

Straight-Edge and Compass: Constructing the Heptadecagon

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Western Washington University

May 15, 2013

Outline

- 1 Background
 - Straightedge-And-Compass Construction
 - History
- 2 The Construction.
 - Basic Tools and Techniques.
 - Constructing Polygons.
 - How To Draw a Heptadecagon

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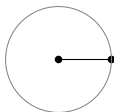


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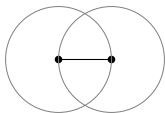


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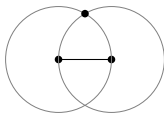


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We can use geometry to prove that a construction is exactly correct. This is significant in many fields. In particular, consider...

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And most importantly, it's fun to do!

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- Bisection of angles.
- Construction of parallel and perpendicular lines.
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But very little progress was made after Euclid. In particular, no new polygon constructions were found until ...

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Gauss further proved that the regular n -gon is constructible if and only if n is of the form

$$n = 2^r p_1 p_2 \dots p_s,$$

where $r \geq 0$ and each p_i is a distinct Fermat prime;
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The known Fermat primes are 3, 5, 17, 257, and 65537.

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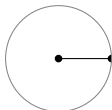
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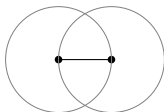
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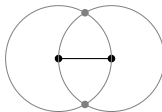
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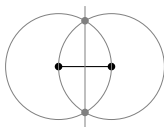
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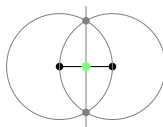
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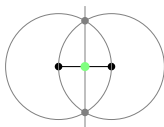
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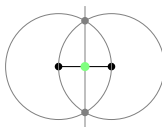


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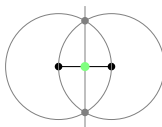


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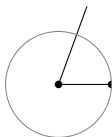


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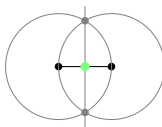


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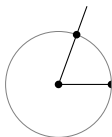


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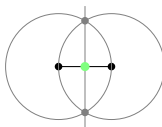


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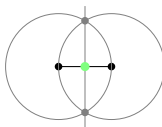


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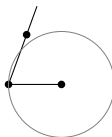


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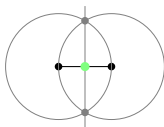


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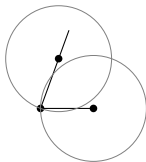


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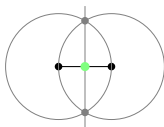


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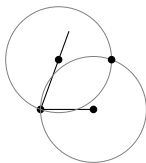


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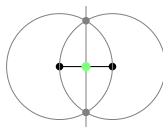


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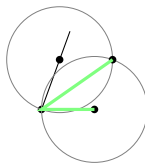


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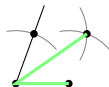


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A Time-Saving Tip.

It is usually only necessary to draw short arcs of your circles:



But perhaps it is not as visually pleasing.

Perpendicular lines.

Given a line and a point, we can construct a perpendicular line:



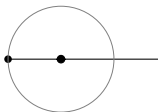
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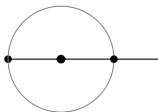
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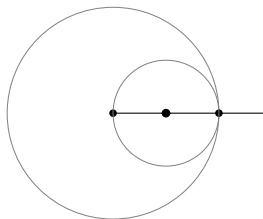
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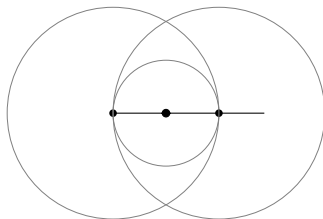
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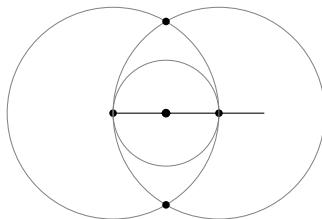
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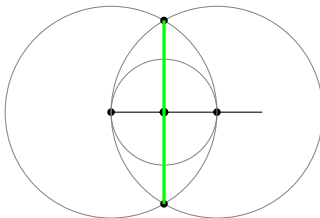
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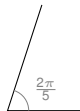


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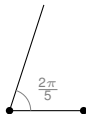
Polygons and Angles.

Suppose we wish to construct the regular pentagon. It turns out that this is equivalent to constructing the angle $2\pi/5$.



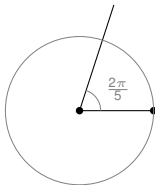
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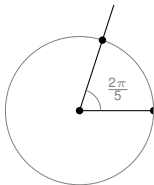
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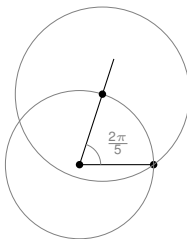
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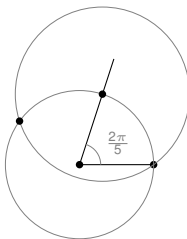
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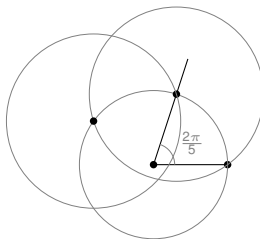
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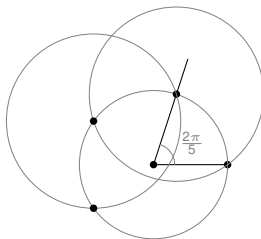
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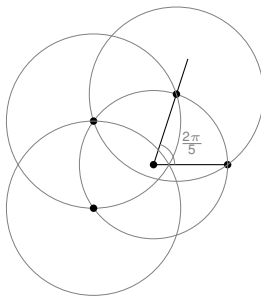
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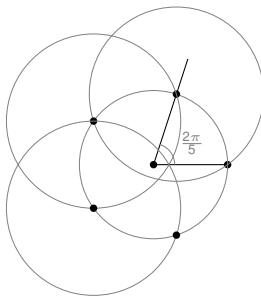
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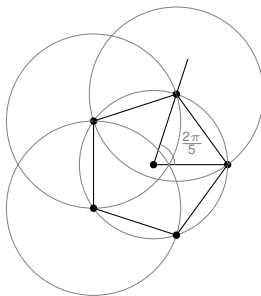
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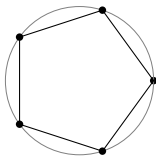
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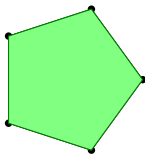
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Primitive Roots of Primes.

