

Geometry Tidbits

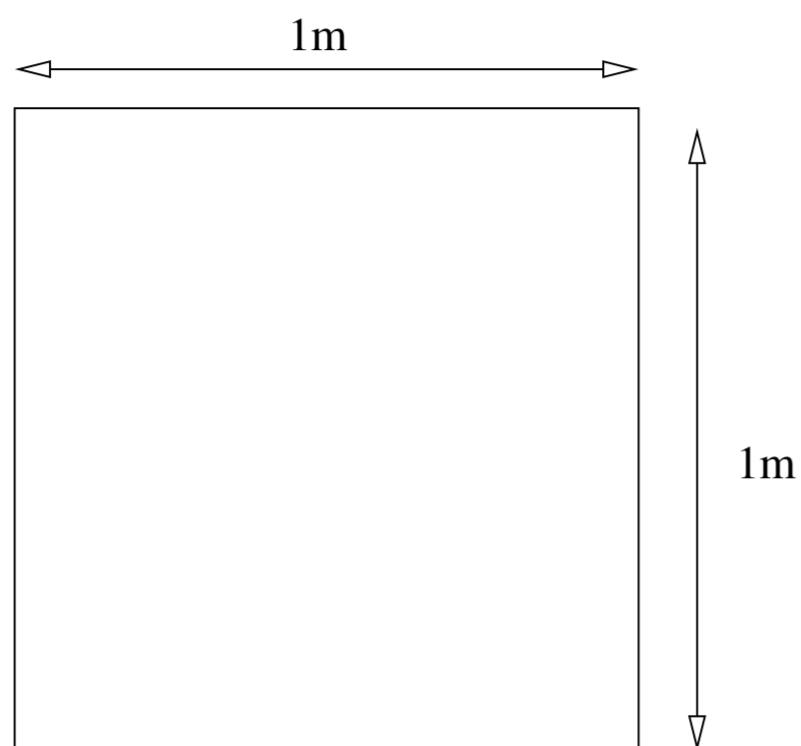
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7 December 2002

Tidbits

1. Ponds,
2. Rainbows,
3. Solids,
4. Cauchy-Schwartz,
5. n -Pyramids,
6. Inscribed Spheres,
7. Fractional Dimensions.

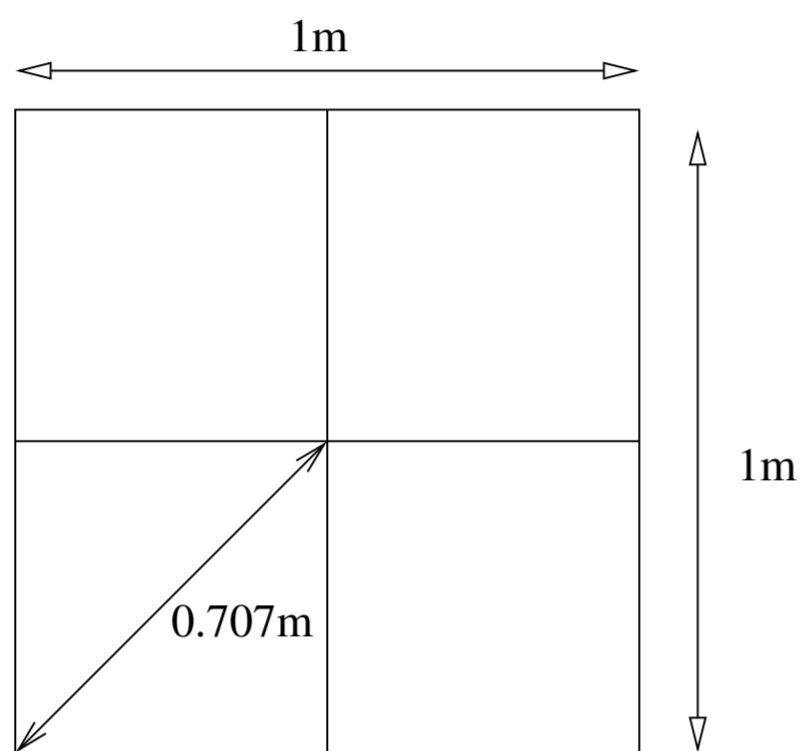
Ponds



5 Ducks
are in this pond. Show that some
two of them are within $1/\sqrt{2}m$ of
one another.

Pigeon Hole Ducks

With n pigeon holes and $n + 1$ pigeons, two pigeons live in same hole.

