

Math 3305 Chapter 3, Sections 3.4 and 3.5 script


Let's look more closely at similar figures and how to create them in a plane.

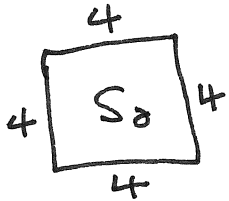
Given a polygon G and a scale factor S , you may create a second polygon H by transforming G into H with a DILATION or a Similarity Transform. Dilations are a proper subset of Similarity Transforms that include a vantage point from which the dilation occurs along emanating vectors and Similarity Transforms are usually along vectors too but can happen on a vertex of the original polygon.

Now suppose G goes to H ($G \rightarrow H$) with scale factor S . Then H can go back to G with scale factor $1/S$. Now let's look at the perimeter of G : P_g and the area of G : A_g . It turns out that these are factors of the perimeter and area of H .

$$P_h = S P_g \quad \text{and} \quad A_h = S^2 A_g$$

Let's look at squares:

S_1 has perimeter 4 and Area 1 squared. $(S = 4)$  $P = 4$
 $A = 1$



$$P = 4(1) + 4(1) + 4(1) + 4(1)$$

$$= 4(4) \quad \cong \underline{P_4}$$

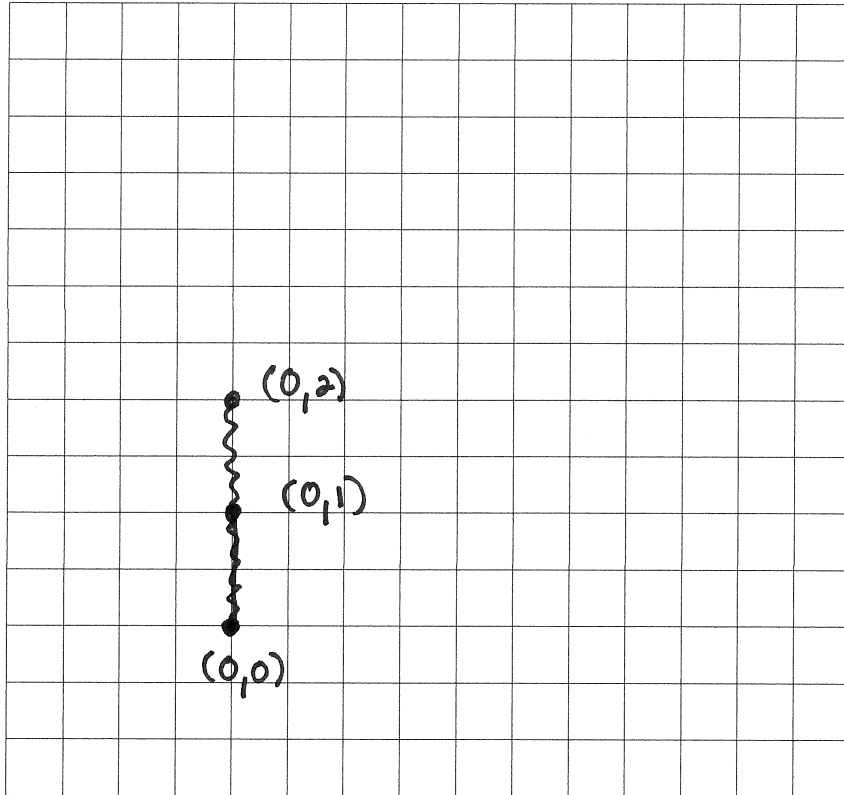
$$A = 4 \cdot 1 \times 4 \cdot 1 = 4 \cdot 1^2$$

$$\cong \underline{A_4}$$

Notation for Similarity Transforms

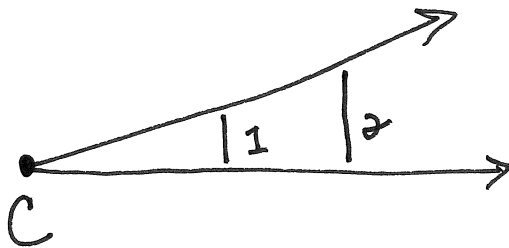
$S(3, \text{Point } A)$ means similarity transform by a factor of 3 about Point A in most books. This is handy notation when you don't have point coordinates to work with. Also $F(sx, sy)$ gives similarity transforms in the Cartesian Plane when you do have point coordinates to work with.