In fact, if n is prime, we can draw the n -gon given any angle $\frac{2k\pi}{n}$, with k an integer and $0 < k < n$. We can find each of the n vertices of the polygon by copying $\frac{2k\pi}{n}$ around a circle as we did on the previous slide with $\frac{2\pi}{5}$.

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We can understand this in group theory terms, noting that any nonzero element k of the group \mathbb{Z}_n of integers mod n generates the whole group, so the sets

$$\{0, k, 2k, \dots, (n-1)k\} = \{0, 1, 2, \dots, n-1\}$$

are equal under mod n arithmetic.

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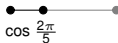
Careful! This is only guaranteed if n is prime.
In general, it works if $\gcd(k, n) = 1$.

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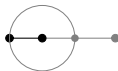
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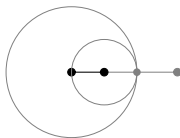
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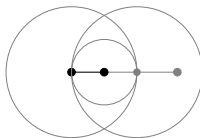
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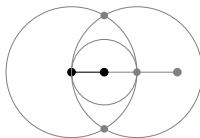
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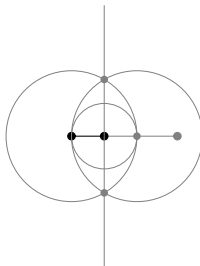
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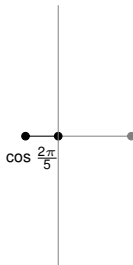
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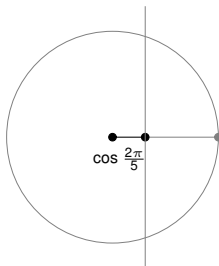
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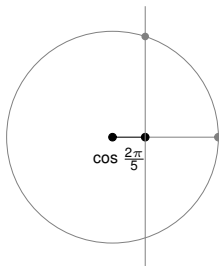
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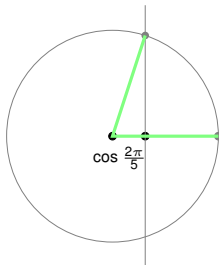
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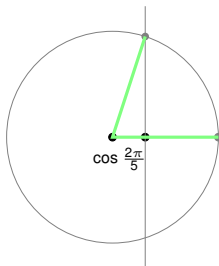
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- 2 The Construction.
 - Basic Tools and Techniques.
 - Constructing Polygons.
 - How To Draw a Heptadecagon

A Brief Acknowledgment.

The construction method I will demonstrate today is due to Herbert William Richmond, who published it in 1893. I have only seen a few techniques, but I find his to be very elegant and I am proud to share it with you today.

Getting Started.

As we have seen, constructing the 17-gon is equivalent to constructing the length $\cos \frac{2k\pi}{17}$ for any $0 < k < 17$.

In particular, today we will directly construct

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- and $\cos \frac{10\pi}{17}$.

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Let's see what they look like ...

The Big, Complicated Numbers.

$$\begin{aligned}
 \text{We have } \cos 3\alpha = & \frac{1}{4096} (\sqrt{-2\sqrt{17} + 34} \\
 & + \sqrt{2\sqrt{-2\sqrt{17} + 34}(\sqrt{17} - 1) - 16\sqrt{2\sqrt{17} + 34} + 12\sqrt{17} + 68} \\
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 & + \sqrt{2\sqrt{-2\sqrt{17} + 34}(\sqrt{17} - 1) - 16\sqrt{2\sqrt{17} + 34} + 12\sqrt{17} + 68} \\
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 \end{aligned}$$

The Big, Complicated Numbers.

$$\begin{aligned}
 \text{And } \cos 5\alpha = & \frac{1}{1048576} (\sqrt{-2\sqrt{17} + 34} \\
 & + \sqrt{2\sqrt{-2\sqrt{17} + 34}(\sqrt{17} - 1) - 16\sqrt{2\sqrt{17} + 34} + 12\sqrt{17} + 68} \\
 & + \sqrt{17} - 1)^5 + \frac{5}{524288} ((\sqrt{-2\sqrt{17} + 34} \\
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The Easy Way

Consider the acute angle ϕ such that $\tan 4\phi = 4$ (so ϕ is about 18°).