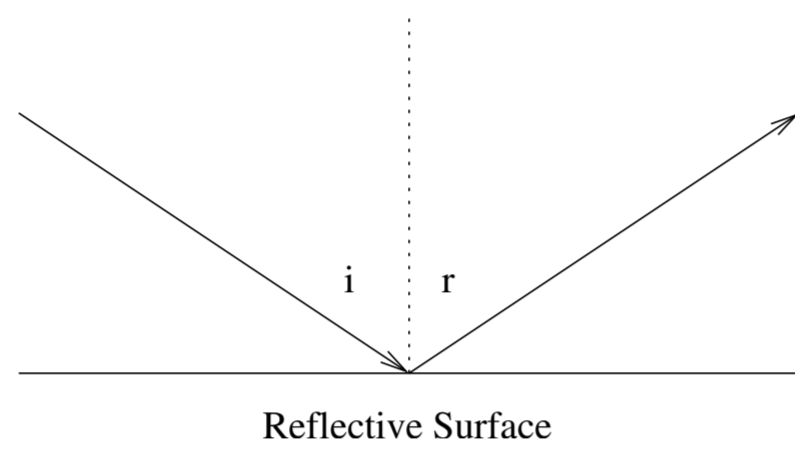


Rainbows

Try asking a physicist where rainbows come from.

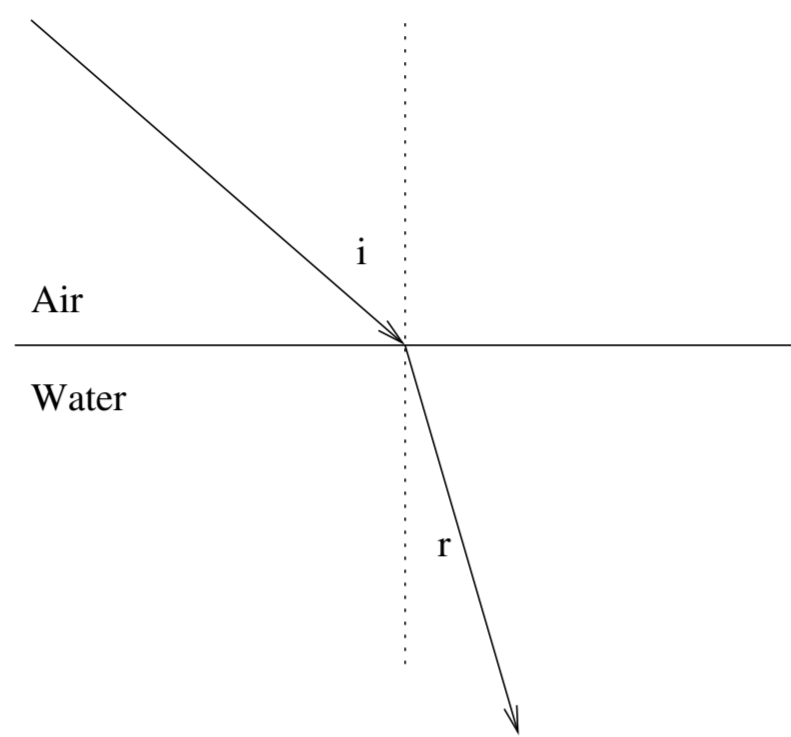
Rainbow Angle: $\approx 42^\circ$.

Reflection:



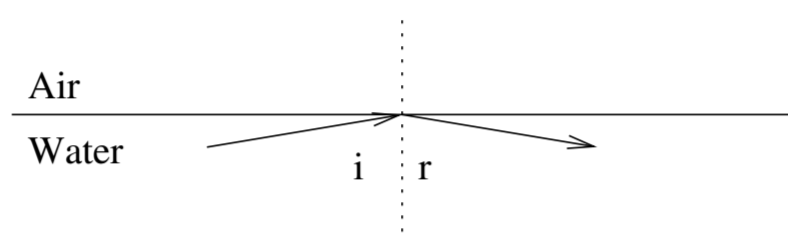
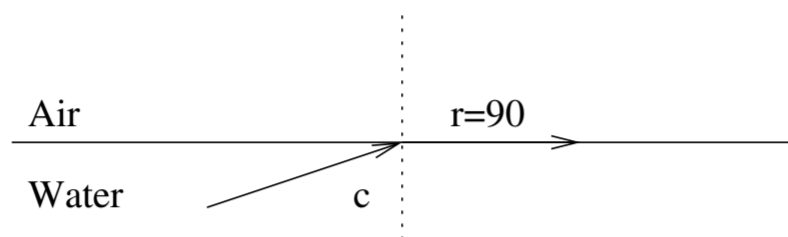
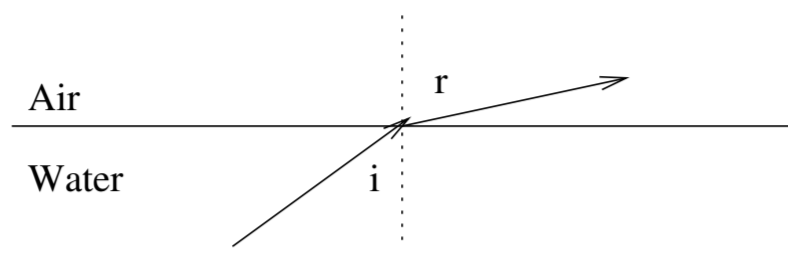
$$i = r \quad (1)$$

Refraction:



$$\frac{\sin(i)}{\sin(r)} = \frac{n_w}{n_a} \approx \frac{4}{3} \quad (2)$$

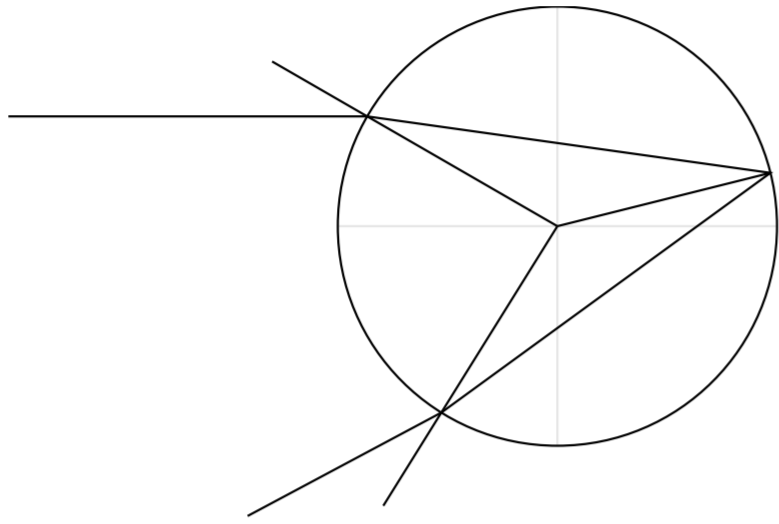
Total Internal Reflection:



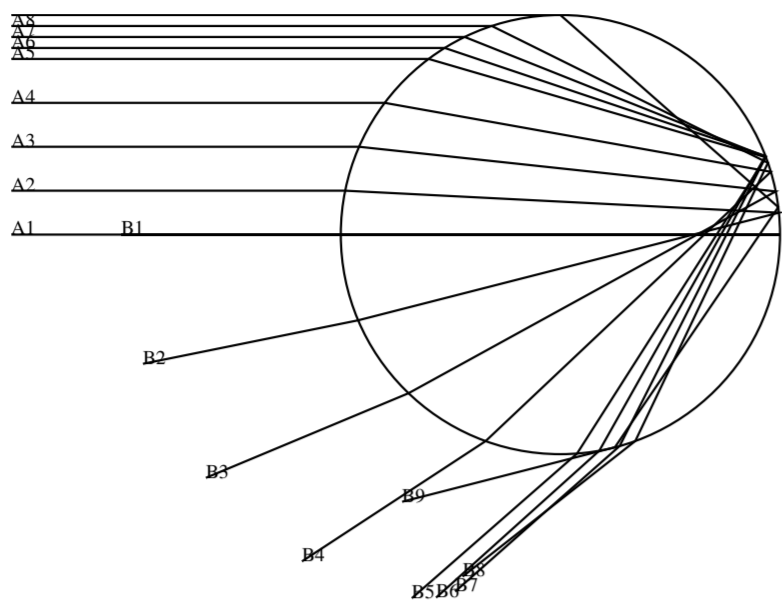
$$\frac{\sin(c)}{\sin(90)} = \frac{\sin(i)}{\sin(r)} = \frac{n_a}{n_w} \approx \frac{3}{4} \quad (3)$$

So $c \approx 48.6^\circ$.

