

Reflection and Rotation groups in Ordinary Space

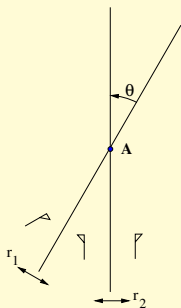
Barry Monson (UNB)
Summer School on Symmetries of Combinatorial Structures
Cuernavaca, July, 2012

(supported in part by the NSERC of Canada)

Isometries in the Euclidean plane \mathbb{E}^2

In the plane \mathbb{E}^2 , the product of reflections r_1, r_2 (in intersecting lines) is

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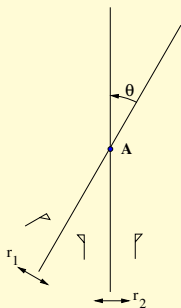


$r_1 r_2 =$ rotation through angle 2θ about centre A

- compose mappings *left-to-right*
- the rotation $r_1 r_2$ has finite period q if $\theta = \pi/q$, so usually period $= \infty$.
- reflections reverse orientation; determinant $= -1$
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- in space \mathbb{E}^3 $r_1 r_2$ is still a rotation (but now with a linear axis) Why?
- think of the action in a plane perpendicular to the two planar mirrors for r_1 and r_2

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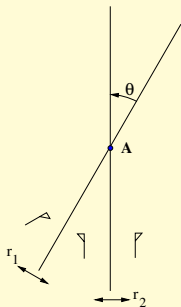


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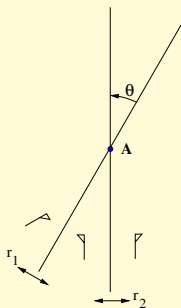


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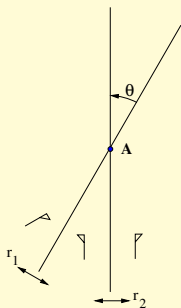


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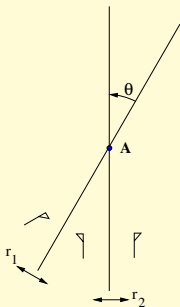


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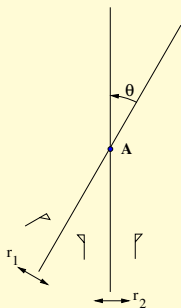


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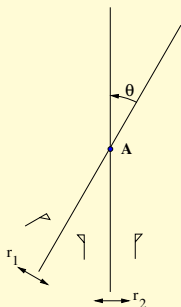


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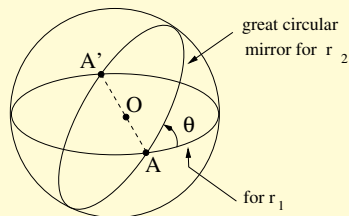


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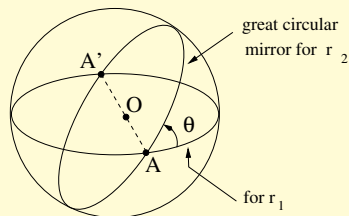
mirrors in \mathbb{E}^3 will intersect in some point O so we can follow the action in a unit sphere S^2 centred at O .



- mirrors become *great circles*
- for sure $r_1 r_2$ is a rotation through 2θ at centre A .
- but if we see angle θ from mirror 1 to mirror 2 at A (looking from outside the sphere) then we see $-\theta$ at the *antipode* A'

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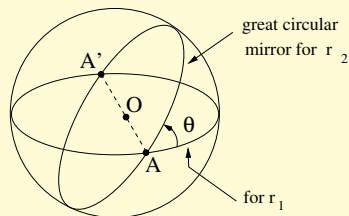
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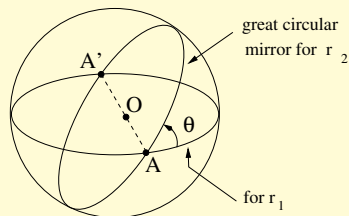
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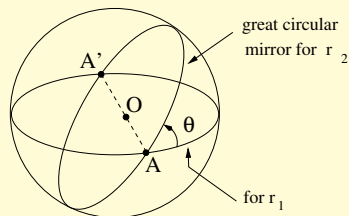
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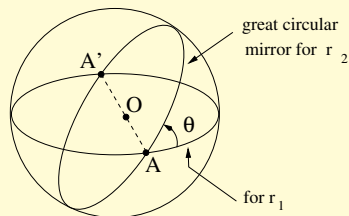
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Reflection groups G

Let G be any finite *group generated by reflections* in \mathbb{E}^3 .