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It can be shown that

$$\tan \phi = 2(\cos 3\alpha + \cos 5\alpha)$$

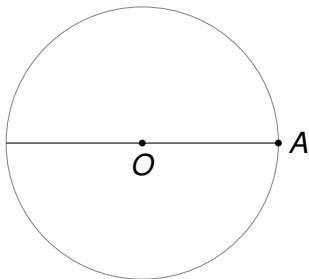
and

$$\tan\left(\phi - \frac{\pi}{4}\right) = 4 \cos 3\alpha \cos 5\alpha.$$

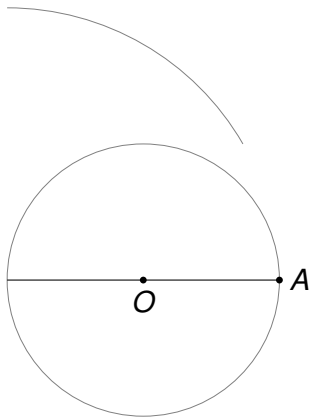
We will now construct these two lengths.

First Steps.

Start with a unit circle and arbitrary diameter. The point A is your 0th vertex.
Next, find a perpendicular radius.

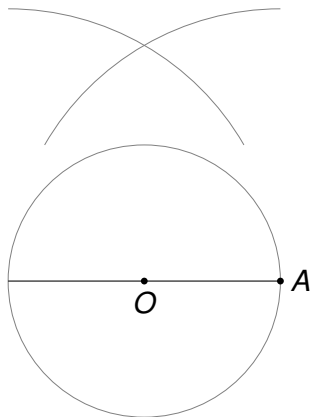


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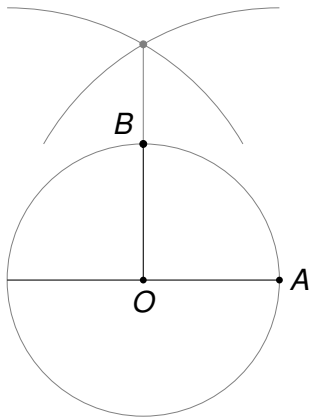
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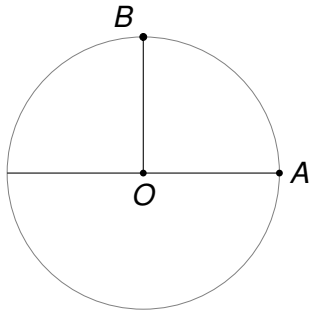
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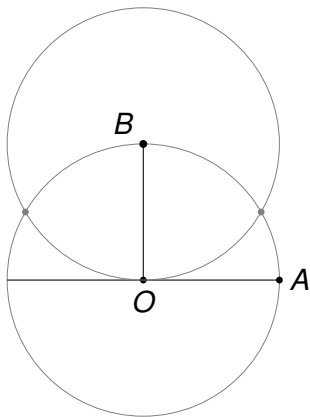


Start with a unit circle and arbitrary diameter. The point A is your 0^{th} vertex.

Next, find a perpendicular radius.

Bisect \overline{OB} twice to find I at $(0, \frac{1}{4})$.

First Steps.

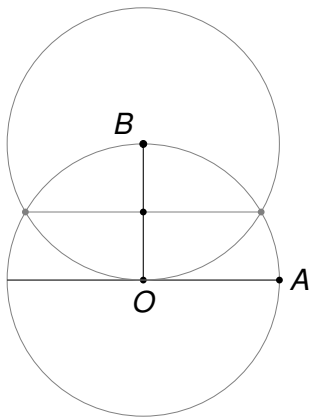


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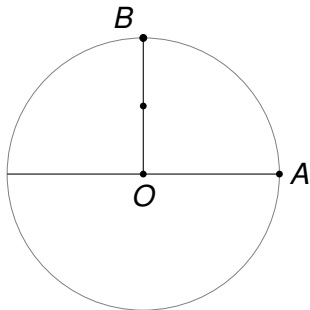


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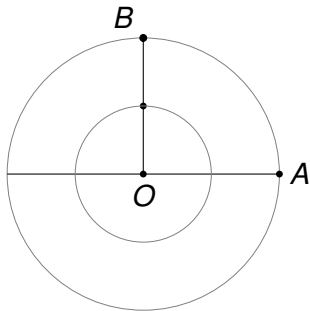


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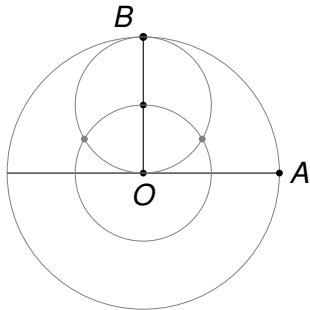


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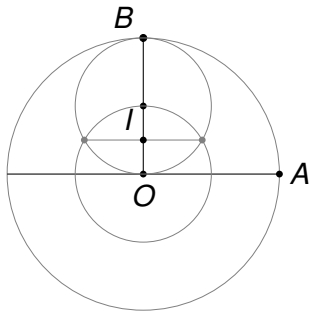


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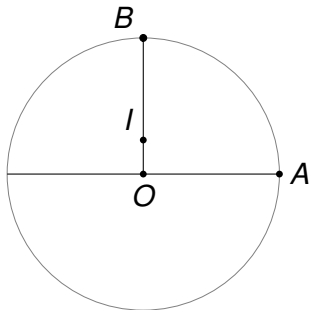


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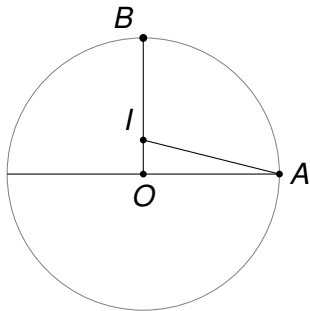
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Using your straightedge, draw the line segment \overline{AI} .