Rainbows not related to TIR.



$$\delta = 4r - 2i \quad (4)$$



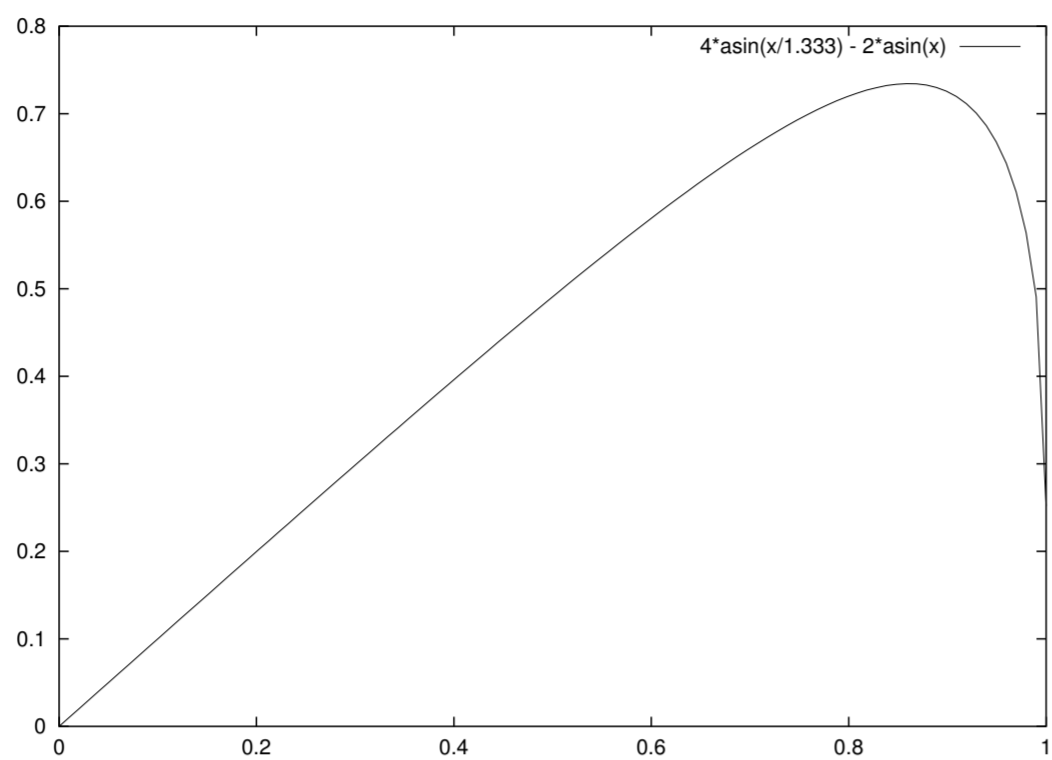
$$\delta = 4 \sin^{-1}(l/n) - 2 \sin^{-1}(l) \quad (5)$$

$$\frac{d\delta}{dl} = \frac{4}{\sqrt{n^2 - l^2}} - \frac{2}{\sqrt{1 - l^2}} \quad (6)$$

Turns at:

$$l = \sqrt{\frac{4 - n^2}{3}} \quad (7)$$

For water:



Or:

$$l = \sqrt{\frac{20}{27}} \approx 0.860 \dots \quad (8)$$

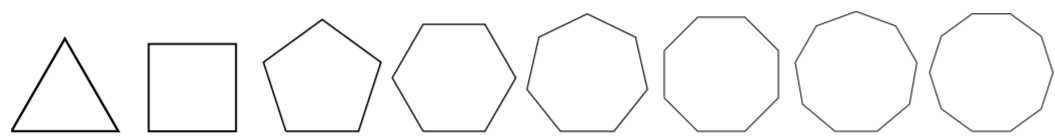
$$i = \sin^{-1}(l) \approx 59.4^\circ \quad (9)$$