Familiar examples: symmetry group G of a Platonic solid

Algebraic Properties of G :

- the map

$$\begin{aligned} G &\rightarrow \{\pm 1\} \\ g &\mapsto \det(g) \end{aligned}$$

is a homomorphism.

- The kernel G^+ contains all products of an even number of reflections. G^+ has index 2 in G .
- In \mathbb{E}^3 these kernel symmetries are all rotations, including identity 1.
- the other coset contains all reflections and usually other symmetries, namely *rotatory reflections* = 'spherical glides'.

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Geometric Properties of G :

- any point $P \in \mathbb{E}^3$ has a finite G -orbit
- but $O =$ centroid of that orbit is G -fixed.
- so can use unit sphere \mathbb{S}^2 centred at O
- the mirrors of all reflections in G pass through O and subdivide \mathbb{E}^3 into various 'conical regions' all sharing the apex O and each bounded by certain mirrors
- we can manufacture a *kaleidoscope* by lining one such region with real physical mirrors
- the cones subdivide \mathbb{S}^2 into spherical polygons.

The cube is typical ...

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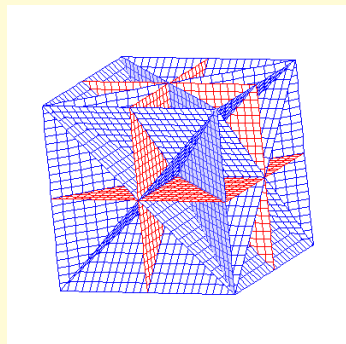
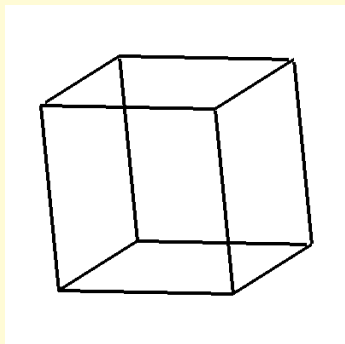
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The cube $\{4, 3\}$ and its group $G = [4, 3]$

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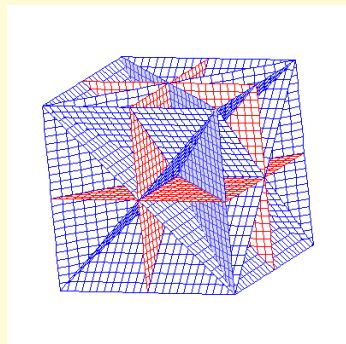
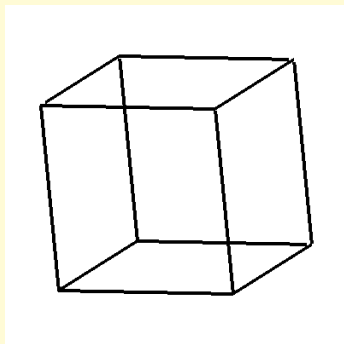


Schläfli symbol = $\{4, 3\}$ means all *facets* are squares $\{4\}$, and all *vertex-figures* are equilateral triangles $\{3\}$ (simply put, vertices have degree 3)

The cube has 9 mirrors of symmetry
3 red (parallel to facets)
6 blue (through opp. edge pairs)

