

# Wallpaper Symmetry

Prepared by Mark on June 9, 2026

## Instructor's Handout

This handout contains solutions and notes.  
Recompile without solutions before distributing.

## Section 1: Wallpaper Symmetries

### Definition 1:

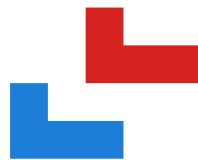
A *Euclidean isometry* is a transformation of the plane that preserves distances. Intuitively, an isometry moves objects on the plane without deforming them.

There are four classes of Euclidean isometries:

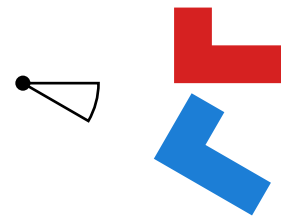
- translations
- reflections
- rotations
- glide reflections

We can prove there are no others, but this is beyond the scope of this handout.

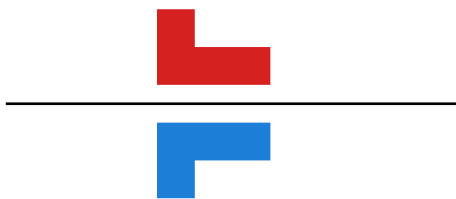
A simple example of each isometry is shown below:



Translation



Rotation



Reflection



Glide reflection

### Definition 2:

A *wallpaper* is a two-dimensional pattern that...

- has translational symmetry in at least two non-parallel directions (and therefore fills the plane)  
“Translational symmetry” means that we can slide the entire wallpaper in some direction, eventually mapping the pattern to itself.
- has a countable number of reflection, rotation, or glide symmetries.

**Problem 3:**

Is a plain square grid a valid wallpaper?

**Solution:**

Yes!

- It has translational symmetry in the horizontal and vertical directions
- It has a countable number of symmetries—namely, six distinct mirror lines (horizontal, vertical, and diagonal) duplicated once per square.
- A square grid is \*442

**Problem 4:**

Is the empty plane a valid wallpaper?

**Solution:**

No, since it has uncountably many symmetries.

## Section 2: Mirror Symmetry

### Definition 5:

A *reflection* is a transformation of the plane obtained by reflecting all points about a line.

If this reflection maps the wallpaper to itself, we have a *mirror symmetry*.

If  $n$  such mirror lines intersect at a point, they form a *mirror node of order  $n$* .

Mirror nodes with order 1 do not exist (i.e,  $n \geq 2$ ). A line does not intersect itself!

Two mirror nodes on a wallpaper are identical if we can map one to the other with a translation and a rotation while preserving the pattern on that wallpaper.

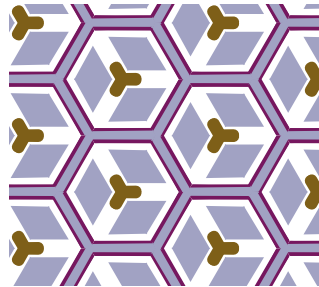
### Problem 6:

Find all three distinct mirror nodes in the following pattern.

What is the order of each node?

*Hint:* You may notice rotational symmetry in this pattern.

Don't worry about that yet, we'll discuss it later.



### Solution:

The mirror nodes are:

- the center of the amber cross
- the center of each right-handed group of three adjacent hexagons
- the center of each left-handed group of three adjacent hexagons

### Definition 7:

*Orbifold notation* gives us a way to describe the symmetries of a wallpaper.

It defines a *signature* that fully describes all the symmetries of a given pattern.

We will introduce orbifold notation one symmetry at a time.

### Definition 8:

In orbifold notation, mirror nodes are denoted by a  $*$  followed by a list of integer.

Every integer  $n$  following a  $*$  denotes a mirror node of order  $n$ .

The order of these integers doesn't matter.  $*234$  and  $*423$  are the same signature.

However, we usually denote  $n$ -fold symmetries in descending order (that is, like  $*432$ ).

If we have many nodes of the same order, integers may be repeated.

### Problem 9:

What is the signature of the wallpaper in Problem 6?