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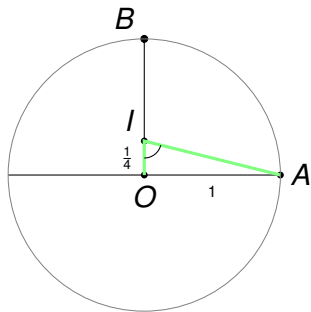
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The Angle 4ϕ .

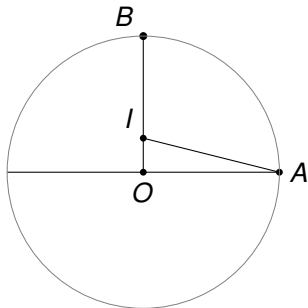


Recall that ϕ is acute and that
 $\tan 4\phi = 4$. Since

$$\begin{aligned}\tan \angle OIA &= \overline{OA} / \overline{OI} \\ &= 4,\end{aligned}$$

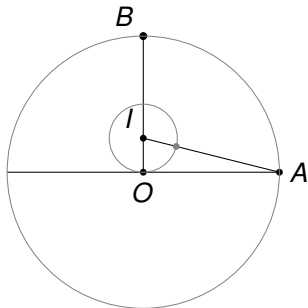
we have already constructed
the angle 4ϕ .

The Angle ϕ and Its Tangent.



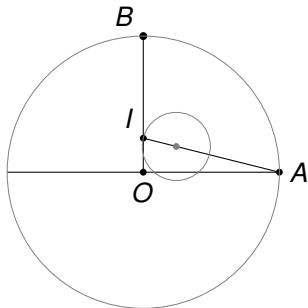
Next, bisect $\angle OIA$ twice to construct ϕ .

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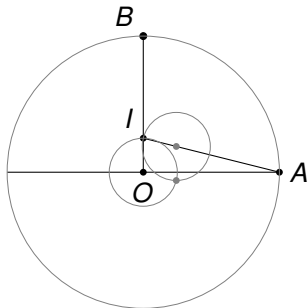
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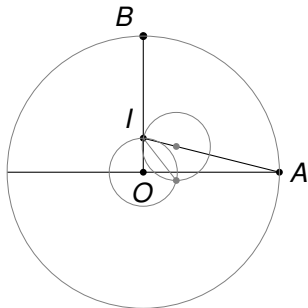
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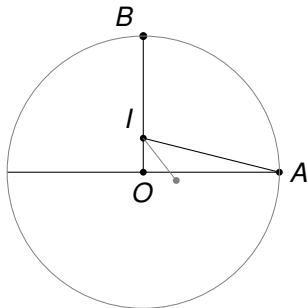
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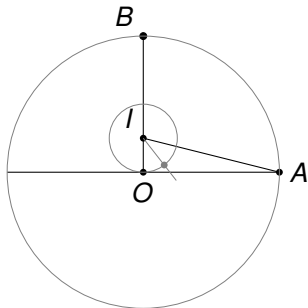
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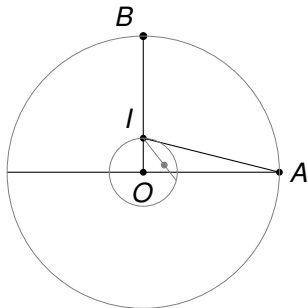
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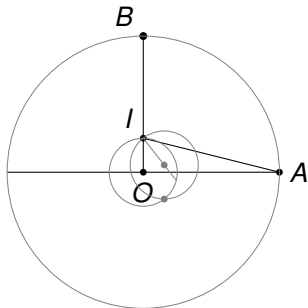
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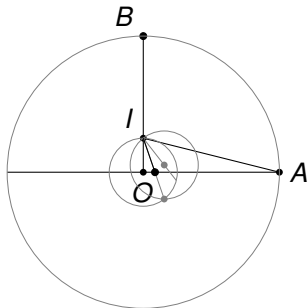
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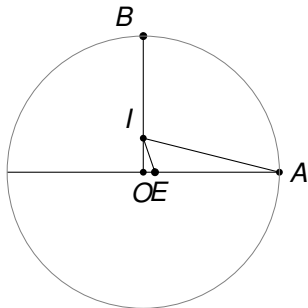
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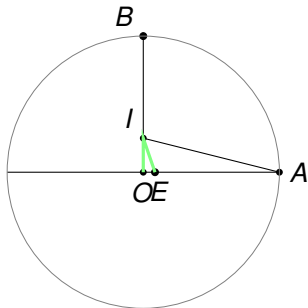
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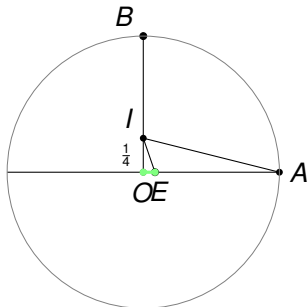
The Angle ϕ and Its Tangent.



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There it is, $\phi = \angle OIE$.

The Angle ϕ and Its Tangent.