$$r = \sin^{-1}(l/n) \approx 40.2^\circ \quad (10)$$

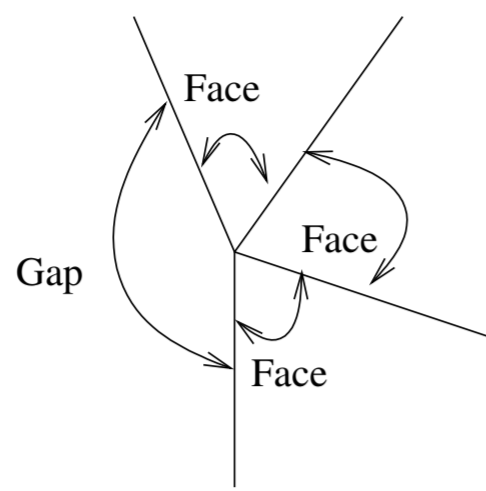
$$d = 4r - 2i \approx 42.3^\circ \quad (11)$$

Platonic Solids

Polyhedra in 2 dimensions:

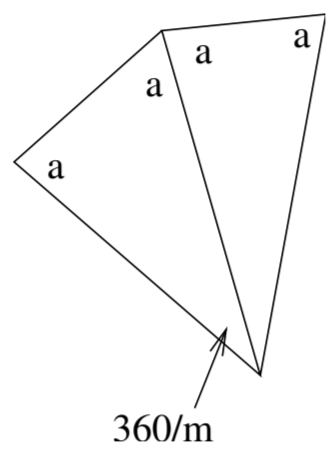


In three dimensions the situation is very different. There are only 5.



$n \geq 3$ faces at a corner:

$$n\theta < 360. \quad (12)$$



m edges per face:

$$\theta = 180 - \frac{360}{m} \quad (13)$$

Check cases for:

$$180 - \frac{360}{m} < \frac{360}{n} \quad (14)$$

$$\begin{aligned} n = 3 &\Rightarrow 180 - \frac{360}{m} < 120 \\ &\Rightarrow 60 < \frac{360}{m} \\ &\Rightarrow m < 6 \end{aligned}$$

$m = 3 \Rightarrow$ tetrahedron
 $m = 4 \Rightarrow$ cube
 $m = 5 \Rightarrow$ dodecahedron

$$\begin{aligned} n = 4 &\Rightarrow 180 - \frac{360}{m} < 90 \\ &\Rightarrow 90 < \frac{360}{m} \\ &\Rightarrow m < 4 \end{aligned}$$

$m = 3 \Rightarrow$ octahedron

$$\begin{aligned} n = 5 &\Rightarrow 180 - \frac{360}{m} < 72 \\ &\Rightarrow 108 < \frac{360}{m} \\ &\Rightarrow m < 3.333\dots \end{aligned}$$

$m = 3 \Rightarrow$ icosahedron

No more 'cos $n \geq 6 \Rightarrow m < 3$.

Cauchy-Schwartz

For any a_1, \dots, a_n and b_1, \dots, b_n :

$$|a_1b_1 + \dots + a_nb_n| \leq \sqrt{a_1^2 + \dots + a_n^2} \sqrt{b_1^2 + \dots + b_n^2} \quad (15)$$

Probably the most useful inequality in the world.

Neat derivation:

$$\begin{aligned} \vec{x} \cdot \vec{x} &\geq 0 \\ \left(\vec{a} - \frac{\vec{a} \cdot \vec{b}}{\vec{b} \cdot \vec{b}} \vec{b}\right) \cdot \left(\vec{a} - \frac{\vec{a} \cdot \vec{b}}{\vec{b} \cdot \vec{b}} \vec{b}\right) &\geq 0 \\ \vec{a} \cdot \vec{a} - 2 \frac{\vec{a} \cdot \vec{b}}{\vec{b} \cdot \vec{b}} \vec{a} \cdot \vec{b} + \left(\frac{\vec{a} \cdot \vec{b}}{\vec{b} \cdot \vec{b}}\right)^2 \vec{b} \cdot \vec{b} &\geq 0 \\ \vec{a} \cdot \vec{a} &\geq \frac{(\vec{a} \cdot \vec{b})^2}{\vec{b} \cdot \vec{b}} \\ \sqrt{\vec{a} \cdot \vec{a}} \sqrt{\vec{b} \cdot \vec{b}} &\geq \vec{a} \cdot \vec{b} \end{aligned}$$

