

Where am I? The symmedian point!

Bill Lionheart

February 3, 2017

What if the GPS goes off?

If the satellite navigation system (GPS, GLONASS) fails how can ships find their position?

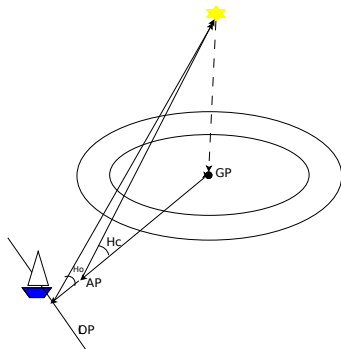
What if the GPS goes off?

If the satellite navigation system (GPS, GLONASS) fails how can ships find their position?

Use the old fashioned method of **Celestial Navigation**.
Measuring the position of the stars and planets and an accurate clock to find our position.

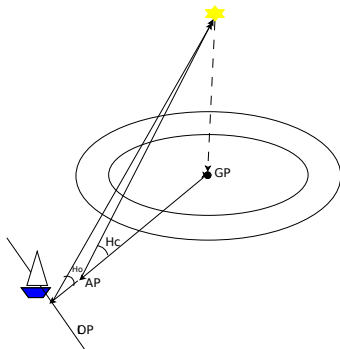
How to do it

1. Identify the stars or planets you can use.



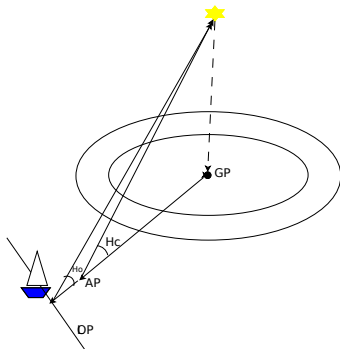
How to do it

1. Identify the stars or planets you can use.
2. Measure the angle it makes to horizon H_o and note time.



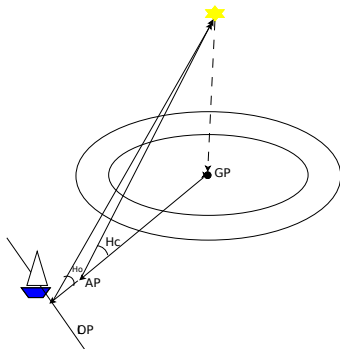
How to do it

1. Identify the stars or planets you can use.
2. Measure the angle it makes to horizon H_o and note time.
3. Look up the point on the earth where that object is directly overhead (GP)



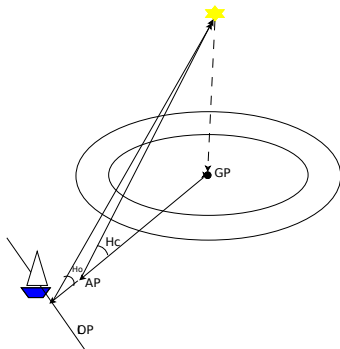
How to do it

1. Identify the stars or planets you can use.
2. Measure the angle it makes to horizon H_o and note time.
3. Look up the point on the earth where that object is directly overhead (GP)
4. From an *assumed position* AP work out the angle it should make to the horizon and its compass direction (azimuth).



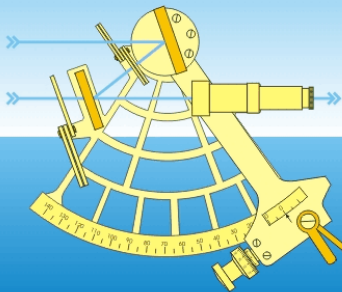
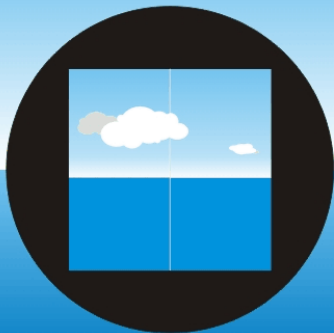
How to do it

1. Identify the stars or planets you can use.
2. Measure the angle it makes to horizon H_o and note time.
3. Look up the point on the earth where that object is directly overhead (GP)
4. From an *assumed position* AP work out the angle it should make to the horizon and its compass direction (azimuth).
5. Difference between measured H_o and calculated H_c angle and the bearing gives you a position line (LOP).



