

# Fagnano's Theorem

## ALTERNATIVE PROOF

UJJWAL RANE

**F**agnano's Problem: In 1775, Giovanni Fagnano posed and solved the problem - "For a given acute angled triangle, determine the inscribed triangle of minimum perimeter." Using calculus, Fagnano showed the solution to be the Orthic Triangle – a triangle formed by the feet of the three altitudes. A different proof was given in *At Right Angles*, Vol. 6, No. 1, March 2017, available at <http://azimpremjiuniversity.edu.in/SitePages/resources-ara-march-2017-fagnanos-problem.aspx>

Let's see if it can be solved using geometry and a result from Physics called Fermat's principle.

Fermat's principle states that between two points, light always follows the path that takes the shortest time. In case of pure reflection, it is the path of the shortest length too.

Hence, if the given acute triangle is formed using three mirrors PQ, QR, RP and a ray of light is '*perpetually trapped*' between them by getting repeatedly reflected at points A, B and C, the loop CBAC will be the shortest path that reflects a ray from point C back to itself. See Figure 1.

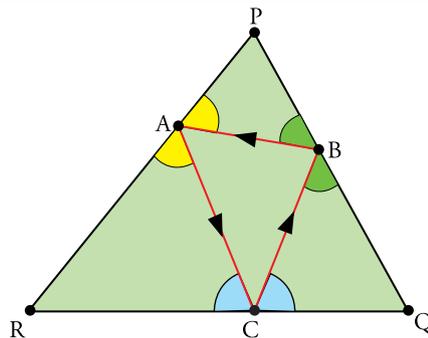


Figure 1. By **Fermat's Principle**, a ray of light perpetually trapped between mirrors PQ, QR and RP gives the shortest path from point C to itself.

*Keywords: Geometry, Fagnano's Theorem, Optimization, Minimization, Perimeter*

The path of such a repeated reflection can be plotted on the original triangle, its image  $P'Q'R'$  (in mirror  $PQ$ ) and an image of that image – or its double image -  $P''Q''R''$  (in mirror  $P'R'$ ). See Figure 2.

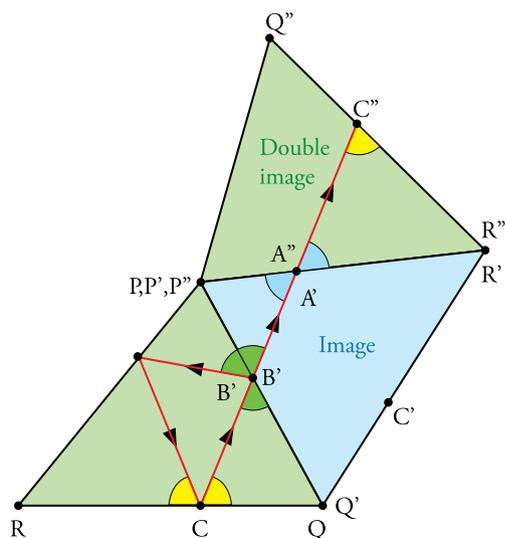


Figure 2. The loop  $CBAC$  of repeated reflection of light can be unfolded on the given triangle and its two successive images. It connects point  $C$  to its double image  $C''$  with a straight line.

Note that the double reflection  $P''Q''R''$  is merely a rotation of the original triangle  $PQR$ !

The closed path  $CBAC$  then unfolds into a straight line from point  $C$  to its double image  $C''$ .

The rectilinear nature of the unfolded loop shows that such a loop must be unique and shortest in length as well.

Of course, there would be infinitely many such loops or straight lines – one for every starting point  $C$ .

So, which of these loops would be the triangle Fagnano was looking for?

To find out, let's consider an arbitrary point  $D$ , its double image  $D''$  and the triangle  $PDD''$  (see Figure 3).

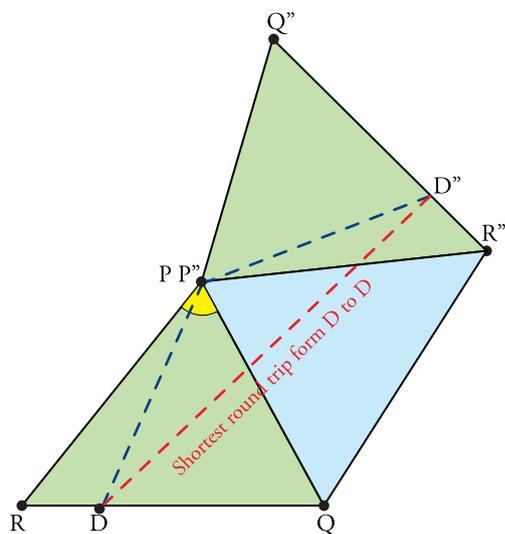


Figure 3. All triangles  $PDD''$  are isosceles with identical vertex angle  $2\gamma$  and hence similar. For base  $DD''$  to be the shortest, side  $PD$  should also be minimized.

Sides  $PD$  and  $PD''$  must be identical, since  $PD''$  is simply the double image of side  $PD$ .

Thus, triangle  $PDD''$  must be isosceles.

Moreover, since a double reflection really amounts to a simple rotation through twice the angle  $\angle RPQ = \gamma$ , the vertex angle  $\angle DPD''$  for all such isosceles triangles must be the same, viz.,  $2\gamma$ , making them all similar.

The triangle we seek would have the shortest possible base  $DD''$ .

Since similar triangles are scaled replicas of each other, the shortest possible base belongs to the smallest of the triangles, which in turn will have the shortest possible sides  $PD$  or  $PD''$  too. And this condition is met when  $PD$  is the perpendicular dropped from  $P$  on to side  $RQ$  (shortest distance of a point from a line).

Hence the shortest path is obtained when point  $D$  is the foot of the perpendicular. By symmetry, this applies to all the three points  $A$ ,  $B$  and  $C$ , making the shortest path the so called Orthic triangle! See Figure 4.

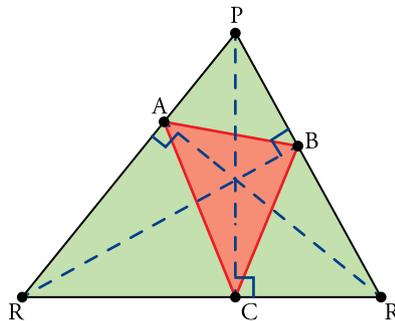


Figure 4. The minimum perimeter inscribed triangle connects the feet of the three altitudes forming an **Orthic Triangle**

Please see the YouTube video at <https://youtu.be/5MrNM-VxXd8> for an animation of the above.



UJJWAL RANE is a Mechanical Engineer by training and has master's degrees from IIT Madras (Machine Dynamics) and Arizona State University, USA (Computer Aided Geometric Design). He has a particular interest in finding visual representations and solutions of mathematical and physical phenomena and in using this approach in classroom teaching of Engineering, Physics and Math, and also online via his channel on YouTube (<https://www.youtube.com/user/UjjwalRane>). He can be reached on [ujjukaka@gmail.com](mailto:ujjukaka@gmail.com).