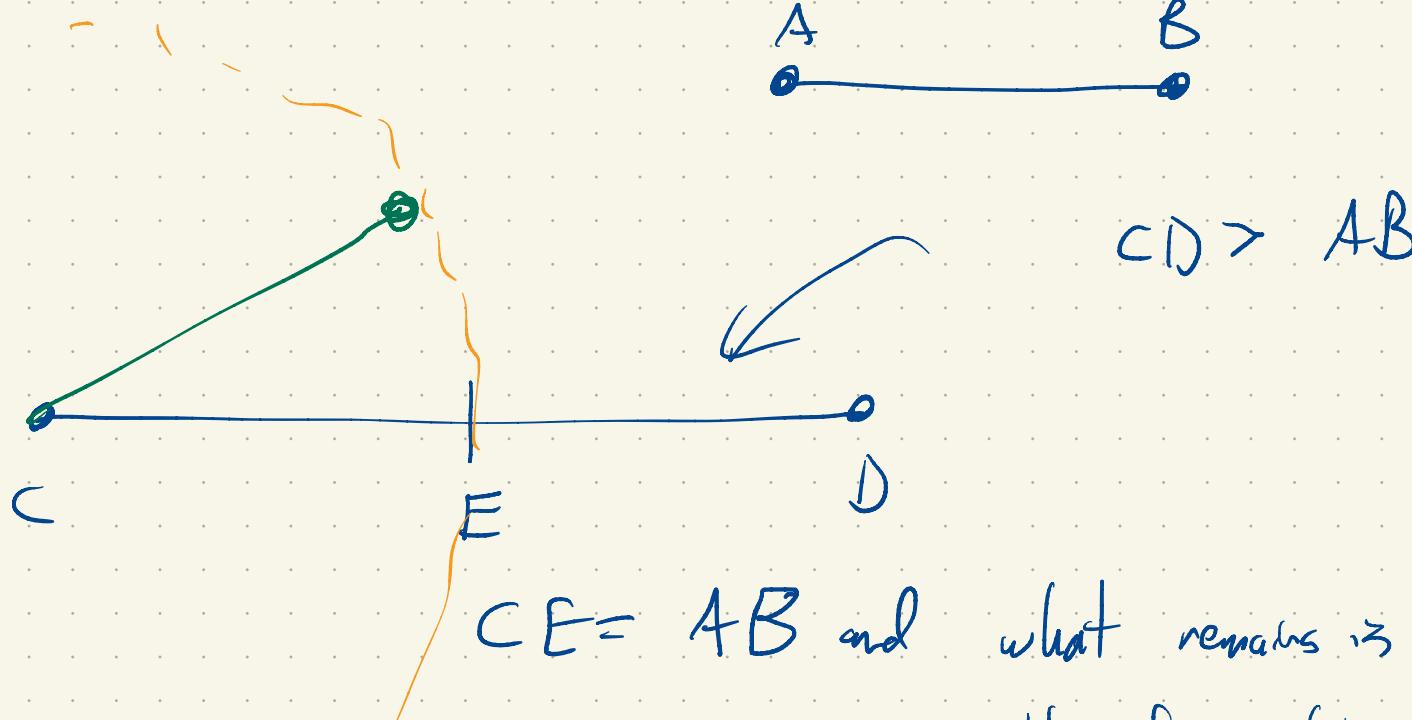
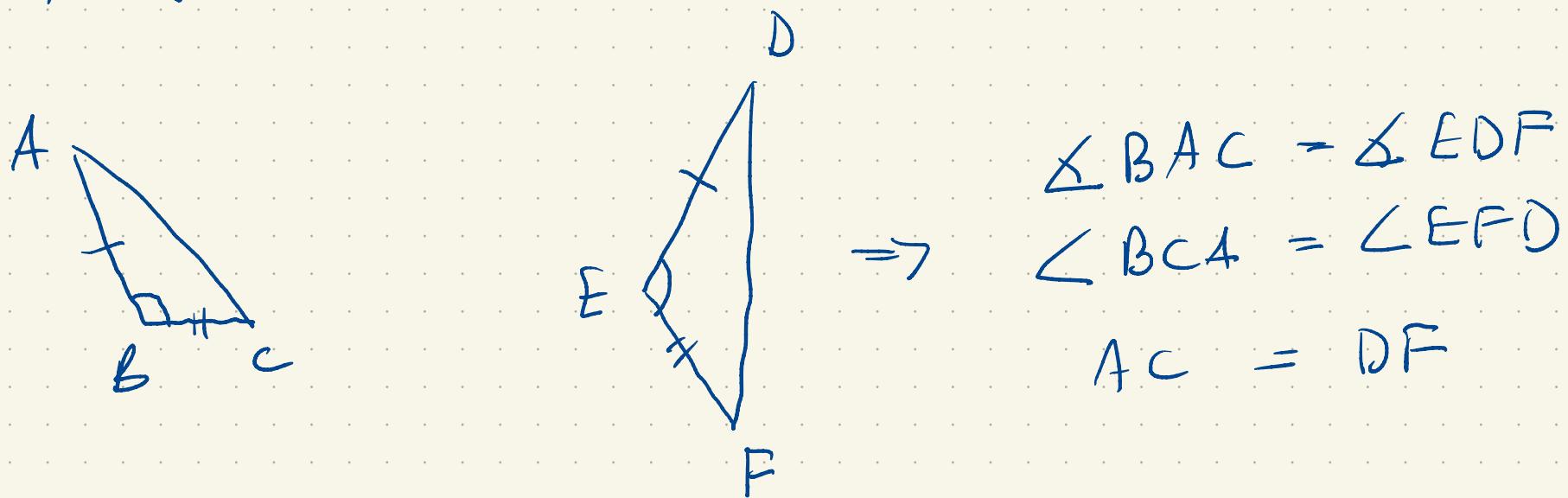