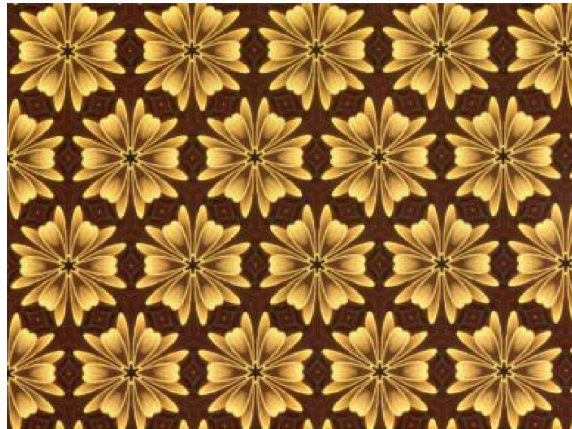
*Hint:* Again, ignore rotational symmetry for now.

### Solution:

It is  $*333$

**Problem 10:**

Find the signature of the following pattern.



**Solution:**

It is \*632:

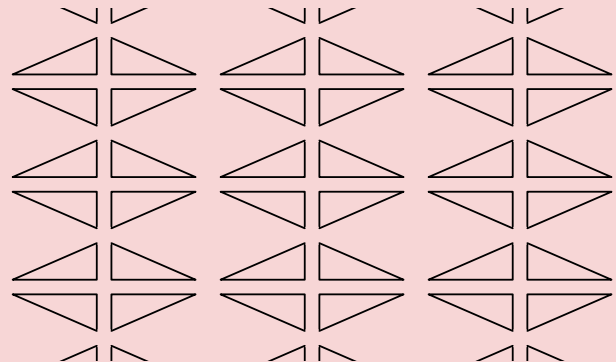
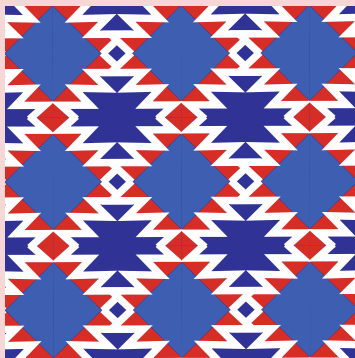


**Problem 11:**

Draw a wallpaper pattern with signature \*2222

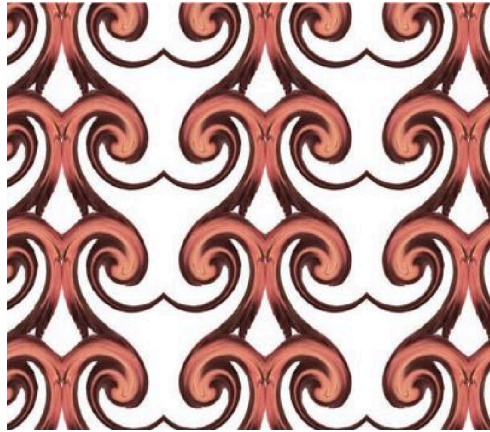
**Solution:**

Sample solutions are below.



**Remark 12:**

In an exceptional case, we have two parallel mirror lines.  
Consider the following pattern:



The signature of this pattern is \*\*

**Problem 13:**

Draw another wallpaper pattern with signature \*\*.

## Section 3: Rotational Symmetry

### Definition 14:

A wallpaper may also have  $n$ -fold rotational symmetry about a point.

This means there are no more than  $n$  rotations around that point that map the wallpaper to itself.

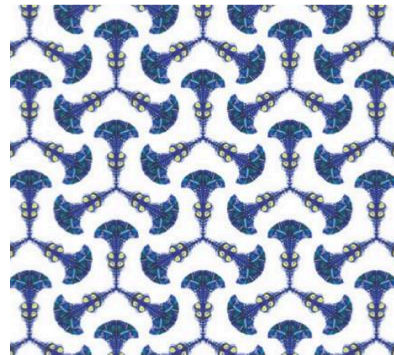
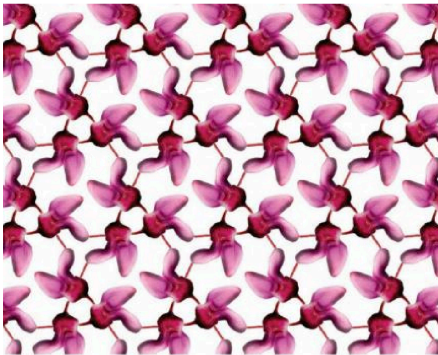
As before, two points of rotational symmetry are identical if we can perform a translation and rotation that maps one to the other without changing the wallpaper.