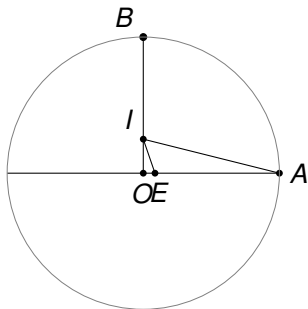
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And in fact,

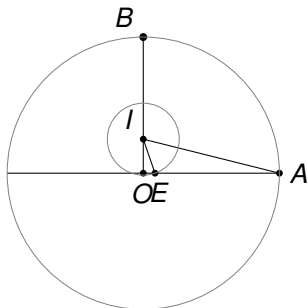
$$\begin{aligned}\tan \phi &= \tan \angle OIE \\ &= \overline{OE} / \overline{OI} \\ &= 4 \overline{OE}.\end{aligned}$$

The Angle $\phi - \frac{\pi}{4}$.



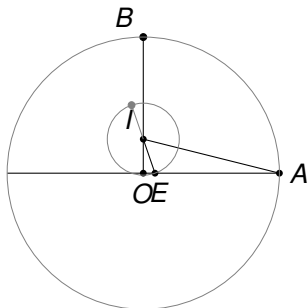
To construct $\phi - \frac{\pi}{4}$, begin by finding a perpendicular line segment to \overline{EI} through I .

The Angle $\phi - \frac{\pi}{4}$.



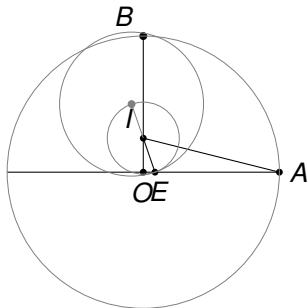
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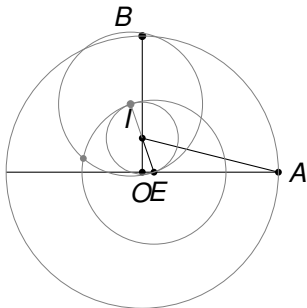
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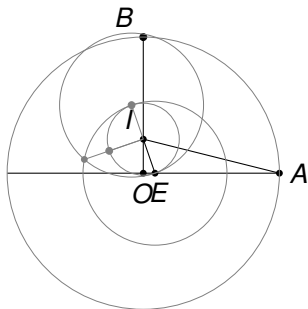
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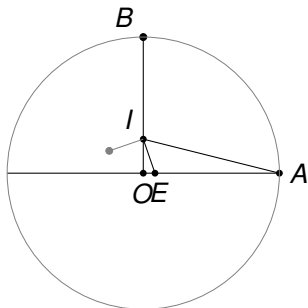
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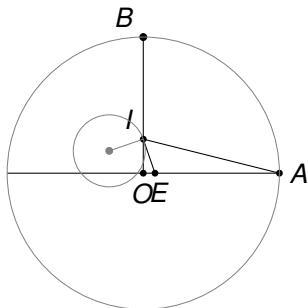
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The Angle $\phi - \frac{\pi}{4}$.



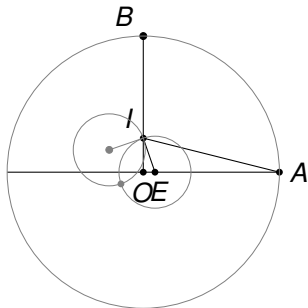
To construct $\phi - \frac{\pi}{4}$, begin by finding a perpendicular line segment to \overline{EI} through I . Next, bisect that right angle ...

The Angle $\phi - \frac{\pi}{4}$.



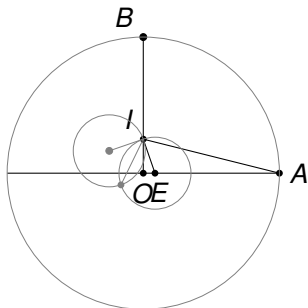
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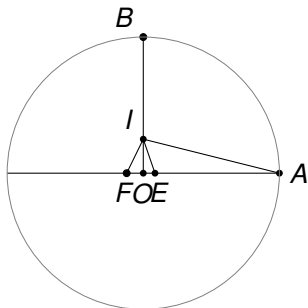
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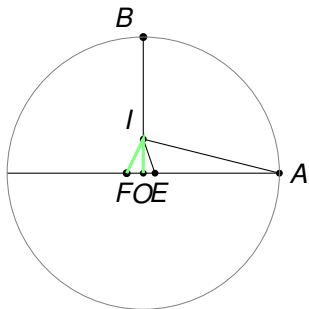
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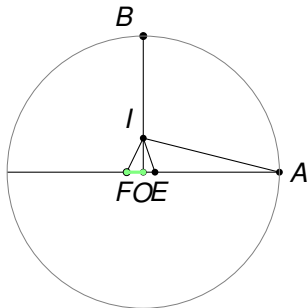
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The Angle $\phi = \frac{\pi}{4}$.



To construct $\phi = \frac{\pi}{4}$, begin by finding a perpendicular line segment to \overline{EI} through I . Next, bisect that right angle . . . And you have it.

The Angle $\phi - \frac{\pi}{4}$.

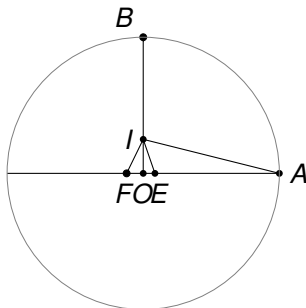


To construct $\phi - \frac{\pi}{4}$, begin by finding a perpendicular line segment to \overline{EI} through I . Next, bisect that right angle ... And you have it.

