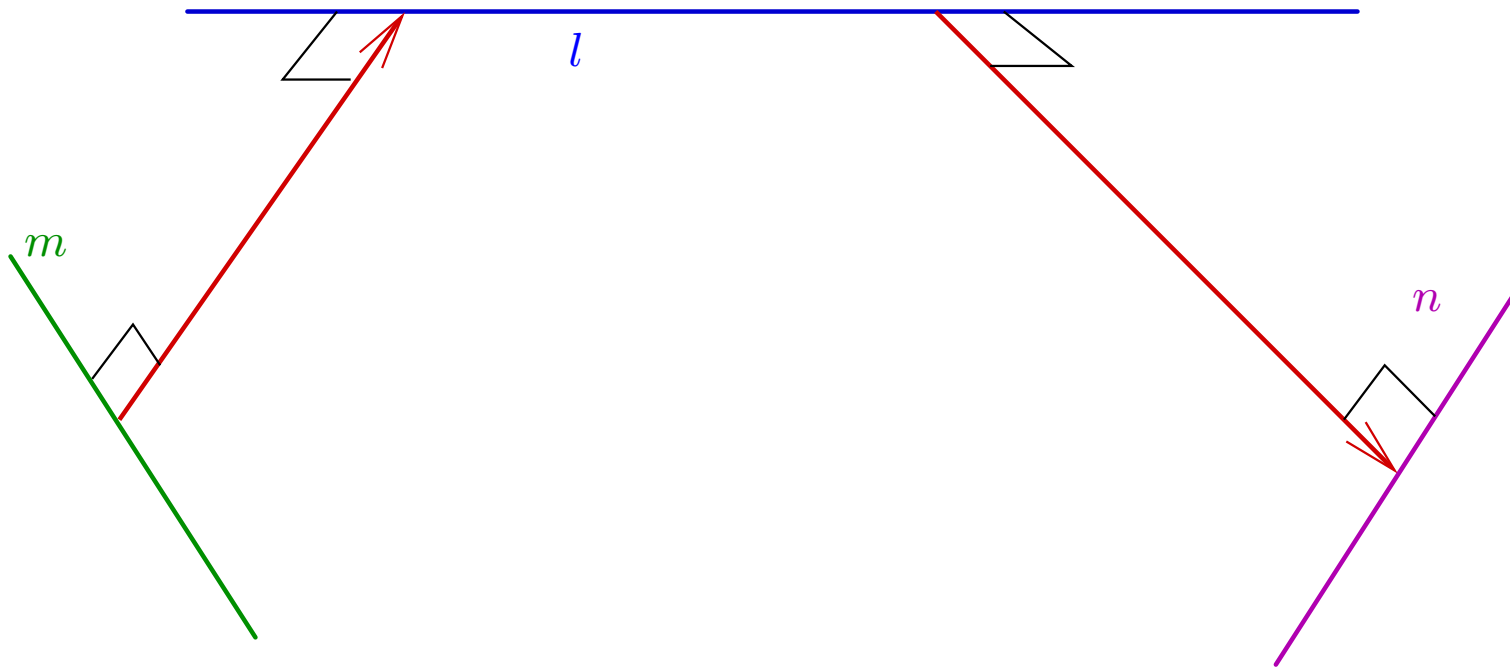


Head to tail for screws

Given two screw displacement, present them by decorated arrows.

Find the common perpendicular for the lines of the arrows.

Find common perpendicular for the tail decoration of the first arrow and head decoration of the second. Draw an arrow along it connecting the decorations.

