

### 3.5.1 Reflections and Glide Reflections

*The mathematical sciences particularly exhibit order, symmetry, and limitation; and these are the greatest forms of the beautiful.*

—  [Aristotle](#) (384–322 B.C.)

**Definition.** A reflection in a line  $l$  is a [transformation of a plane](#), denoted  $R_l$ , such that if  $X$  is on  $l$ , then  $R_l(X) = X$ , and if  $X$  is not on  $l$ , then  $R_l$  maps  $X$  to  $X'$  such that  $l$  is the [perpendicular bisector](#) of  $\overline{XX'}$ . The line  $l$  is called the *axis* of the reflection.

**Definition.** A glide reflection, denoted  $G_{PQ}$ , is the composition of the reflection with axis  $l = \overline{PQ}$  and the nonidentity [translation](#)  $T_{PQ}$ , i.e.  $G_{PQ} = R_l \circ T_{PQ}$ .

**Investigation Exercises.** Is each transformation an [isometry](#)? If yes, is it a direct or indirect isometry?

3.67. Draw a right triangle  $\triangle ABC$  with right angle at  $C$ . Accurately draw its image under each transformation.

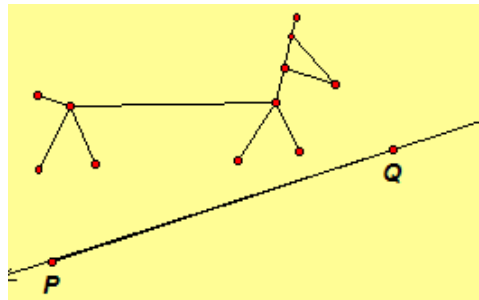
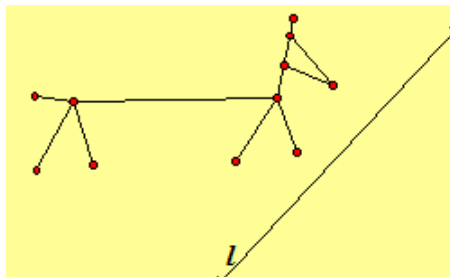
(a)  $R_l$  where  $l = \overline{AC}$

(b)  $R_l$  where  $l = \overline{BC}$

(c)  $G_{AC}$

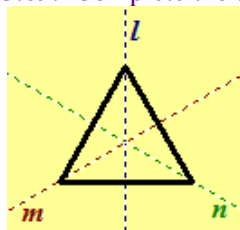
(d)  $G_{BC}$

3.68. Draw the image of each transformation (a)  $R_l$  (b)  $G_{PQ}$ .



**Click here to investigate** dynamic illustrations of the above diagrams with [GeoGebra](#) or [JavaSketchpad](#).

3.69. Complete the table of the compositions of [symmetries](#) for an equilateral triangle. An animation sketch is available for Geometers Sketchpad in [Geometers Sketchpad and GeoGebra Prepared Sketches and Scripts](#).