### Definition 15:

In orbifold notation, rotation is specified similarly to reflection, but uses the prefix  $\diamond$ .

For example:

- $\diamond 333$  denotes a pattern with three distinct centers of rotation of order 3.
- $\diamond 4*2$  denotes a pattern with one rotation center of order 4 and one mirror node of order 2.



### Problem 16:

Find the three rotation centers in the left wallpaper.  
What are their orders?

#### Solution:

This is  $\diamond 333$

### Problem 17:

Find the signature of the pattern on the right.

#### Solution:

This is  $\diamond 3*3$

### Remark 18:

You may have noticed that we could have an ambiguous classification, since two reflections are equivalent to a translation and a rotation. We thus make the following distinction: *rotational symmetry that can be explained by reflection is not rotational symmetry.*

In other words, when classifying a pattern...

- we first find all mirror symmetries,
- then all rotational symmetries that are not accounted for by reflection.

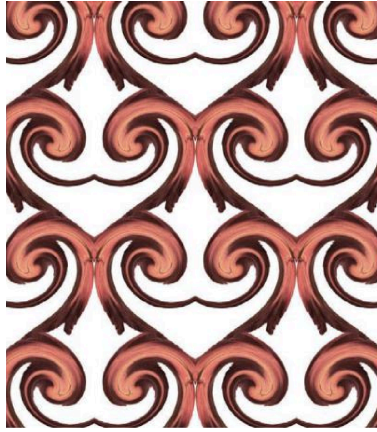
## Section 4: Glide Reflections

### Definition 19:

Another type of symmetry is the *glide reflection*, denoted  $\times$ .

A glide reflection is the result of a translation along a line followed by reflection about that line.

For example, consider the following pattern:



### Problem 20:

Convince yourself that all mirror lines in this pattern are *not* distinct. / In other words, this pattern has only one mirror symmetry.

#### Solution:

There may seem to be two, but they are identical.  
We can translate one onto the other.

### Problem 21:

Use the following picture to find the glide reflection in the above pattern.



### Remark 22:

The signature of this wallpaper is  $*\times$ .

**Definition 23:**

If none of the above symmetries appear in a pattern, then we only have simple translational symmetry. We denote this with the signature  $\circ$ .

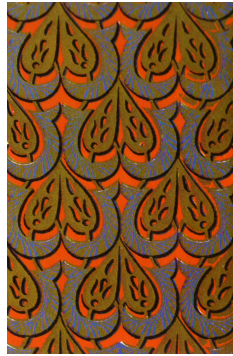
**Remark 24:**

In summary, to find the signature of a pattern:

- find the mirror lines ( $*$ ) and the distinct intersections;
- then find the rotation centers ( $\diamond$ ) not explained by reflection;
- then find all glide reflections ( $\times$ ) that do not cross a mirror line.
- If we have none of the above, our pattern must be  $\circ$ .

**Problem 25:**

Find the signature of the following pattern:

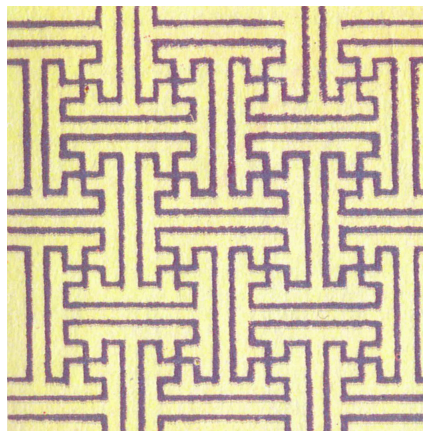


**Solution:**

This is  $*\times$ .

**Problem 26:**

Find the signature of the following pattern:



**Solution:**

This is  $\diamond 4*2$

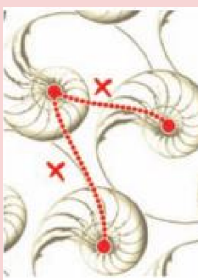
**Problem 27:**

Find two glide reflections in the following pattern.