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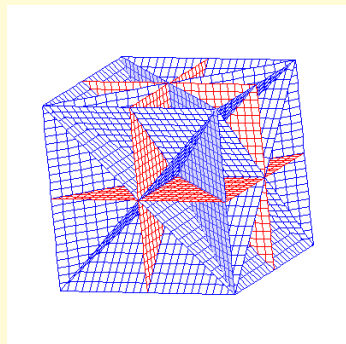
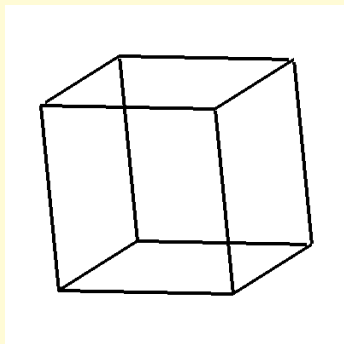


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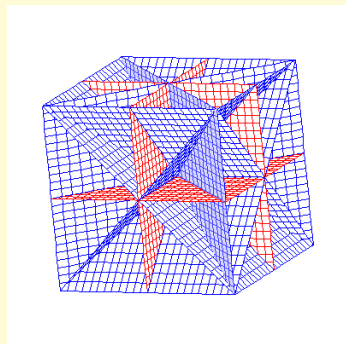
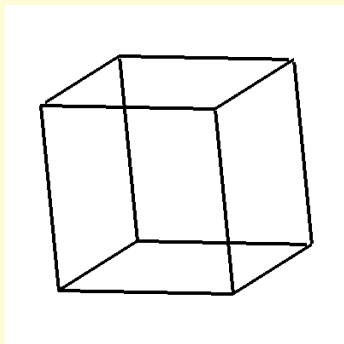


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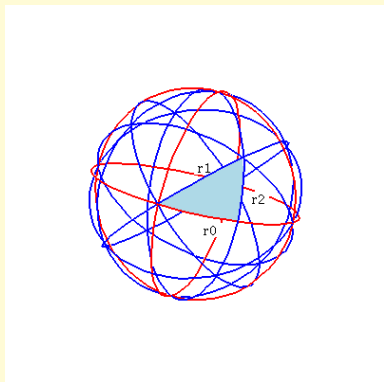
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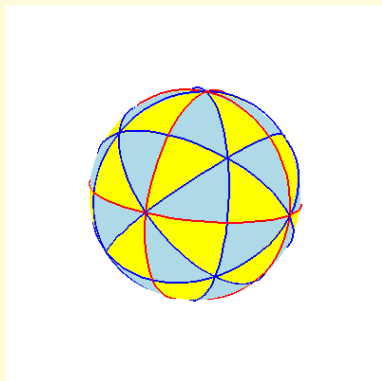
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Here's what we see on the sphere S^2

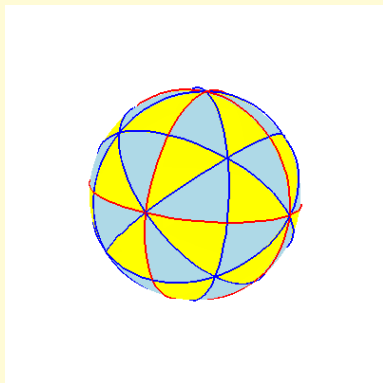
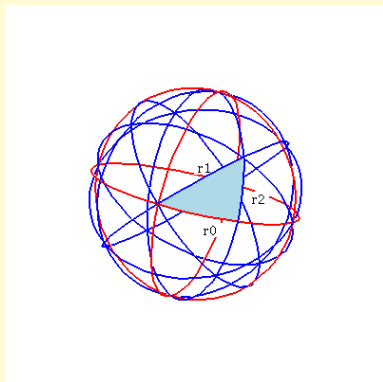


Pick one 'base' cone. It meets the sphere in a *base spherical triangle* with angles $\frac{\pi}{4}, \frac{\pi}{3}, \frac{\pi}{2}$. It does look like a 'flag'.



The whole sphere is tiled by 48 such triangles. The order of group G must equal 48.