Let's look at a line segment from $(0,0)$ to $(0,1)$. Let's dilate it by a factor of 2 about the Origin. $S(2, \text{Origin})$ or $F(2x, 2y)$.



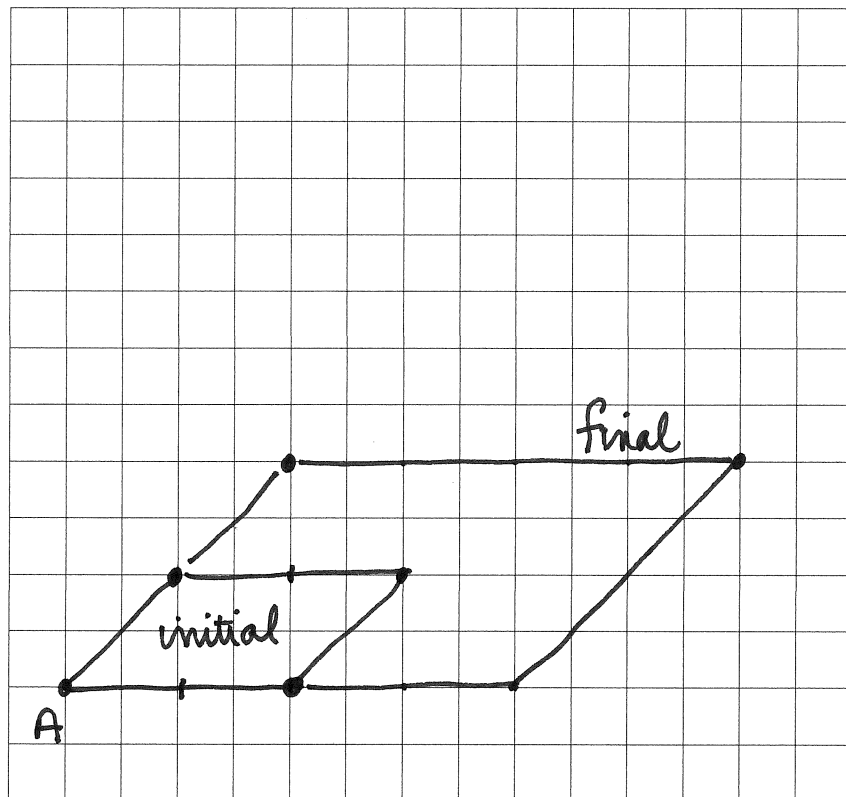
<i>initial</i>		<i>final</i>
$(0,0)$	$\xrightarrow{\times 2}$	$(0,0)$
$(0,1)$	$\xrightarrow{\times 2}$	$(0,2)$

If I dilate about a point C by a scale factor of 2: $S(2, C)$. Let's look at that:



$\sqrt{2}$

Now let's up the ante and use a parallelogram. I'll make it's legs measure $\sqrt{2}$ and the bases measure 2. And I'll label the bottom left corner A. And the measure of angle A is 45 degrees. Next I'll dilate it by a factor of 2 about A.



Popper 3.4 Question 1

S(5,B) means dilate the polygon by a scale factor of 5 about Point B.