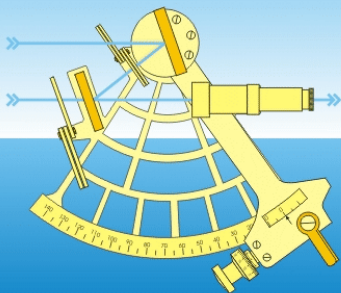
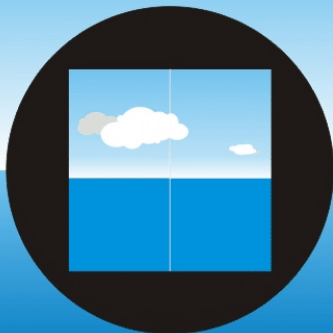
Sextant animation

1 point the sextant to the horizon



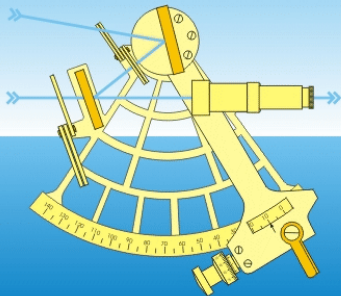
Sextant animation

2 press clamp to release index bar



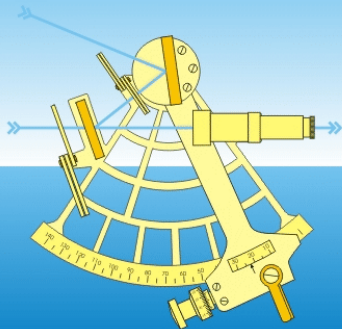
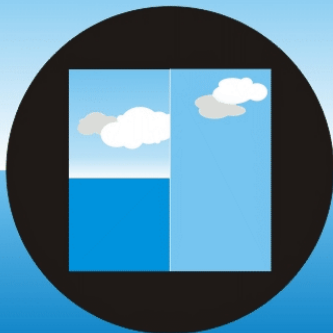
Sextant animation

3 bring the sun to the horizon



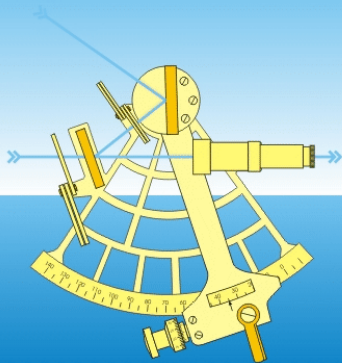
Sextant animation

3 bring the sun to the horizon



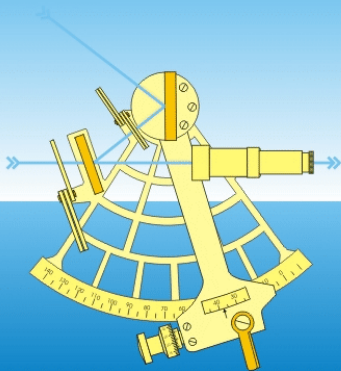
Sextant animation

3 bring the sun to the horizon



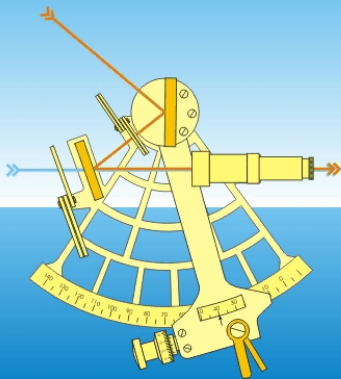
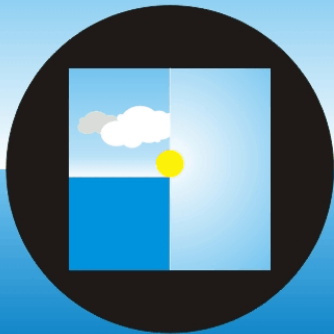
Sextant animation

3 bring the sun to the horizon



Sextant animation

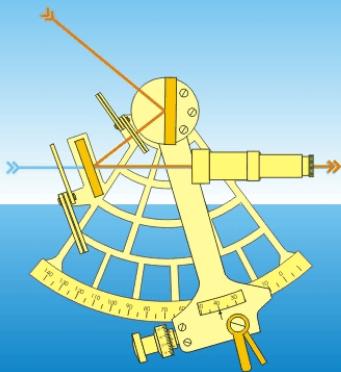
4 release the clamp and adjust sun's position