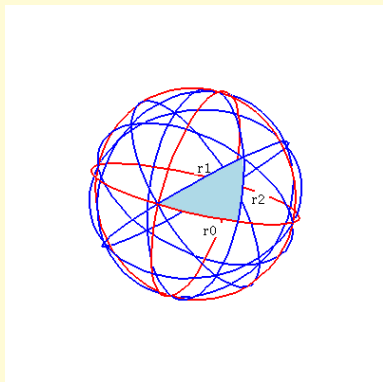
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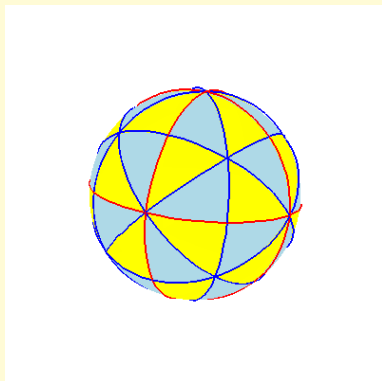
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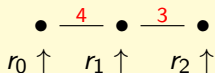
What's going on? $G = [4, 3]$ is a typical reflection group...

Pick a base spherical triangle K . Let r_0, r_1, r_2 be reflections in the (extended) sides of K . Thus $r_j^2 = (r_0 r_1)^4 = (r_1 r_2)^3 = (r_0 r_2)^2 = 1$ which we encode in this **Coxeter diagram**:



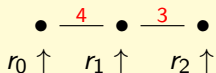
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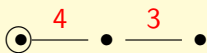


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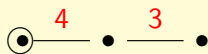
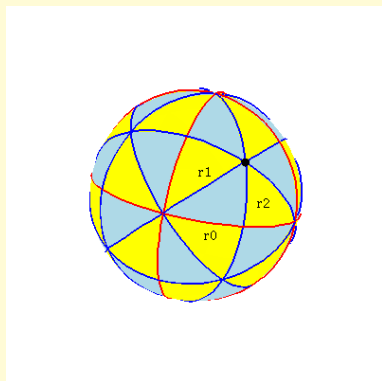


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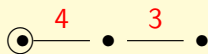
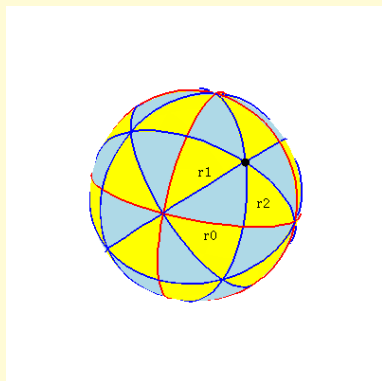
to summarize *Wythoff's construction* for a regular or Archimedean polyhedron whose symmetry group is G ($= [4, 3]$ in this example).