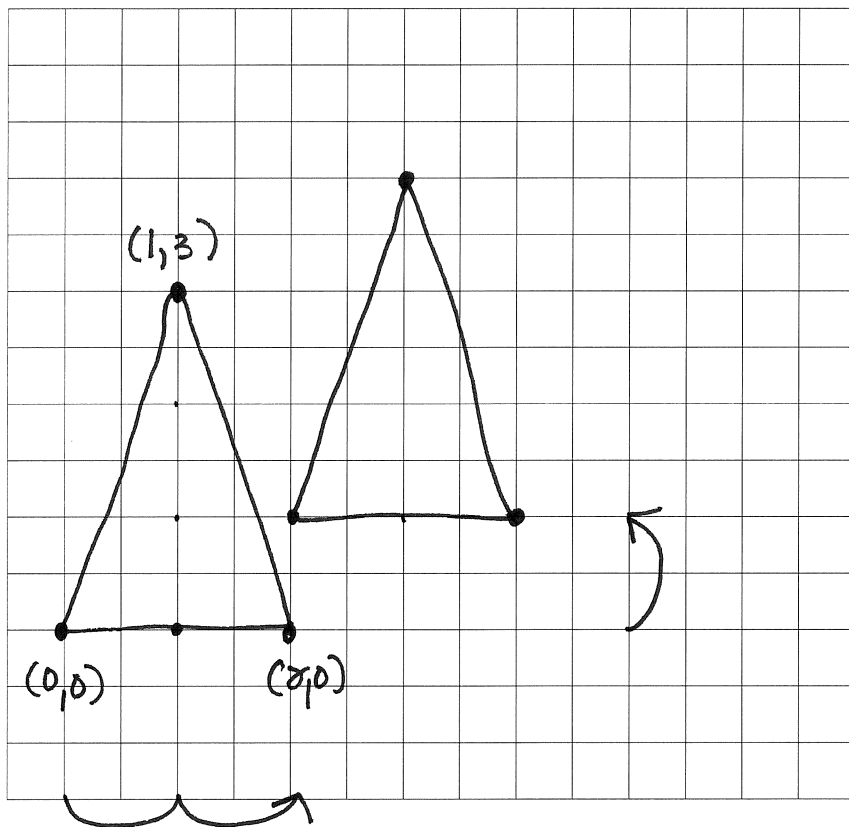
- A. True
- B. False

Now let's look at MOVING polygons and here, only with coordinates.

Let's pick a triangle with vertices at $(0,0)$, $(2,0)$ and $(1,3)$. Suppose I want to move it 1 up and 2 over to the right.

The instructions for this are $F(x + 2, y + 1)$ Let's make a table of this

$(0,0) \rightarrow (2, 1)$ $(2,0) \rightarrow (4, 1)$ $(1,3) \rightarrow (3, 2)$



Popper 3.4 Question 2

To move right 1 rewrite $F(x,y)$ as $F(x - 1, y)$.

- A. True
- B. False

So function notation is pretty handy. How about a dilation plus moving the object?

Let's take a checkmark and dilate it by two, go 2 down and 1 left. Take a minute and think about how you'd write out those instructions!

Ok dilate it by two, go 2 down and 1 left.