Further, notice that

$$\tan\left(\phi - \frac{\pi}{4}\right) = 4\overline{OF}.$$

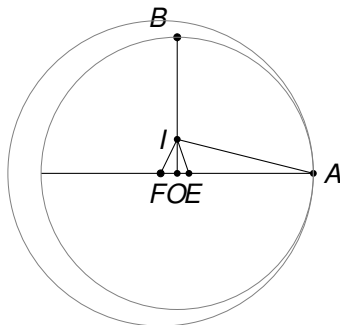
Nearly There.



Now we use what we know about the relationships among $\cos 3\alpha$, $\cos 5\alpha$, $\tan \phi$, and $\tan(\phi - \frac{\pi}{4})$ to construct the two lengths we want.

Draw a circle with diameter \overline{AF} .

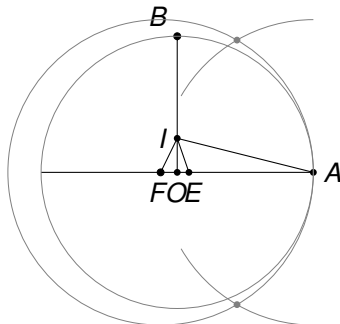
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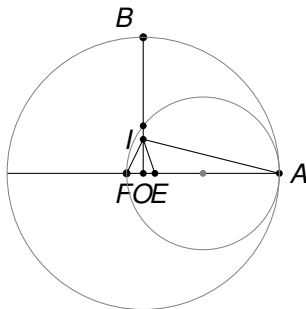
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[illegible]

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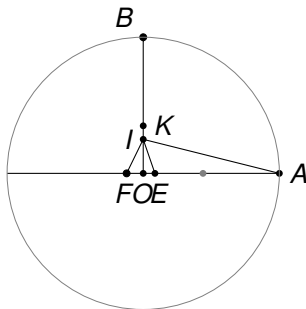
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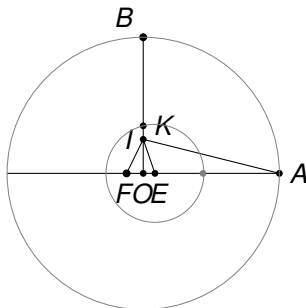
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Draw a circle with diameter \overline{AF} . This circle intersects \overline{OB} at the point K . Now draw a circle through K with center $E \dots$

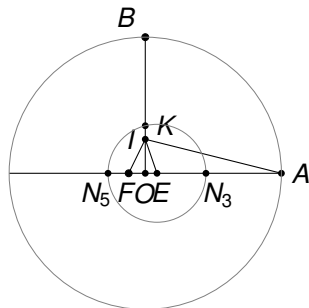
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Drumroll ...



This last circle intersects our original diameter at N_3 and N_5 .
I now claim that

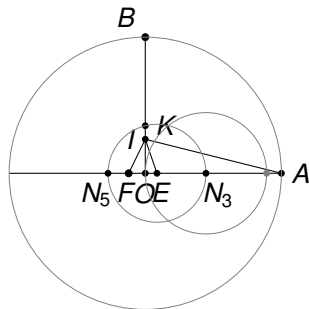
$$\overline{ON_3} = \cos 3\alpha$$

and

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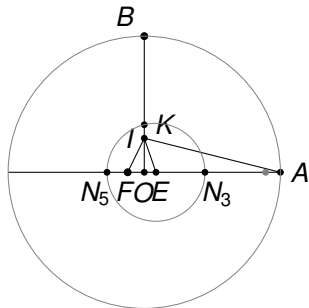
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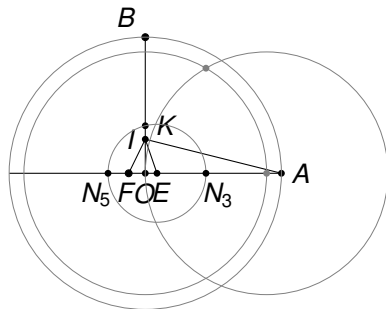
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$$\overline{ON_3} = \cos 3\alpha$$
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Drumroll ...



This last circle intersects our original diameter at N_3 and N_5 .
I now claim that

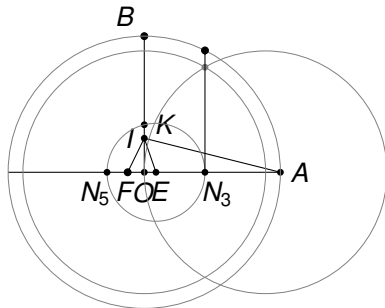
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There is only one thing left to do!

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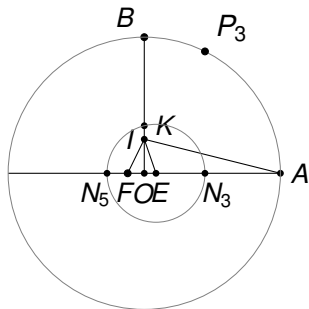
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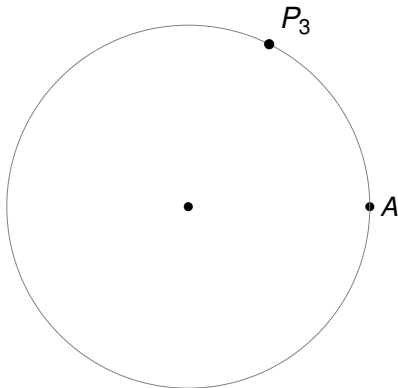
$$\overline{ON_3} = \cos 3\alpha$$

and

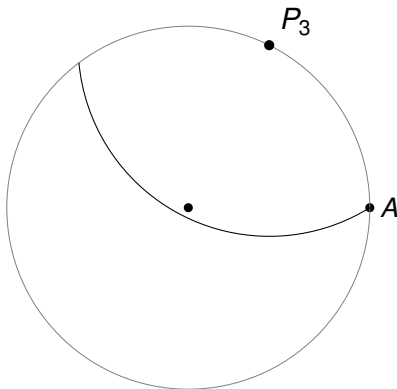
$$\overline{ON_5} = -\cos 5\alpha.$$

There is only one thing left to do!