I - 3 Subtraction of lines



I-4 (SAS)



"superposition" weirdo operation not fleshed out

- 1) Put B on E so AB lies on DE
- 2) So A lies on D (length is preserved by superposition?)
- 3) Then $\angle ABC$ coincides with $\angle DEF$
(angles are preserved by superposition?)
- 4) So C coincides with F
- 5) So $CA = FD$, and so on for angles.

Euclid goes out of his way to avoid superposition

(SSS) (AAS, ASA)
I-4, I-8, III-24

(not in others where he could have)

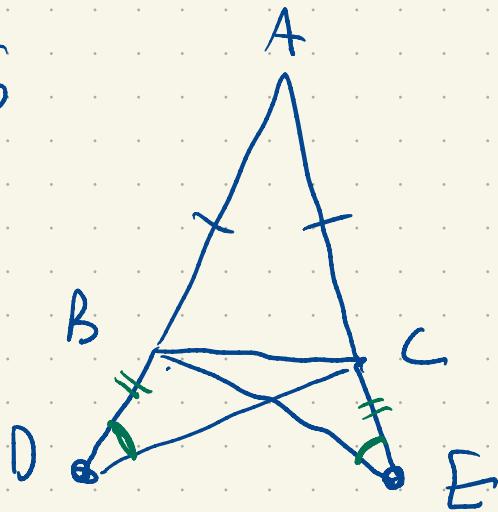
Modern axiomatic geometries take SAS as an axiom

A different modern approach is to fully embrace superposition

We will be interested in operations that preserve "things!"

(e.g. length, angle.) (isometry) w

I-S



isosceles triangles have equal angles

$$AB = AC$$

- 1) Extend AB to a point D
- 2) Extend AC to E so that

$$CE = BD$$

- 3) Form DC and BE

4) $\triangle ABE \cong \triangle ACD$ by SAS

5) $\triangle CBD \cong \triangle BCE$ by SAS

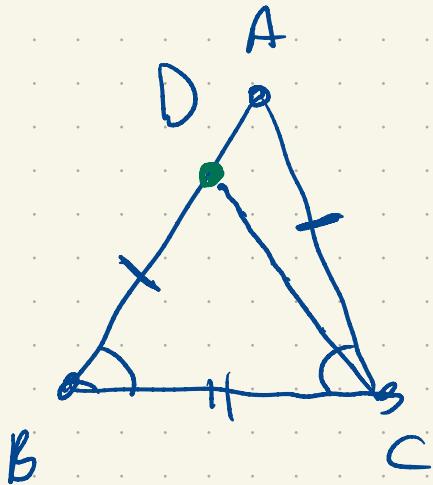
6) $\angle EBC = \angle DCB$

7) $\angle DBC + \angle ABC = 2 \angle$

8) $\angle ECB + \angle ACB = 2 \angle$

9) $\angle ABC = \angle ACB$ by subtraction

I-6 if a triangle has two equal angles then it is isosceles



$$\Rightarrow AB = AC$$

First converse!

(pf. by contradiction)