Dilate by 2: $F(2x, 2y)$

2 down: $F(2x, 2y - 1)$

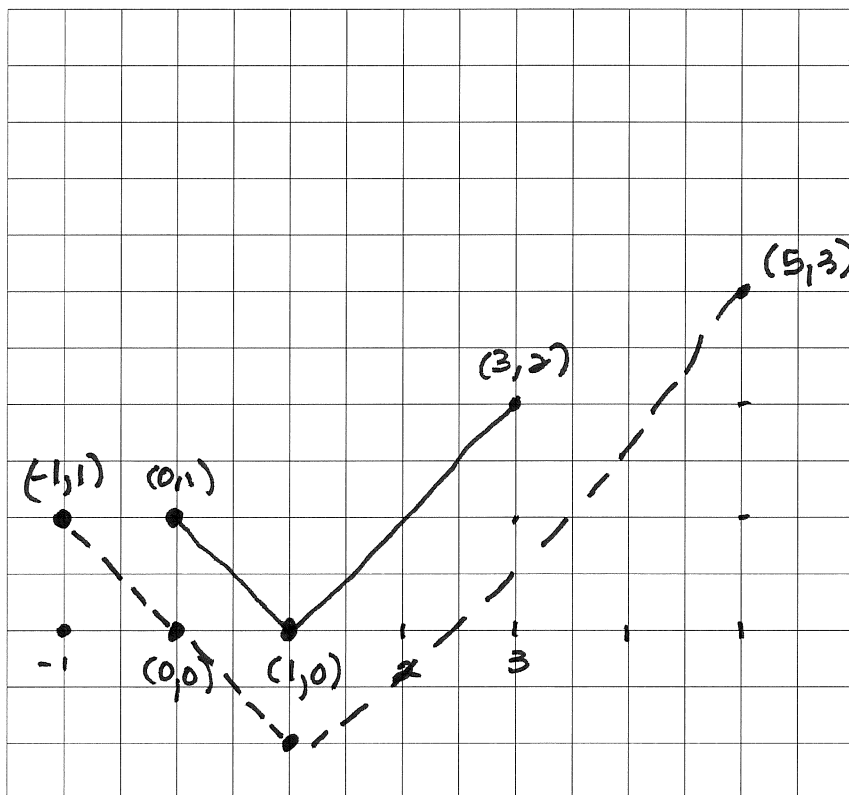
1 left: $F(2x - 1, 2y - 1)$. Done!

Since we are going down and left, put our checkmark in the upper right!

Points:

Transformed points:

Go!

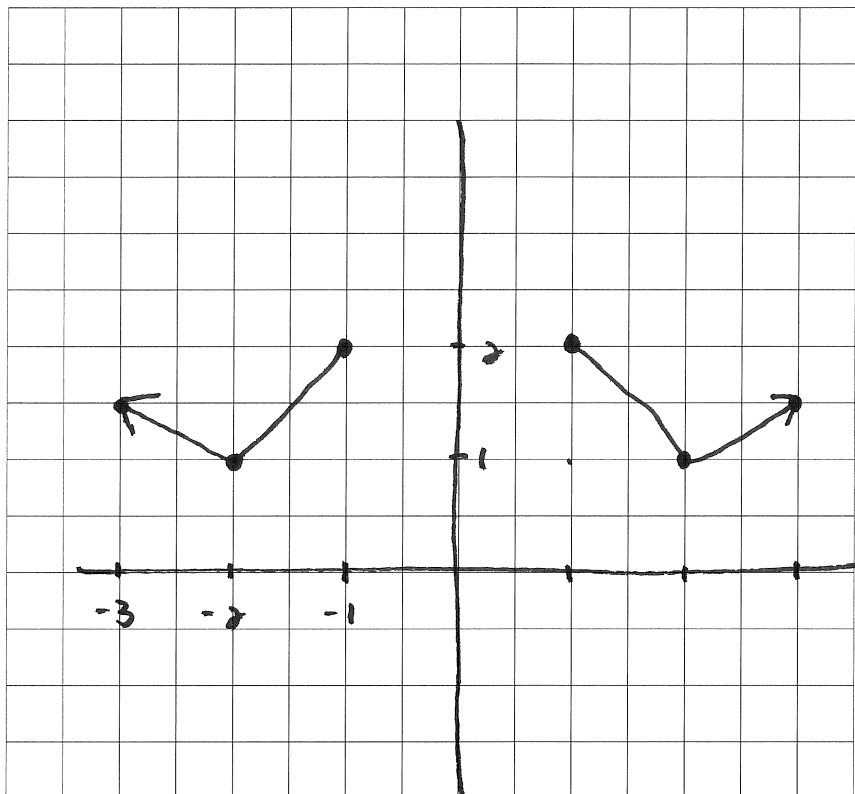


$(0,1)$	$(-1,1)$
$(1,0)$	$(1,-1)$
$(3,2)$	$(5,3)$
—	- - - -

dilation plus
moving left &
down

Ok now, how about $F(-x, y)$ and $F(x, -y)$?