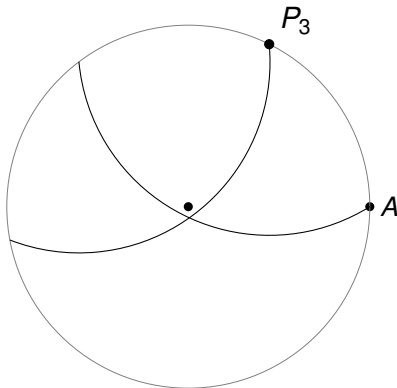
The Big Finish.



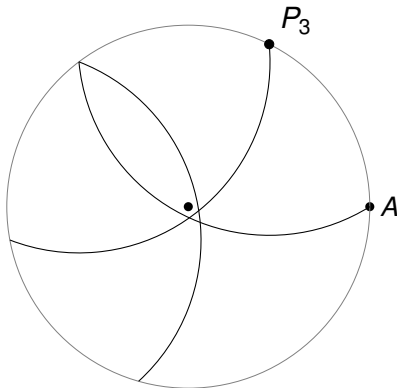
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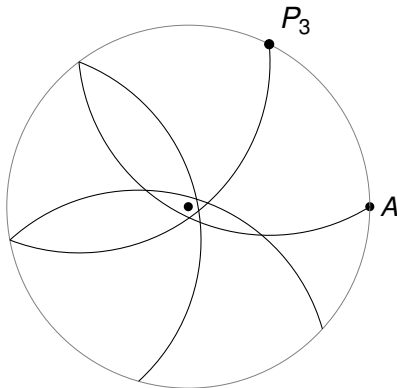
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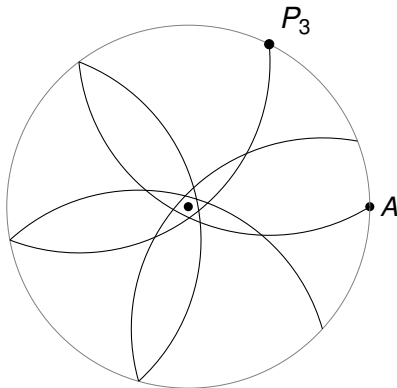
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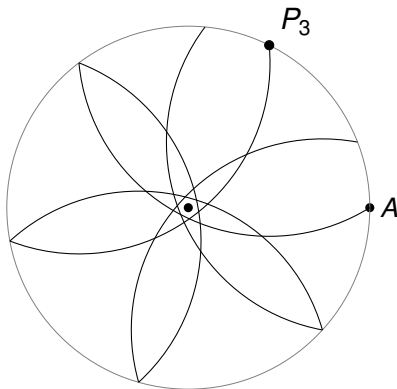
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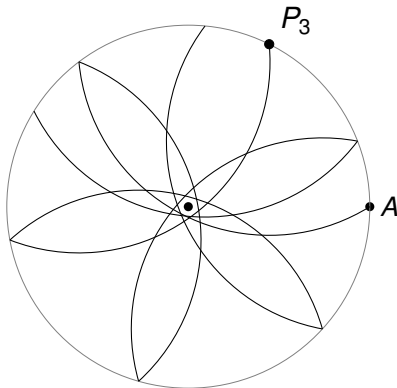
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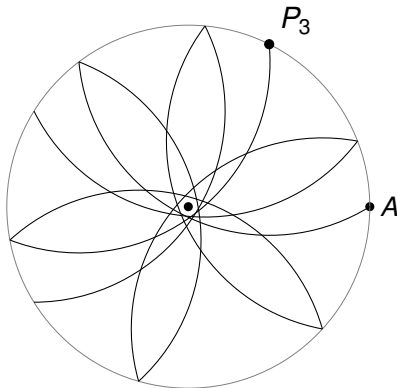
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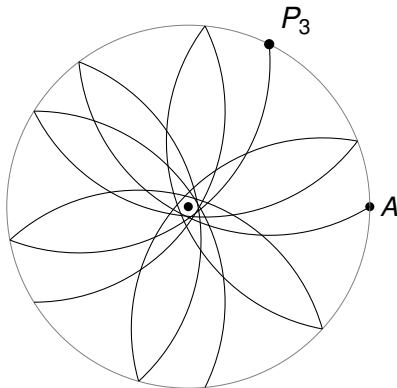
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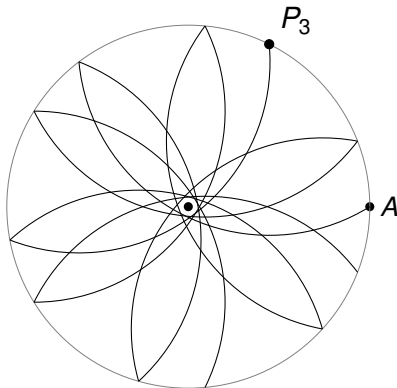
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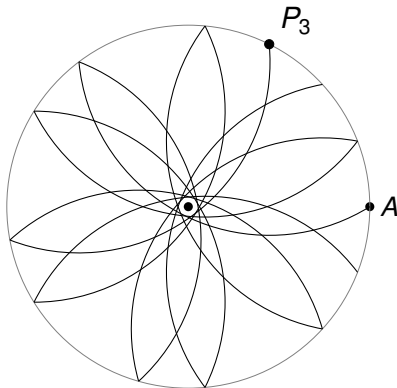