1) If the lengths are different
then wLOG, $AC < AB$

2) Find D on AB so

$$BD = AC$$

3) $\angle ABC = \angle ACB$ and
 $BC = CB$

so SAS \Rightarrow

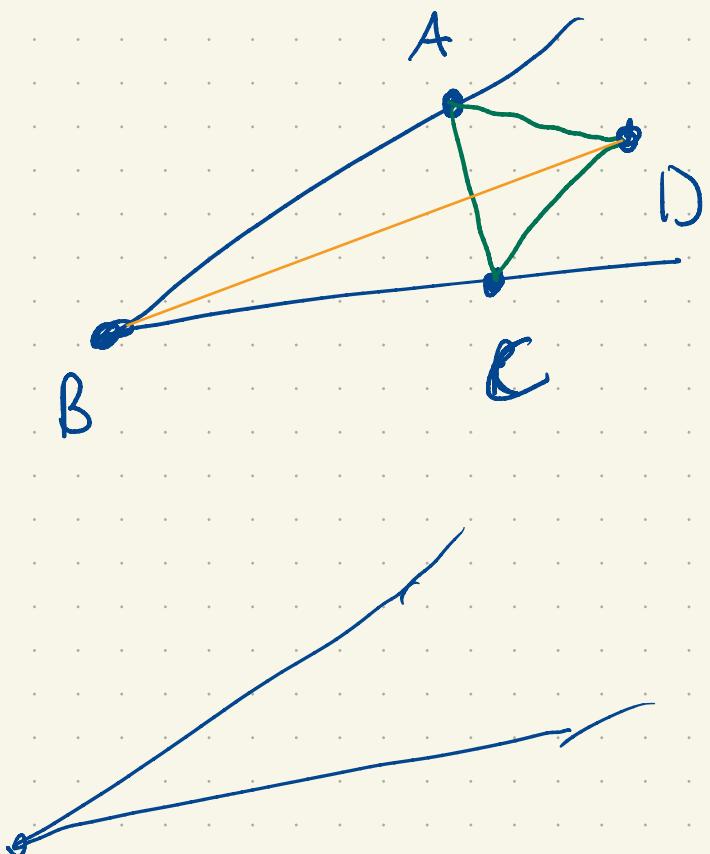
$$\triangle DBC = \triangle ACB$$

4) So the lesser is equal the whole

I-7 supports

I-8 SSS via superposition

I-9 Angle bisection



1) arrange so $AB = CB$

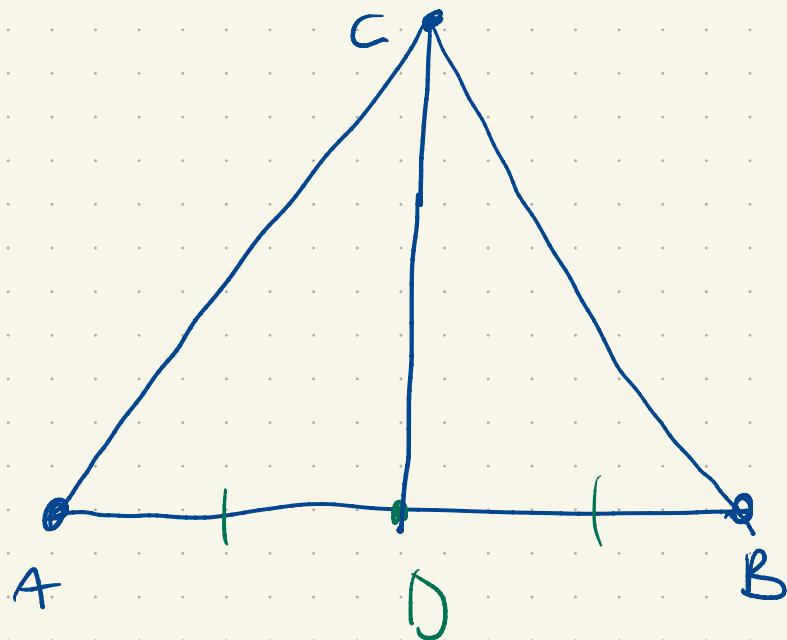
2) Build equivalent \triangle

ACD

3)
 $AB = CB$
 $AC = CA$
 $BD = DB$

4) $\angle ABD = \angle CBD$
by SSS

I-10 Bisecting a line segment

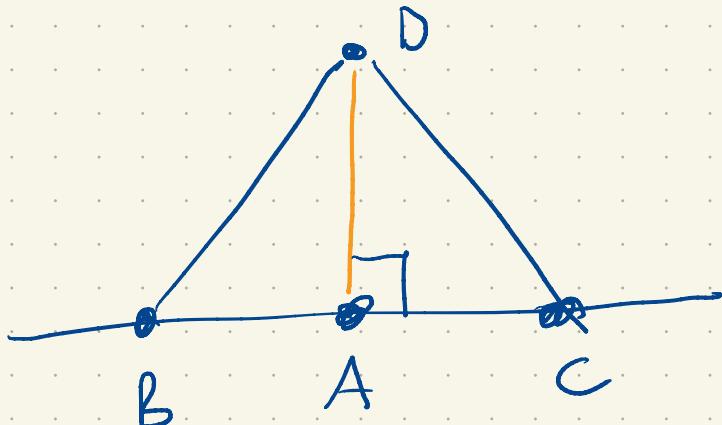


- 1) Build $\triangle ABS$ equilateral
- 2) Bisect $\angle ACB$
- 3) Extend to D
- 4) By SAS

$$\triangle ACD \cong \triangle BCD$$

$$\text{so } AD = BD$$

I-11 Extending a perpendicular



- 1) Find points B, C w/t
 $AB = AC$
- 2) Make an equilateral $\triangle BDC$
- 3) By SSS $\angle DAB = \angle DAC$