(and thus show that its signature is  $\times\times$ .)



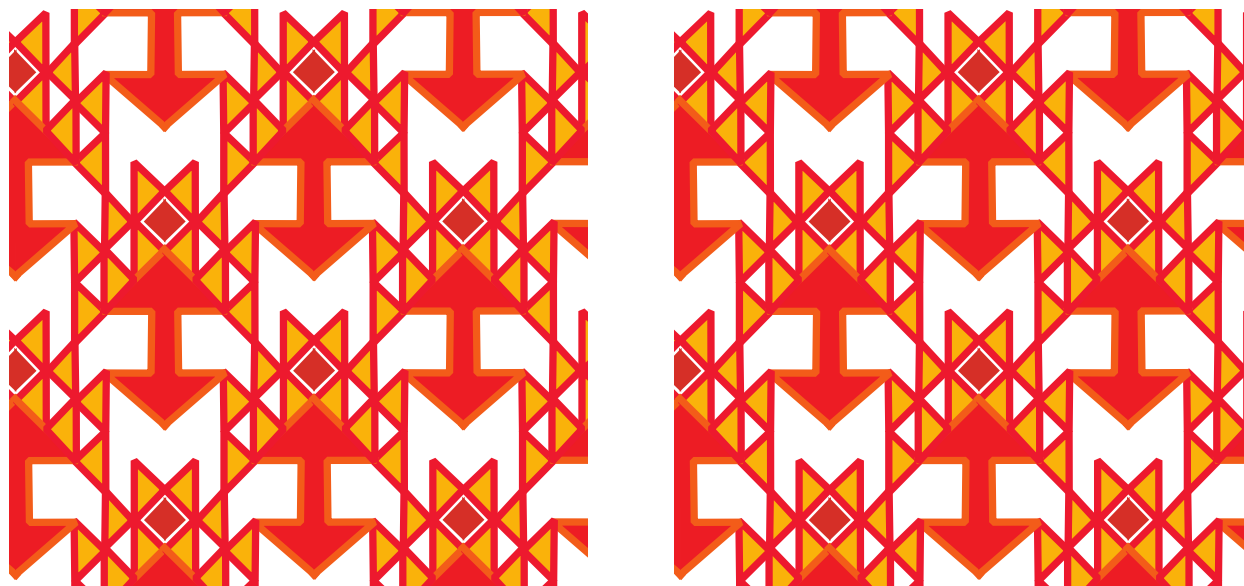
**Solution:**



## Section 5: A few problems

Find the signatures of the following patterns. Mark all mirror nodes, rotation centers, and glide reflections. Each pattern is provided twice for convenience.