Link with geometry?

$$|\vec{a} \cdot \vec{b}| \leq |\vec{a}| |\vec{b}| \quad (16)$$

Like to think of:

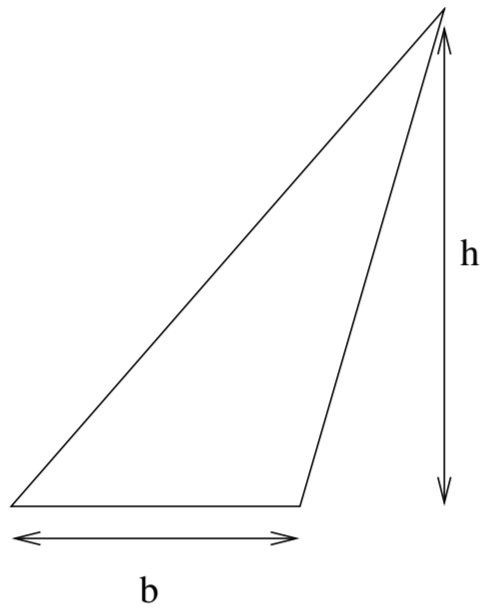
$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta \quad (17)$$

So, Cauchy-Schwartz says:

$$\cos \theta \leq 1 \quad (18)$$

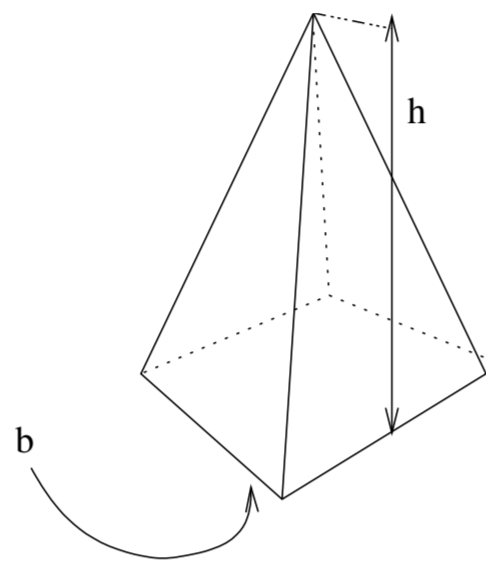
n -Pyramids

dim = 2

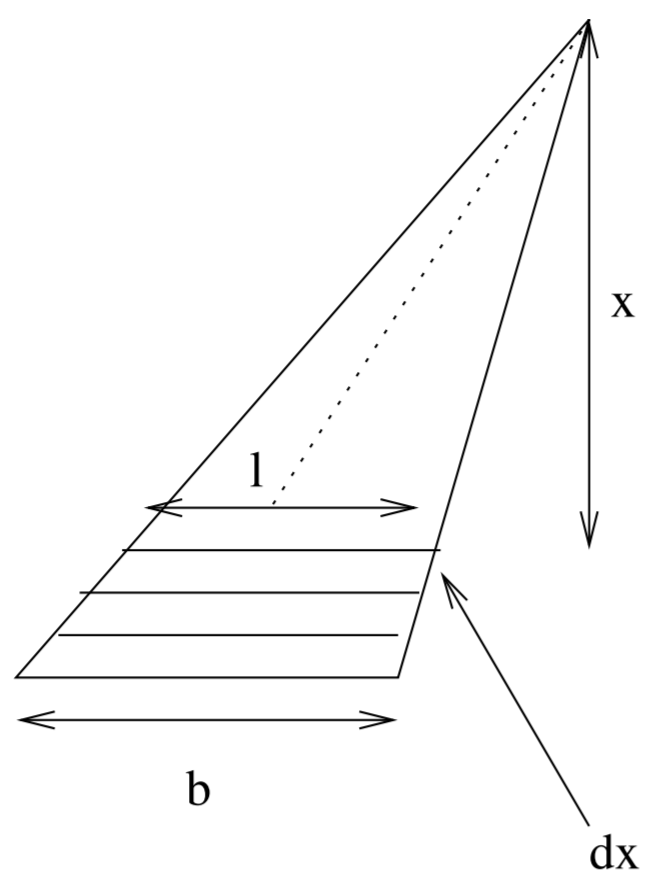


$$A = \frac{1}{2}bh$$

dim = 3



$$V = \frac{1}{3}bh$$