Wythoff's construction



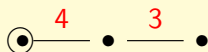
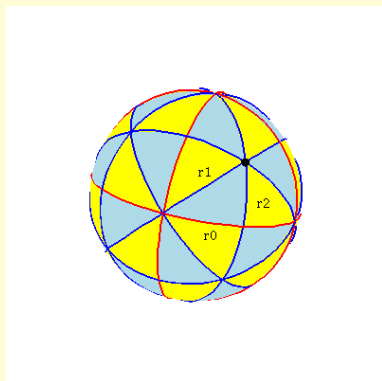
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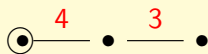
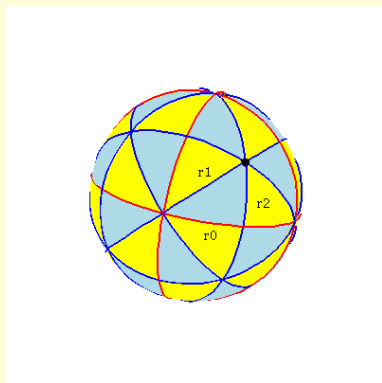
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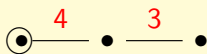
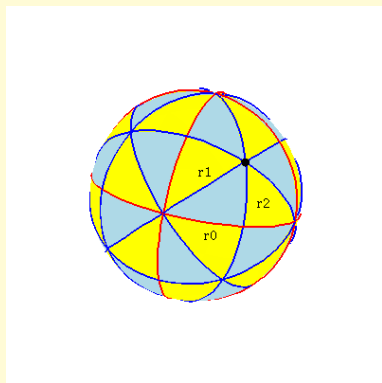
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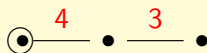
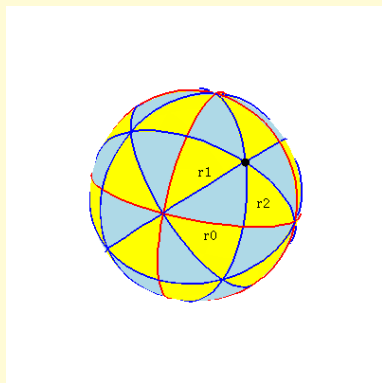
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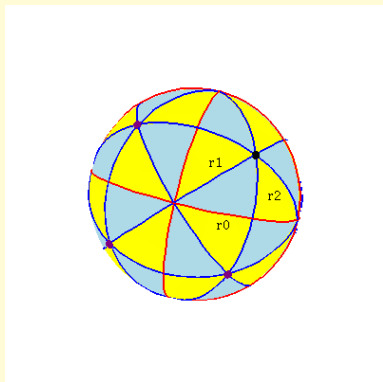
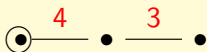
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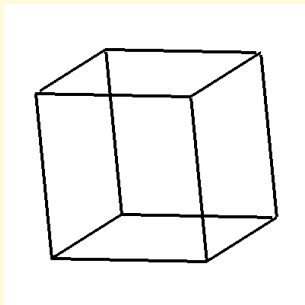
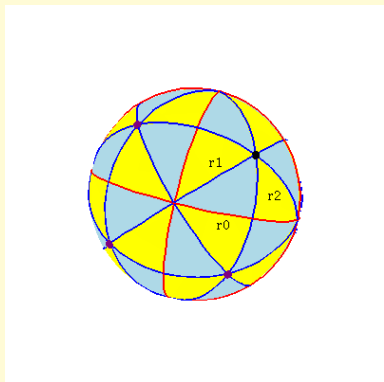
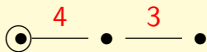
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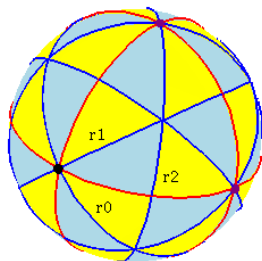
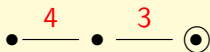


The *cube* of course!

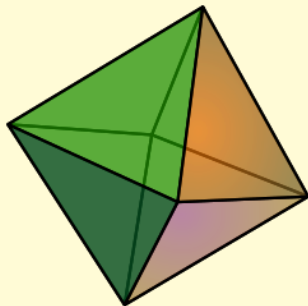
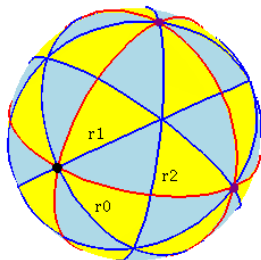
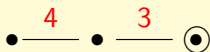
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Identify



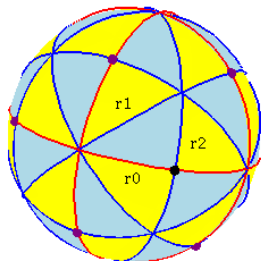
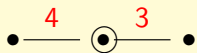
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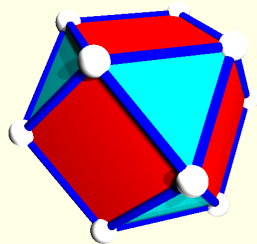
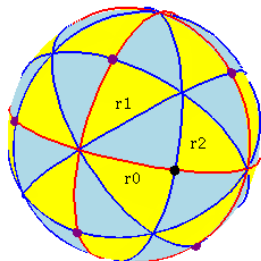
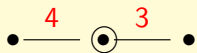
(courtesy Wikipedia)

The *octahedron* is *dual* to the cube.