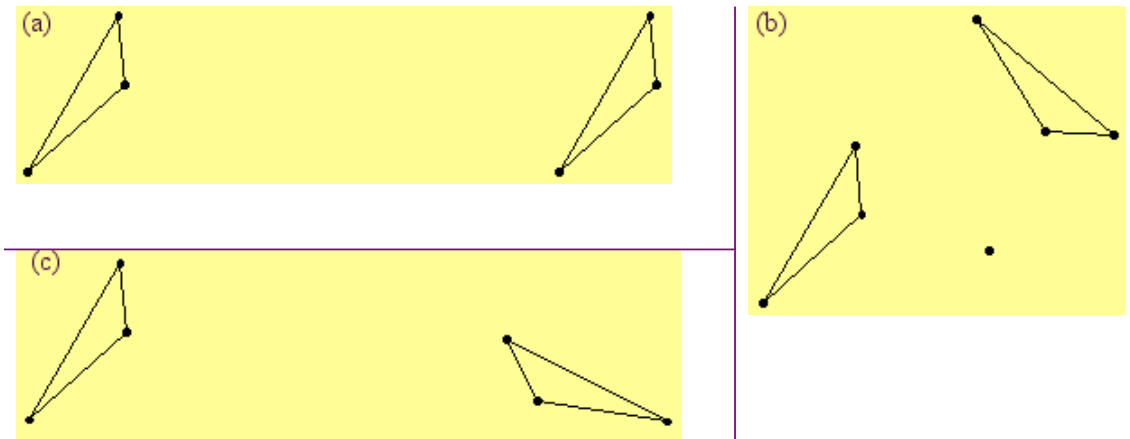


	$I = R_{O,0}$	$R_{O,120}$	$R_{O,240}$	$R_l$	$R_m$	$R_n$
$I = R_{O,0}$						
$R_{O,120}$						
$R_{O,240}$						
$R_l$						
$R_m$						
$R_n$						

Is the set of symmetries of an equilateral triangle a [group](#)? Explain.

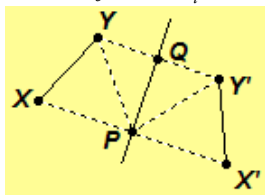
3.70. Complete a table of the compositions of the [symmetries](#) for a square. Is the set of symmetries of a square a [group](#)? Explain.

3.71. For each diagram, draw the axes of a composition of reflections that map one triangle onto the other triangle. What is the fewest number of axes of reflection that can be drawn?



**Theorem 3.19.** A reflection of a neutral plane is an [isometry](#).

*Proof.* Let  $R_l$  be a reflection of a neutral plane. Let  $X$  and  $Y$  be any two distinct points with  $X' = R_l(X)$  and  $Y' = R_l(Y)$ . We need to show  $XY = X'Y'$ . One of the following is true: (1)  $X$  and  $Y$  are on the same side of  $l$ . (2)  $X$  and  $Y$  are on opposite sides of  $l$ . (3) One of  $X$  and  $Y$  are on  $l$ . (4) Both  $X$  and  $Y$  are on  $l$ . We prove case 1 and leave the other cases as an exercise.



Assume  $X$  and  $Y$  are on the same side of  $l$ . By definition of the [reflection](#)  $R_l$ ,  $l$  is the [perpendicular bisector](#) of segments  $\overline{XX'}$  and  $\overline{YY'}$ . Hence, there are points  $P$  and  $Q$  on  $l$  such that  $\overline{XP} \cong \overline{X'P}$ ,  $\overline{YQ} \cong \overline{Y'Q}$ ,  $\angle YQP \cong \angle Y'QP$ , and  $\angle XPQ \cong \angle X'PQ$ . Thus, since  $\overline{PQ} \cong \overline{PQ}$ , we have  $\triangle YQP \cong \triangle Y'QP$  by [SAS](#). Hence,  $\overline{YP} \cong \overline{Y'P}$  and  $\angle YPQ \cong \angle Y'PQ$ . By angle subtraction,  $\angle XPY \cong \angle X'PY'$ . Hence, by SAS,  $\triangle XPY \cong \triangle X'PY'$ . Therefore, by the definition of congruent triangles and [congruent segments](#),  $XY = X'Y'$ . The proofs that  $XY = X'Y'$  for the other cases is left as an exercise. Hence the reflection  $R_l$  is an isometry.//

**Theorem 3.20.** The inverse of a reflection of a neutral plane is the reflection itself.

**Theorem 3.21.** Every point on the axis of reflection is [invariant](#) under a reflection of a neutral plane.

**Theorem 3.22.** All lines perpendicular to the axis of reflection are invariant under a reflection of a neutral plane.

**Theorem 3.23.** For any two distinct points  $X$  and  $Y$  in a neutral plane, there exists exactly one reflection that maps  $X$  to  $Y$ .