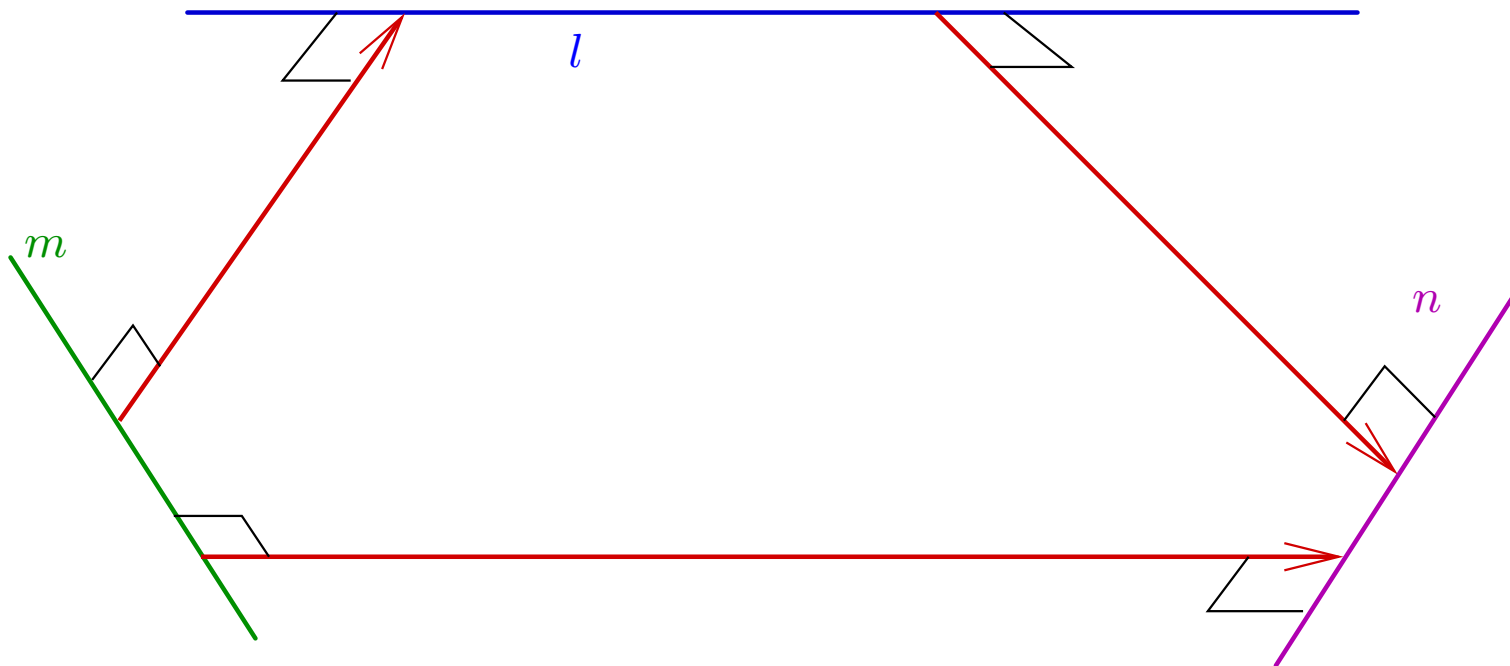


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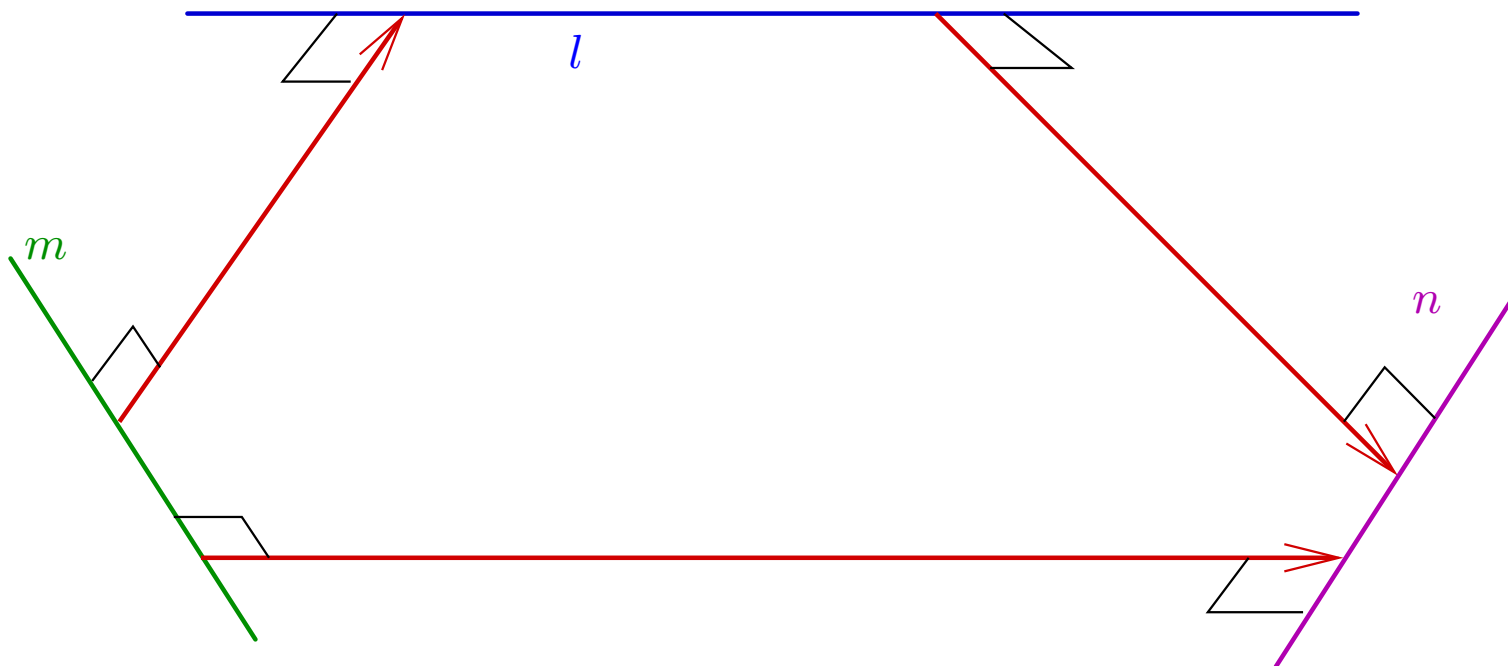


Head to tail for screws

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Find the common perpendicular for the lines of the arrows.

Find common perpendicular for the tail decoration of the first arrow and head decoration of the second. Draw an arrow along it connecting the decorations. Erase old arrows and their common decoration line.



Head to tail for screws

Given two screw displacement, present them by decorated arrows.

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Spin

Two-fold covering $Spin(n) \rightarrow SO(n)$.

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An element of $Spin(n)$ is an element T of $SO(n)$ together with a homotopy class of a path connecting id to T .

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If $T = R_A$, where A has codimension two, then the homotopy class of the path can be encoded in orientation of A .

Spin

Two-fold covering $Spin(n) \rightarrow SO(n)$.

An element of $Spin(n)$ is an element T of $SO(n)$ together with a homotopy class of a path connecting id to T .

If $T = R_A$, where A has codimension two, then the homotopy class of the path can be encoded in orientation of A .

$SO(n)$ is generated by reflections in codimension two subspaces.

In the 3-space

Types of decorated arrows = types of isometries.

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The identity map is presented by a decorated arrow consisting of two coinciding spaces with coinciding decorations.

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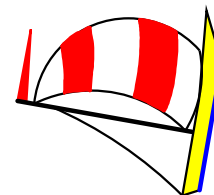
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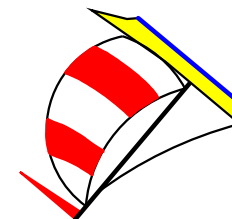
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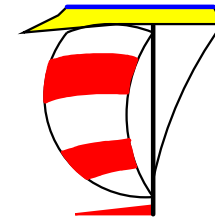
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