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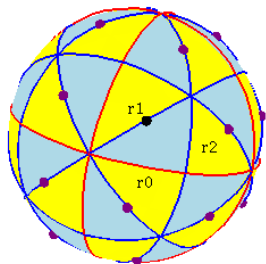
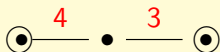


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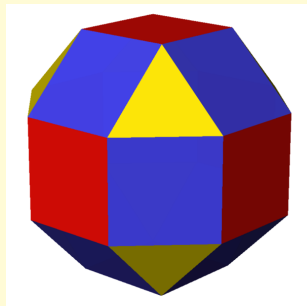
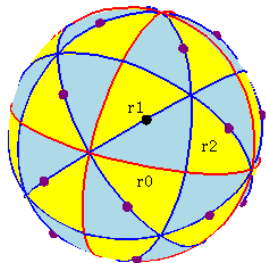
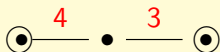


cuboctahedron

Identify



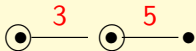
Identify



rhombicuboctahedron
(again courtesy Wikipedia)

Identify 

In Ryan Oulton's Maple program
the diagram



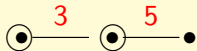
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You can fold up the output for
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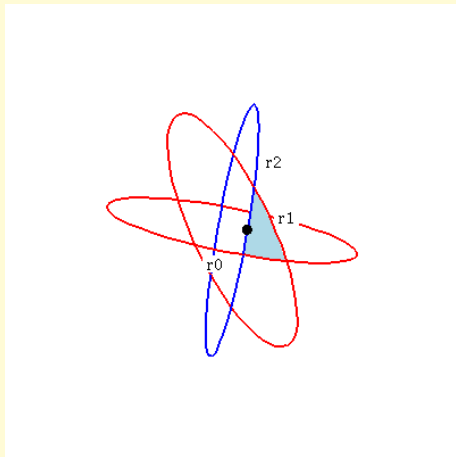
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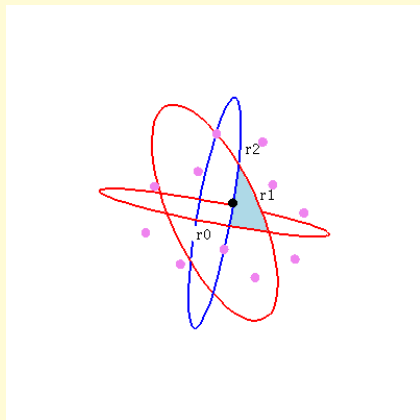
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Here you see the initial vertex...

And here is

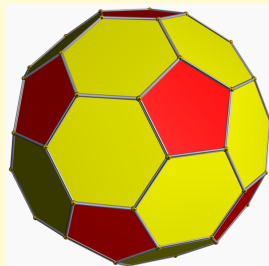
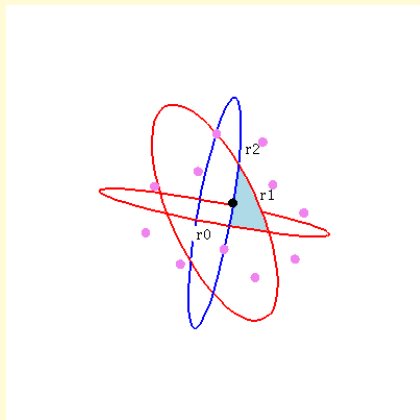
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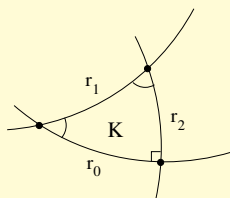


The *truncated icosahedron* (from Wikipedia), i.e a soccer ball.

What do we get?

General reflection groups G in \mathbb{E}^3

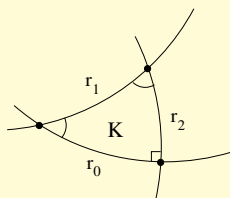
Let K be one of the “minimal” regions cut out on \mathbb{S}^2 by the set of mirrors in G .



Let r_0, \dots, r_{n-1} be reflections in the mirrors bounding K (so $n \geq 1$; we usually take $n = 3$ sides for convenient drawing).