*Proof.* Let  $X$  and  $Y$  be two distinct points in a neutral plane. There exists a unique perpendicular bisector  $l$  of the segment  $\overline{XY}$ . Hence, by the definition of a reflection,  $R_l$  is the unique reflection that maps  $X$  to  $Y$ .//

**Theorem 3.24.** A glide reflection of a Euclidean plane is an isometry.

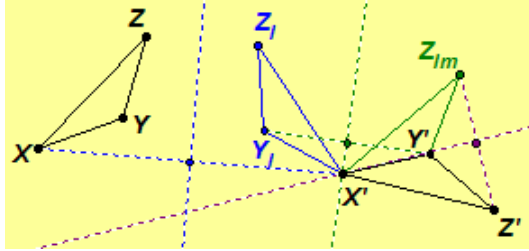
**Theorem 3.25.** The axis of a glide reflection is the only [invariant](#) line under a glide reflection of a Euclidean plane.

**Theorem 3.26.** A glide reflection of a Euclidean plane has no invariant points.

**Theorem 3.27.** Every isometry of a Euclidean plane is the composition of at most three reflections.  
 (For a dynamic diagram, [GeoGebra](#) or [JavaSketchpad](#).)



*Proof.* Let  $f$  be an isometry of a Euclidean plane, and let  $X, Y,$  and  $Z$  be any three noncollinear points. Further, let  $X' = f(X), Y' = f(Y),$  and  $Z' = f(Z)$ . By [Corollary 3.10](#), we only need to find a composition of three



reflections that maps  $X, Y,$  and  $Z$  to  $X', Y',$  and  $Z'$ , respectively. If  $X$  and  $X'$  are distinct, then by [Theorem 3.23](#) there is a unique reflection  $R_l$  that maps  $X$  to  $X'$ . Let  $Y_l = R_l(Y)$  and  $Z_l = R_l(Z)$ . Similarly, if  $Y_l$  and  $Y'$  are distinct, there is a unique reflection  $R_m$  that maps  $Y_l$  to  $Y'$ . Since  $f$  and  $R_l$  are isometries,  $X'Y' = XY = X'Y_l$ . Hence,  $X'$  is on line  $m$  the perpendicular bisector of  $\overline{Y_l Y'}$  and  $X' = R_m(X')$ . Thus, the composition  $R_m \circ R_l$  maps  $X$  to  $X', Y$  to  $Y',$  and  $Z$  to some point  $Z_{lm}$ . As before, if  $Z_{lm}$  and  $Z'$  are distinct, there is a unique reflection  $R_n$  that maps  $Z_{lm}$  to  $Z'$ . Since  $f, R_l,$  and  $R_m$  are isometries,  $X'Z' = XZ = X'Z_l = X'Z_{lm}$  and  $Y'Z' = YZ = Y_l Z_l = Y'Z_{lm}$ . Hence,  $X'$  and  $Y'$  are on line  $n$  the perpendicular bisector of  $\overline{Z_l Z_{lm}}, X' = R_n(X')$  and  $Y' = R_n(Y')$ . Thus, the composition  $R_n \circ R_m \circ R_l$  maps  $X$  to  $X', Y$  to  $Y',$  and  $Z$  to  $Z'$ . If  $X = X', Y_l = Y',$  or  $Z_{lm} = Z',$  then omit  $R_l, R_m,$  or  $R_n,$  respectively, from the composition. By [Theorem 3.20](#), the identity transformation is the composition of a reflection with itself. Therefore, every isometry of a Euclidean plane is the composition of no more than three reflections.//

**Theorem 3.28.** Every isometry of a Euclidean plane is a translation, rotation, reflection, or glide reflection.

**Exercise 3.72.** Repeat Exercise 3.71 by following the method given by the proof of [Theorem 3.27](#).

**Exercise 3.73.** Complete the proof of [Theorem 3.19](#) for the other cases.

**Exercise 3.74.** Prove [Theorem 3.20](#).

**Exercise 3.75.** Prove [Theorem 3.21](#).

**Exercise 3.76.** Prove [Theorem 3.22](#).

**Exercise 3.77.** Prove [Theorem 3.24](#).

**Exercise 3.78.** Prove [Theorem 3.25](#).

**Exercise 3.79.** Prove [Theorem 3.26](#).

[3.4.2 Model - Affine Translations and Rotations](#)



[3.5.2 Model - Affine Reflection and Glide](#)

Reflection

Ch. 3 Transformational TOC

Table of Contents

Timothy Peil

Mathematics Dept.

MSU Moorhead

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