Sextant animation

5

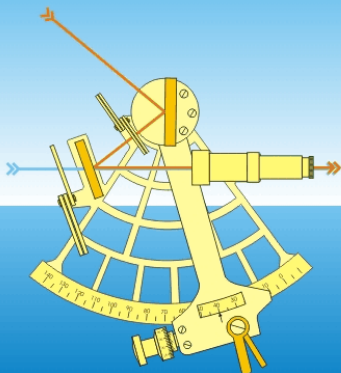
swing to verify



Sextant animation

5

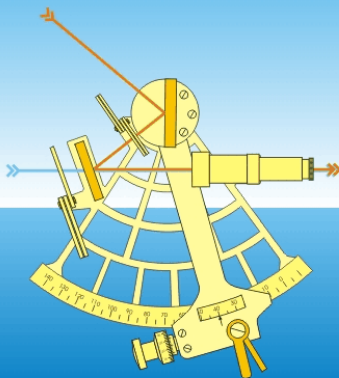
swing to verify



Sextant animation

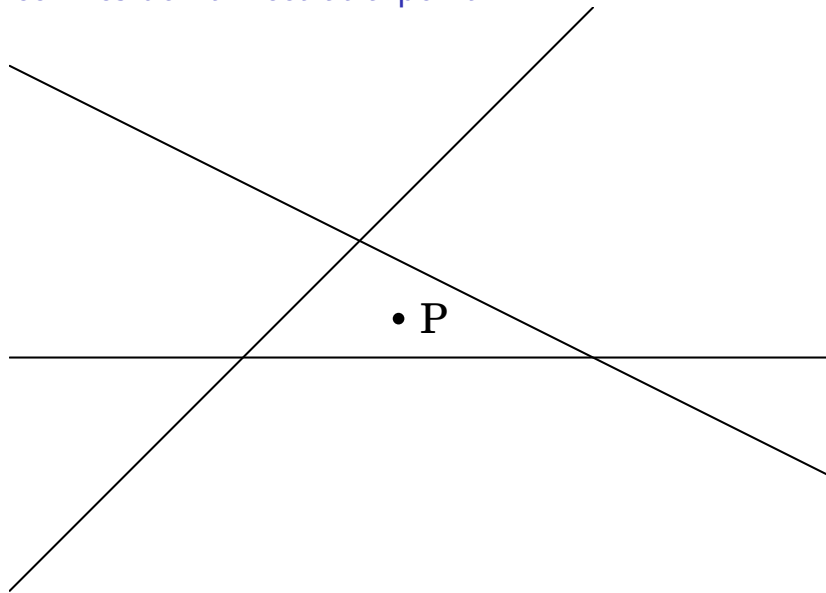
6

read the angle



Animation from Wikipedia/Sextant(Marine) Joaquim Alves Gaspar CC BY-SA 2.5

Three lines don't meet at a point!



Solve three equations in two variables

$$a_{11}x_1 + a_{12}x_2 = b_1$$

$$a_{21}x_1 + a_{22}x_2 = b_2$$

$$a_{31}x_1 + a_{32}x_2 = b_3$$

Solve three equations in two variables

$$a_{11}x_1 + a_{12}x_2 = b_1$$

$$a_{21}x_1 + a_{22}x_2 = b_2$$

$$a_{31}x_1 + a_{32}x_2 = b_3$$

$$A = \begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \\ a_{31} & a_{32} \end{pmatrix}, x = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}, b = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$$

Solve three equations in two variables

$$a_{11}x_1 + a_{12}x_2 = b_1$$

$$a_{21}x_1 + a_{22}x_2 = b_2$$

$$a_{31}x_1 + a_{32}x_2 = b_3$$

$$A = \begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \\ a_{31} & a_{32} \end{pmatrix}, x = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}, b = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$$