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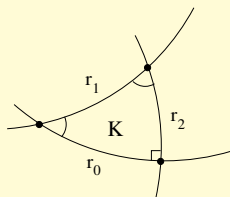
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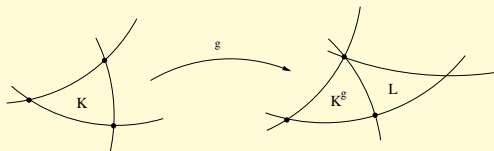
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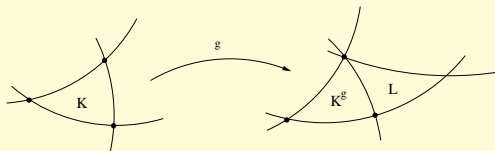
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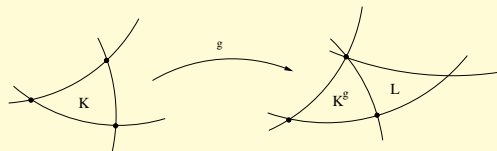
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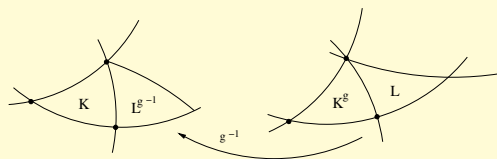
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Conclude: any region L adjacent to K^g must equal $K^{r_j g}$ for some j .

There are many consequences!

- any $g \in G$ can be written $g = r_{j_m} \cdots r_{j_1}$, i.e. G is generated by reflections r_0, \dots, r_{n-1} in mirrors bounding the chosen fundamental region K .
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Next

- show each interior angle of K has the form π/p for some integer $p \geq 2$. Call these angles $\pi/p_0, \dots, \pi/p_{n-1}$.
- use angular excess to show K has area $\pi[\frac{1}{p_0} + \dots + \frac{1}{p_{n-1}} - (n-2)]$.
- since this is positive and since each $\pi/p_j \leq \pi/2$ we get

$$0 < \frac{n}{2} - (n-2)$$

which shows

- K has at most 3 sides, so $n = 2$ or 3, or even 1 as a 'degenerate' case. Further, when $n = 2$ and K is a 'lune', we must have $\pi/p_0 = \pi/p_1$. Put all this together to get

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The Classification of finite reflection groups G in \mathbb{E}^3

G belongs to one of the following classes:

1. $G = \langle r_0 \rangle$ is generated by one reflection and has order 2. In this case K is a hemisphere.
2. $G = \langle r_0, r_1 \rangle$ is a dihedral group \mathbb{D}_p for some $p \geq 2$. Here G has order $2p$ and K is a lune bounded by semicircles with polar angle π/p .
3. $G = \langle r_1, r_2, r_3 \rangle$ is generated by three reflections whose mirrors bound a spherical triangle K . The actual subcases are
 - $(p_1, p_2, p_3) = (2, 2, p)$ for any integer $p \geq 2$. Here G has order $4p$ and can serve as the symmetry group of a uniform p -gonal right prism.

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and more: the groups of the regular polyhedra

- $(p_1, p_2, p_3) = (2, 3, 3)$. Here G has order 24, is isomorphic to the symmetric group S_4 and serves as the symmetry group of the regular tetrahedron $\{3, 3\}$.
- $(p_1, p_2, p_3) = (2, 3, 4)$. Here G has order 48 and can serve as the symmetry group of the cube $\{4, 3\}$ or regular octahedron $\{3, 4\}$. (Here $G \simeq S_4 \times C_2$.)
- $(p_1, p_2, p_3) = (2, 3, 5)$. Here G has order 120 and can serve as the symmetry group of the regular dodecahedron $\{5, 3\}$ or regular icosahedron $\{3, 5\}$. (G is not isomorphic to S_5 ; instead $G \simeq A_5 \times C_2$.)

We note that the order of the symmetry group $[p, q]$ for the regular polyhedron $\{p, q\}$ is

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and more: the groups of the regular polyhedra

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