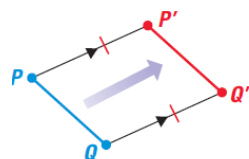


Notes 9.1 Translations continued

A **translation** is a transformation that maps every two points P and Q in the plane to points P' and Q' , so that the following properties are true:

- $PP' = QQ'$
- $\overline{PP'} \parallel \overline{QQ'}$, or $\overline{PP'}$ and $\overline{QQ'}$ are collinear.



THEOREM

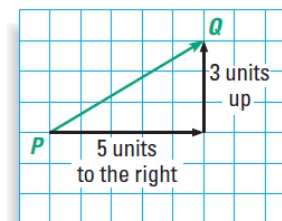
THEOREM 7.4 Translation Theorem

A translation is an isometry.

GOAL 2 TRANSLATIONS USING VECTORS

Another way to describe a translation is by using a vector. A **vector** is a quantity that has both direction and *magnitude*, or size, and is represented by an arrow drawn between two points.

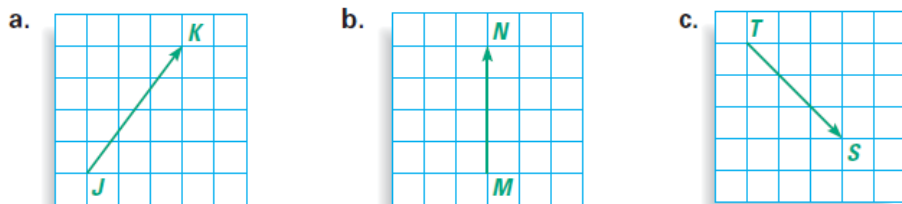
The diagram shows a vector. The **initial point**, or starting point, of the vector is P and the **terminal point**, or ending point, is Q . The vector is named \overrightarrow{PQ} , which is read as “vector PQ .” The *horizontal component* of \overrightarrow{PQ} is 5 and the *vertical component* is 3.



The **component form** of a vector combines the horizontal and vertical components. So, the component form of \overrightarrow{PQ} is $\langle 5, 3 \rangle$.

EXAMPLE 3 Identifying Vector Components

In the diagram, name each vector and write its component form.



SOLUTION

- The vector is \overrightarrow{JK} . To move from the initial point J to the terminal point K , you move 3 units to the right and 4 units up. So, the component form is $\langle 3, 4 \rangle$.
- The vector is $\overrightarrow{MN} = \langle 0, 4 \rangle$.
- The vector is $\overrightarrow{TS} = \langle 3, -3 \rangle$.

EXAMPLE 4 Translation Using Vectors

The component form of \overrightarrow{GH} is $\langle 4, 2 \rangle$. Use \overrightarrow{GH} to translate the triangle whose vertices are $A(3, -1)$, $B(1, 1)$, and $C(3, 5)$.

SOLUTION

First graph $\triangle ABC$. The component form of \overrightarrow{GH} is $\langle 4, 2 \rangle$, so the image vertices should all be 4 units to the right and 2 units up from the preimage vertices. Label the image vertices as $A'(7, 1)$, $B'(5, 3)$, and $C'(7, 7)$. Then, using a straightedge, draw $\triangle A'B'C'$. Notice that the vectors drawn from preimage to image vertices are parallel.