$$Ax = b$$

Least squares solution

$$d_1 = a_{11}x_1 + a_{12}x_2 - b_1$$

$$d_2 = a_{21}x_1 + a_{22}x_2 - b_2$$

$$d_3 = a_{31}x_1 + a_{32}x_2 - b_3$$

Least squares solution

$$d_1 = a_{11}x_1 + a_{12}x_2 - b_1$$

$$d_2 = a_{21}x_1 + a_{22}x_2 - b_2$$

$$d_3 = a_{31}x_1 + a_{32}x_2 - b_3$$

$$d = Ax - b$$

Least squares solution

$$d_1 = a_{11}x_1 + a_{12}x_2 - b_1$$

$$d_2 = a_{21}x_1 + a_{22}x_2 - b_2$$

$$d_3 = a_{31}x_1 + a_{32}x_2 - b_3$$

$$d = Ax - b$$

Minimize

$$d_1^2 + d_2^2 + d_3^2 = \|d\|^2$$

Least squares solution

$$\|d\|^2 \geq 0$$

Least squares solution

$\|d\|^2 \geq 0$ Differentiate to find minimum point

Least squares solution

$\|d\|^2 \geq 0$ Differentiate to find minimum point $\|d\|^2$ is quadratic in x_1 and x_2

Least squares solution

$\|d\|^2 \geq 0$ Differentiate to find minimum point $\|d\|^2$ is quadratic in x_1 and x_2 Derivative gives linear equations for minimum

Least squares solution

$\|d\|^2 \geq 0$ Differentiate to find minimum point $\|d\|^2$ is quadratic in x_1 and x_2 Derivative gives linear equations for minimum

$$A^T A x = A^T b, \quad A^T = \begin{pmatrix} a_{11} & a_{21} & a_{31} \\ a_{12} & a_{22} & a_{32} \end{pmatrix}$$

Least squares solution

$\|d\|^2 \geq 0$ Differentiate to find minimum point $\|d\|^2$ is quadratic in x_1 and x_2 Derivative gives linear equations for minimum

$$A^T A x = A^T b, \quad A^T = \begin{pmatrix} a_{11} & a_{21} & a_{31} \\ a_{12} & a_{22} & a_{32} \end{pmatrix}$$

$$x = (A^T A)^{-1} A^T b$$

Least squares solution

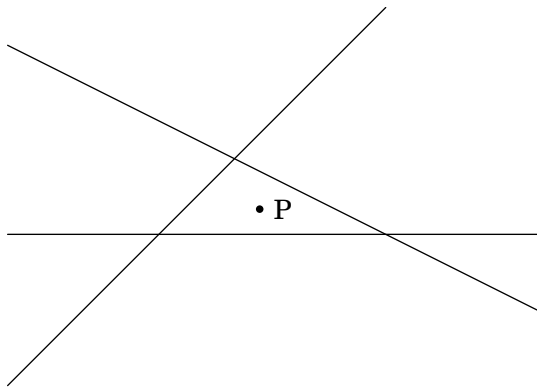
$\|d\|^2 \geq 0$ Differentiate to find minimum point $\|d\|^2$ is quadratic in x_1 and x_2 Derivative gives linear equations for minimum

$$A^T A x = A^T b, \quad A^T = \begin{pmatrix} a_{11} & a_{21} & a_{31} \\ a_{12} & a_{22} & a_{32} \end{pmatrix}$$

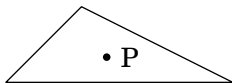
$$x = (A^T A)^{-1} A^T b$$

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix}^{-1} = \frac{1}{ad - bc} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix}$$

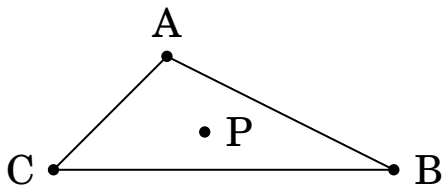
Where is the centre of a triangle?



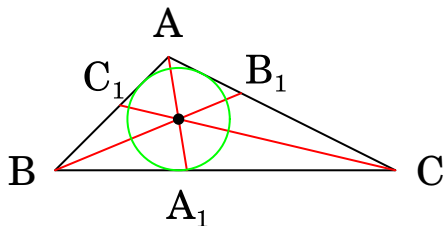
Where is the centre of a triangle?



Where is the centre of a triangle?

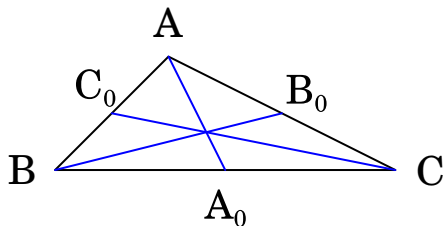


Where is the centre of a triangle?