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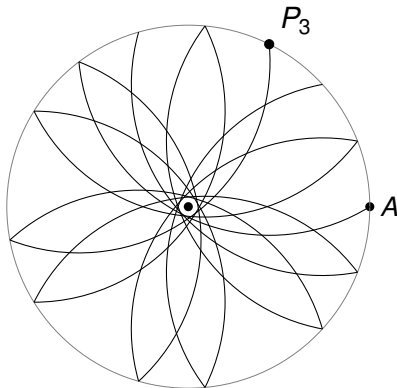
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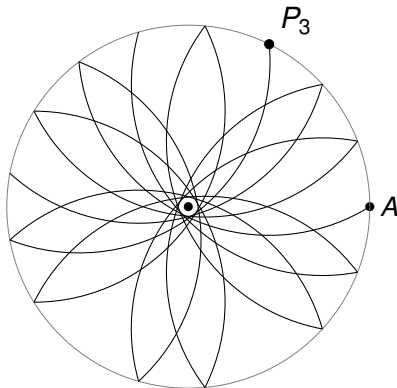
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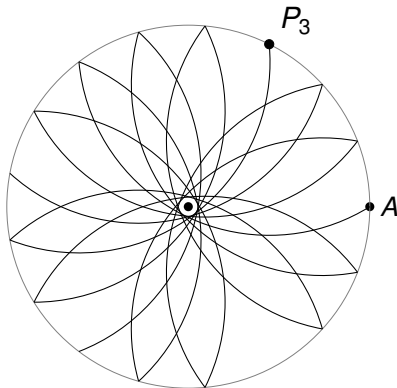
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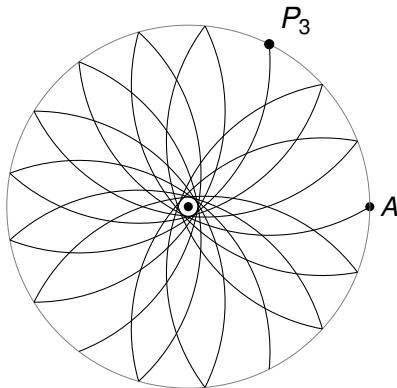
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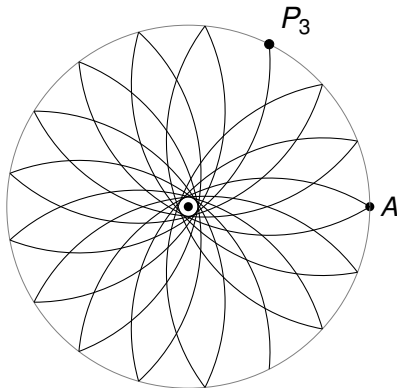
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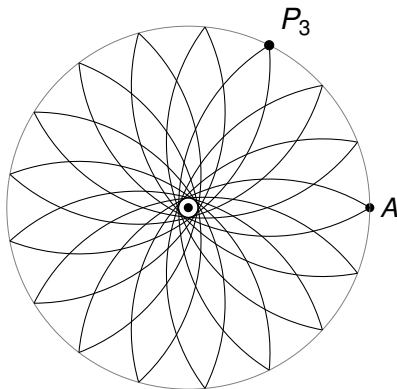
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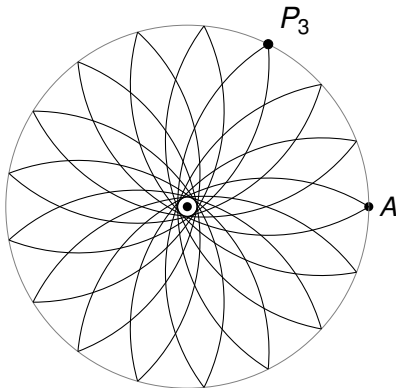
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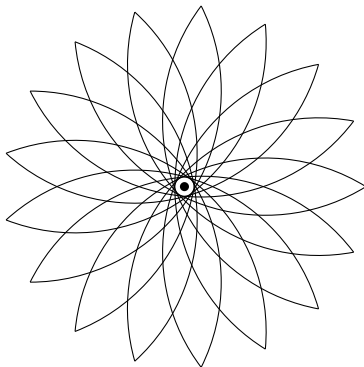
The Big Finish.



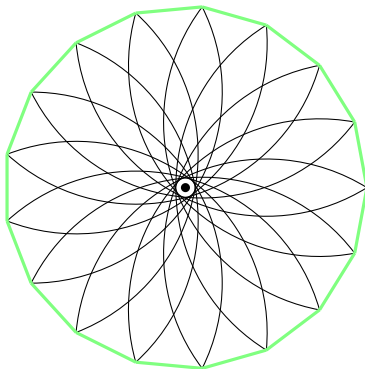
The Big Finish.



The Big Finish



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The Big Finish