$$\bar{F}(-x, y)$$

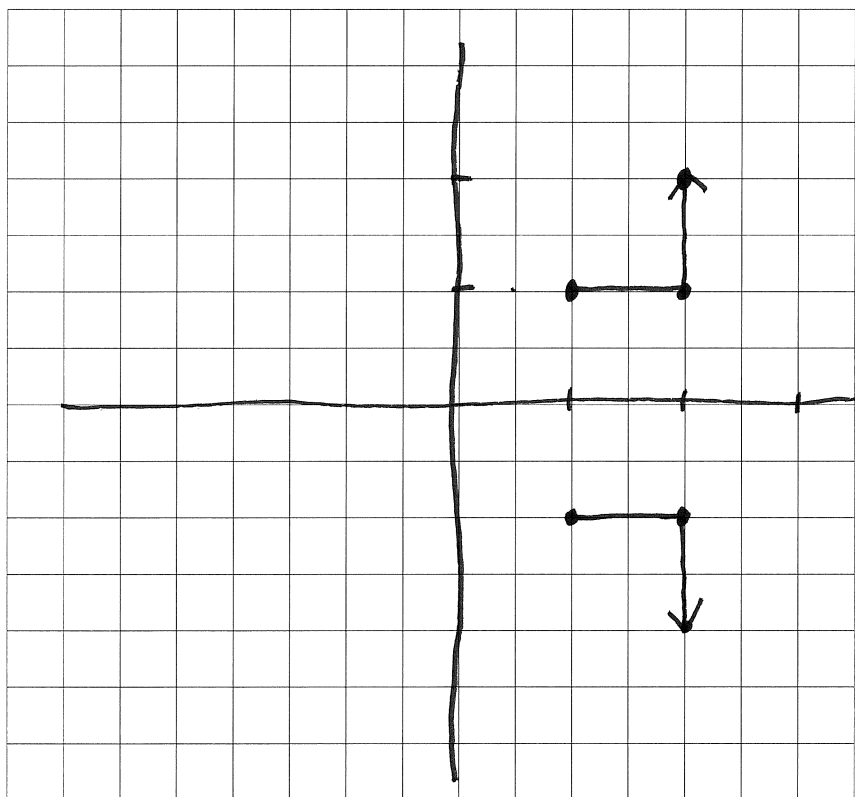
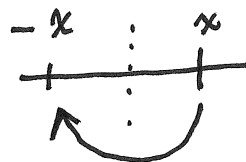


$$\begin{array}{ll} (1, 2) & (-1, 2) \\ (2, 1) & (-2, 1) \\ (3, 1.5) & (-3, 1.5) \\ - & \end{array}$$

reflect about y axis

$$Q1 \rightarrow Q2$$

$$Q4 \rightarrow Q3$$



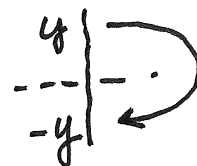
$$F(x, -y)$$

$$\begin{array}{ll} (1, 1) & (1, -1) \\ (2, 1) & (2, -1) \\ (2, 2) & (2, -2) \end{array}$$

reflect about the x axis

$$Q1 \rightarrow Q4$$

$$Q2 \rightarrow Q3$$



★ Popper 3.4 Question 3

Which of the following is reflect about the y-axis?

A. $F(-x,y)$

B. $F(x,-y)$

★ Popper 3.4 Question 4

Which of the following is a dilation and a slide to the left?

A. $F(3x+1, 2y)$

B. $F(2x-2, 3y)$

Ok now let's talk wrapping it up.

In 3.5 you learn that you can find similar volumes for similar figures using S^3 so be sure to skim that section.

In Chapter 4 we'll look at Transformations again, but the other 4 that are not Similarity Transforms, they are called Isometries.

Homework 3.4 #2 and #6

Review problems: #2, #12, #14 (R^2 is the usual plane),

#18, #26, #28

Popper 3.4 4 questions. No essays!