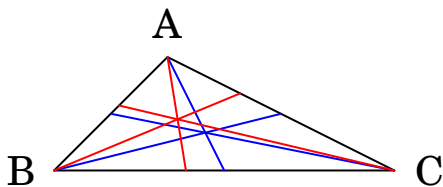
The bisectors of the angles meet at the centre of the inscribed circle - the *incentre*.

Where is the centre of a triangle?



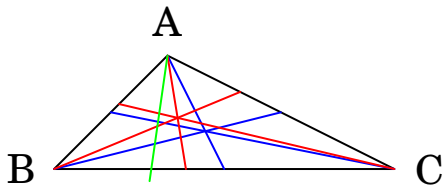
The medians are lines joining vertices to midpoints of the opposite sides. They meet at the *centroid*, the centre of gravity

Where is the centre of a triangle?



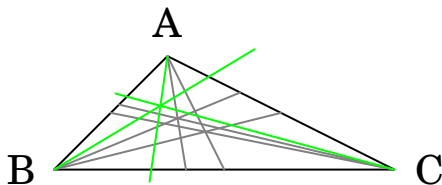
These centres are typically different

Where is the centre of a triangle?



Now reflect the median line (blue) in the bisector (red). The green line is a *symmedian* line

Where is the centre of a triangle?



The **green** lines meet at the **symmedian** point. This is the point that minimizes the sum of squared distances from the sides. Note it is closer to the shorter side.

So how many 'centres of a triangle' are there?

There is a list: Clark Kimberling's *Encyclopedia of Triangle Centers*.

So how many 'centres of a triangle' are there?

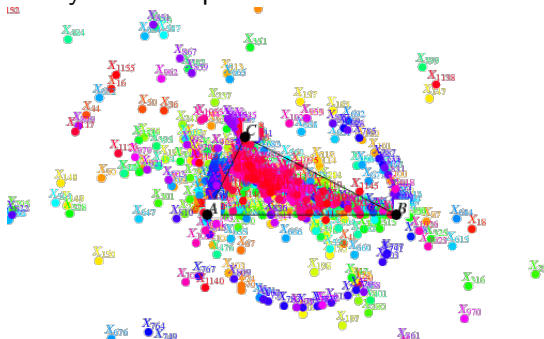
There is a list: Clark Kimberling's *Encyclopedia of Triangle Centers*.

The Symmedian point is number 6 on the list

So how many 'centres of a triangle' are there?

There is a list: Clark Kimberling's *Encyclopedia of Triangle Centers*.

The Symmedian point is number 6 on the list

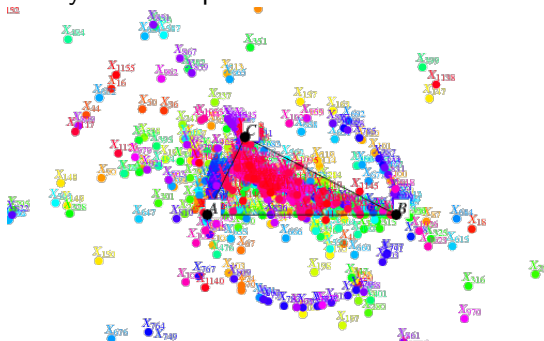


From: Weisstein, Eric W. "Kimberling Center." MathWorld—A Wolfram Web Resource.

So how many 'centres of a triangle' are there?

There is a list: Clark Kimberling's *Encyclopedia of Triangle Centers*.

The Symmedian point is number 6 on the list



From: Weisstein, Eric W. "Kimberling Center." MathWorld—A Wolfram Web Resource.

There are currently 11809

And GPS?

To find your position (including height) using GPS you need the distance to four satellites. The intersection of four planes in three dimensional space.

I will leave it to you to see if you can extend what we have done today to that case!

Notes

- ▶ If you want a quick overview of Celestial Navigation I recommend Blue Planet Cruising School's "Celestial Navigation the missing introduction" <http://www.blueplanetcruisingschool.com/celestial-navigation-the-missing-introduction/>
Diagrams are better than mine!
- ▶ If you are interested in the question I raised about GPS and the symmedian of a tetrahedron, please have a go yourself. When you have done that you might consult Jawad Sadek, Majid Bani-Yaghoub, and Noah H. Rhee, Forum Geometricorum, Isogonal Conjugates in a Tetrahedron, Forum Geo, Volume 16 (2016) 4350.