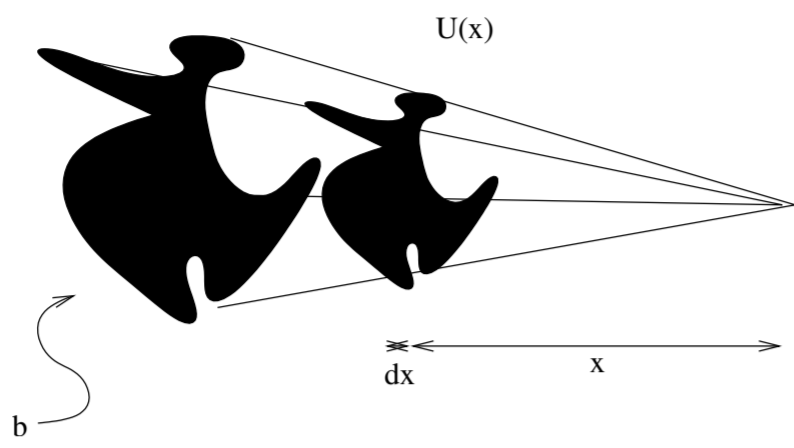


$$A = \int_0^h l(x) dh$$

$$A = \int_0^h b \frac{x}{h} dx$$

$$A = \frac{b}{h} \int_0^h x dx$$

$$A = \frac{b h^2}{h 2}$$



$$V = \int_0^h U(x) dh$$

$$A = \int_0^h b \left(\frac{x}{h}\right)^{n-1} dx$$

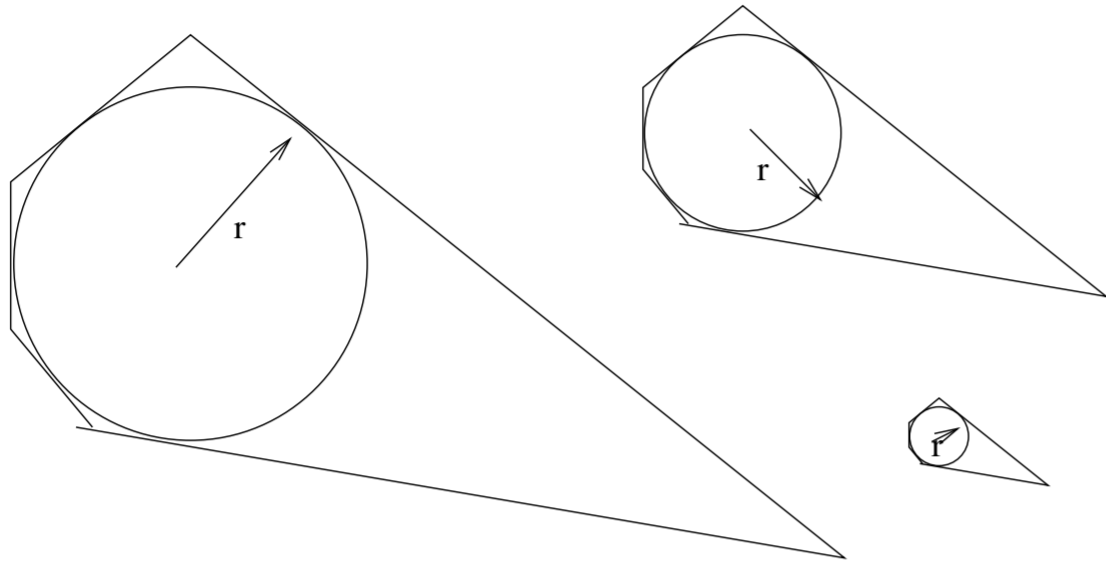
$$A = \frac{b}{h^{n-1}} \int_0^h x^{n-1} dx$$

$$A = \frac{b}{h^{n-1}} \frac{h^n}{n}$$

$$A = \frac{1}{n} bh$$

Inscribed Sphere

Family of similar figures:



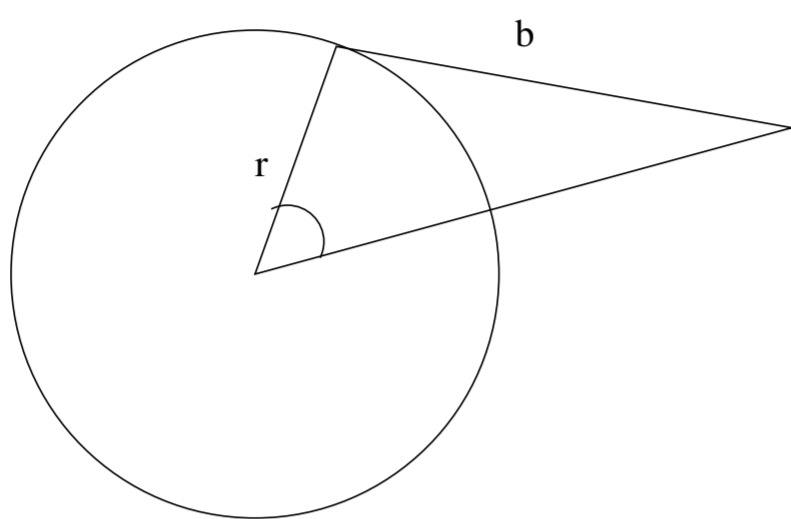
Write:

$$\text{Area} = A(r) \quad (19)$$

then:

$$\text{Perimeter} = \frac{dA}{dr} \quad (20)$$

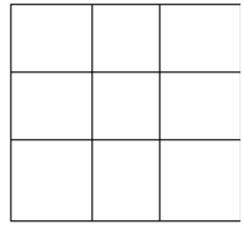
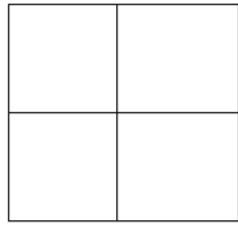
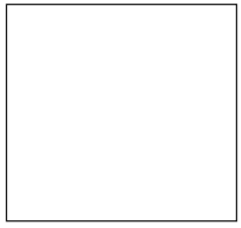
Figure made of triangular segments:



$$A = \sum A_i = \sum_i \frac{1}{2} b_i h_i = \sum_i \frac{1}{2} r r \tan \theta_i$$
$$P = \sum P_i = \sum_i b_i = \sum_i r \tan \theta_i$$

(Use pyramids in n dimensions.)

Fractional Dimensions



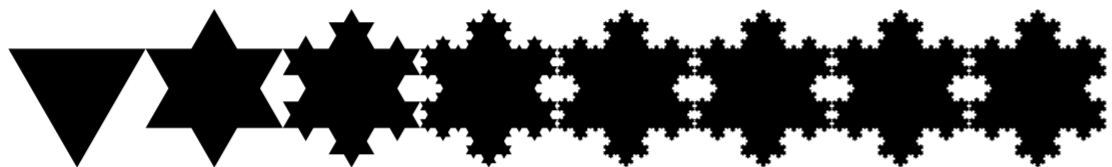
Scale by $1/n$ get $m = n^2$ pieces.

$$d = \log_n m \quad (21)$$

For example, use rule:



Split into 1/3 and get 4 bits:



$$d = \log_3 4 \approx 1.2618 \dots \quad (22)$$

von Koch snowflake and Cantor set
kind of opposites:

$$d = \log_3 2 \approx 0.6309 \dots \quad (23)$$

Postscript

```
%!PS-Adobe-2.0 EPSF-2.0
%%BoundingBox: 0 0 400 70
0 setgray
0 setlinewidth
/vk {
    1 3 div 1 3 div scale
    dup 0 gt
    {
        dup 1 sub vk
        60 rotate
        dup 1 sub vk
        -120 rotate
        dup 1 sub vk
        60 rotate
        dup 1 sub vk
    } {
        150 0 rlineto
    } ifelse
    3 3 scale
    pop
} def
/vktri {
    dup vk
    -120 rotate
    dup vk
    -120 rotate
    dup vk
    -120 rotate
    pop
} def
gsave newpath 0 50 moveto 0 vktri fill grestore
gsave newpath 100 50 moveto 2 vktri fill grestore
gsave newpath 200 50 moveto 4 vktri fill grestore
```