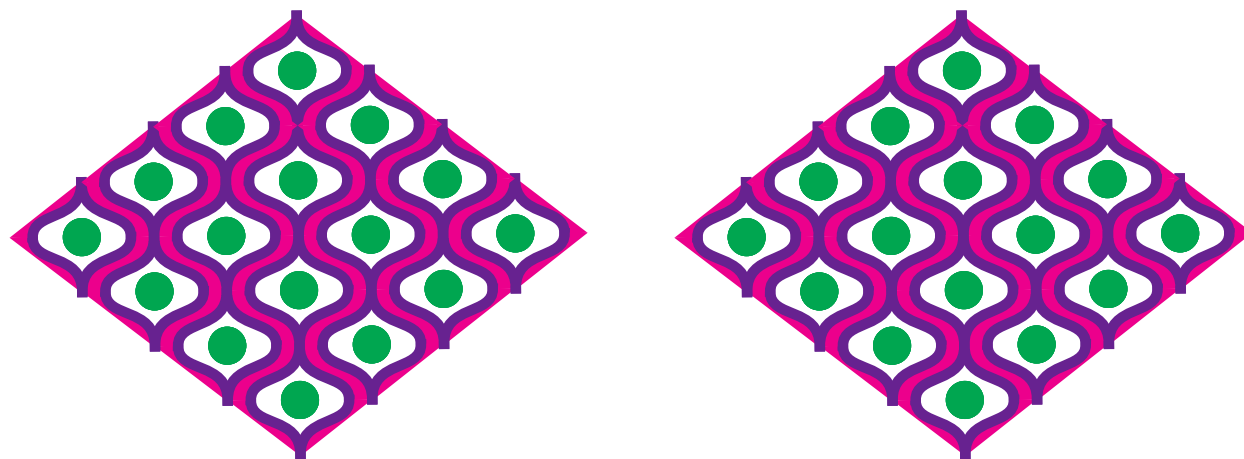
**Problem 28:**



**Solution:**

$\times^*$

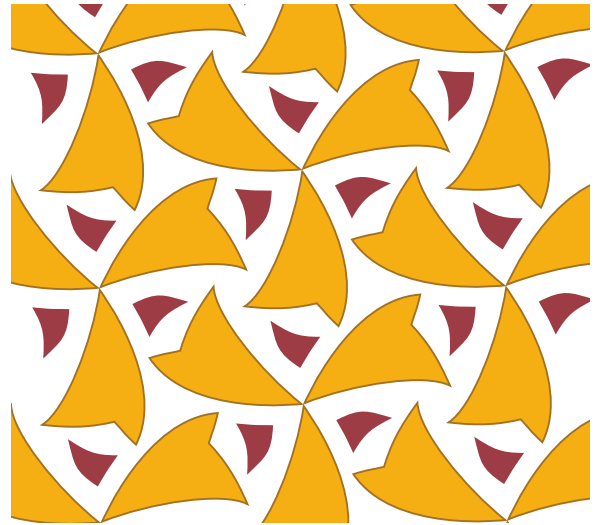
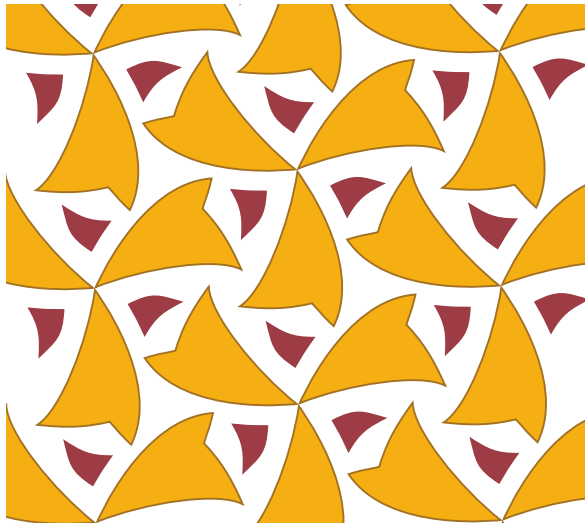
**Problem 29:**



**Solution:**

$\diamond 2*22$

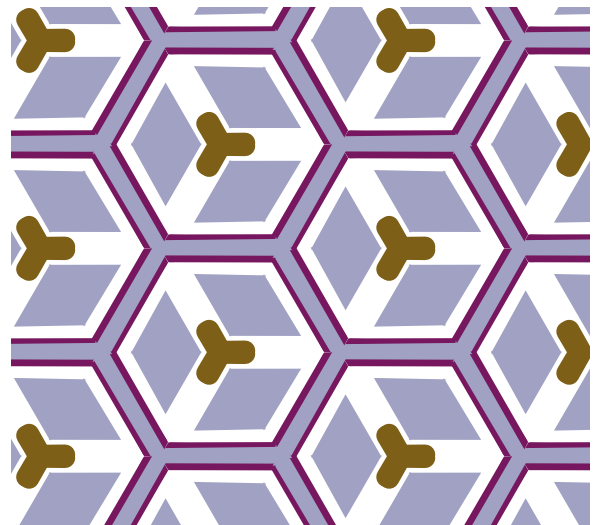
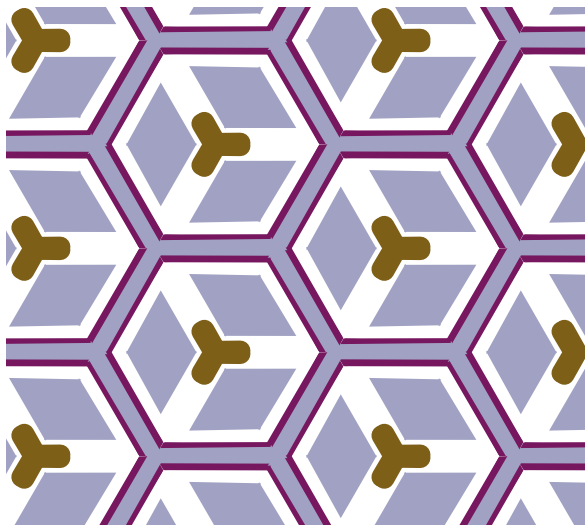
Problem 30:



Solution:

◇333

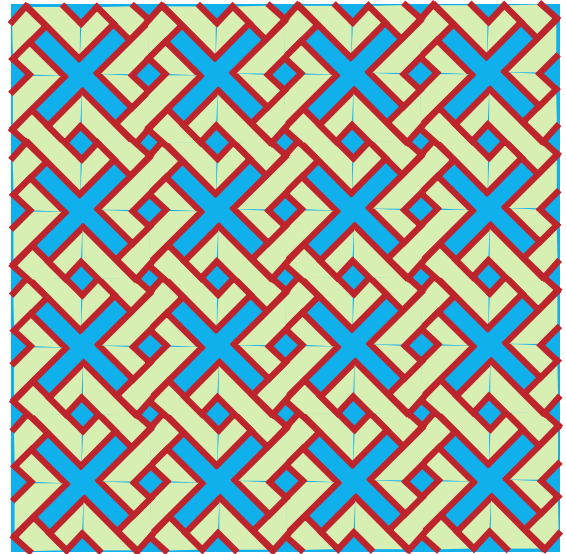
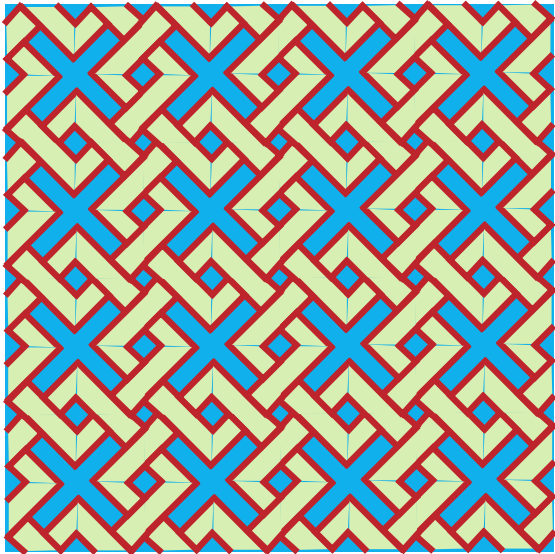
Problem 31:



Solution:

\*333

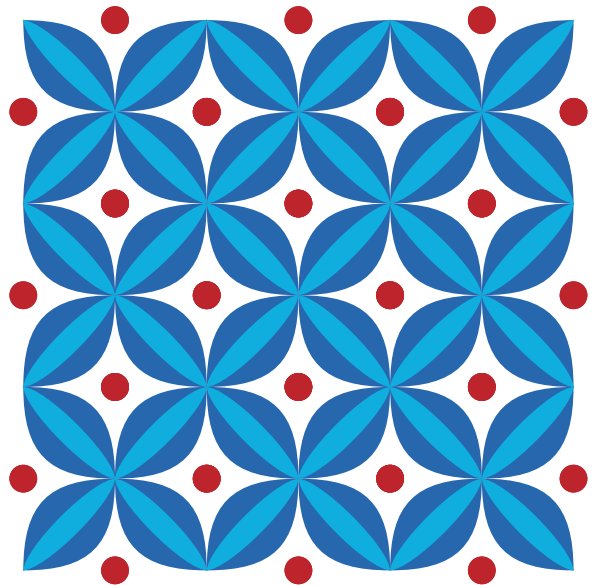
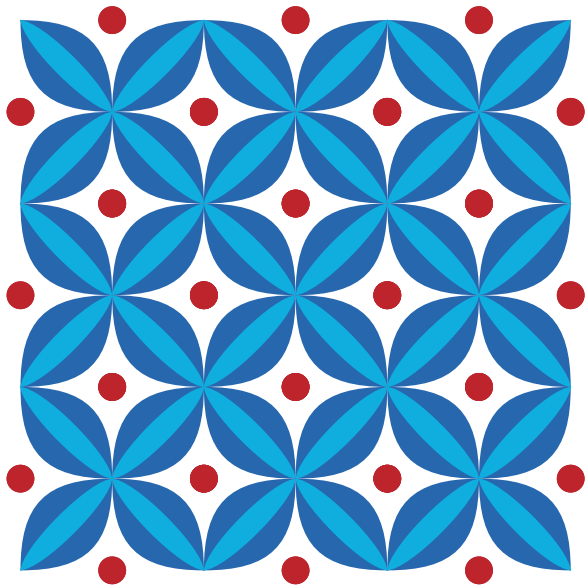
Problem 32:



Solution:

◇442

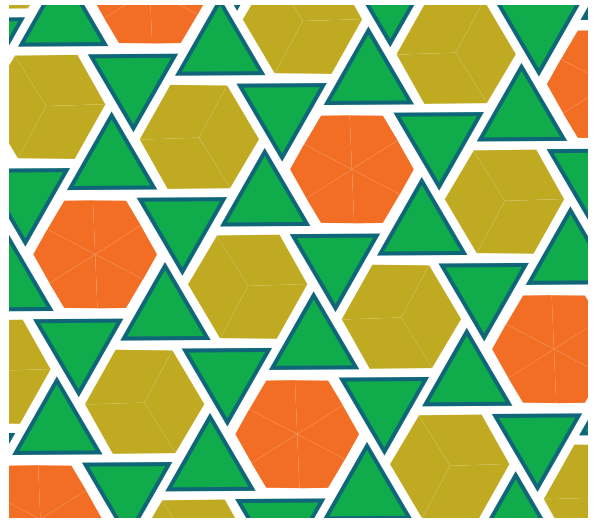
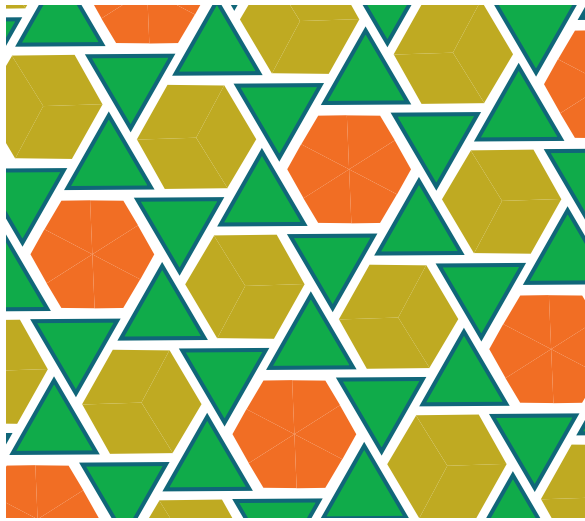
Problem 33:



Solution:

\*442

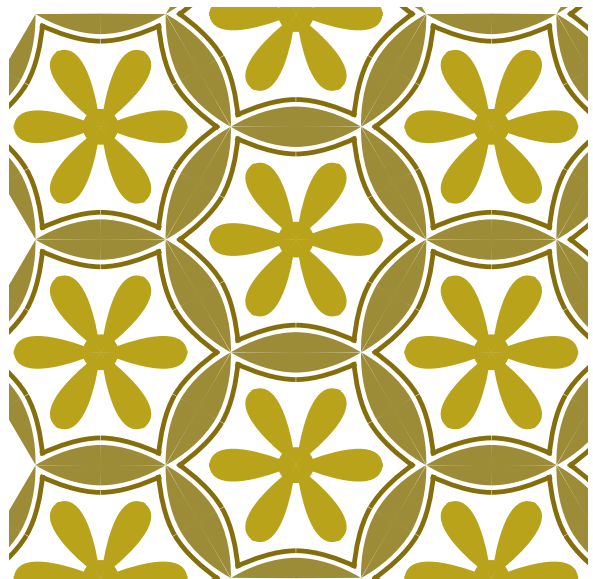
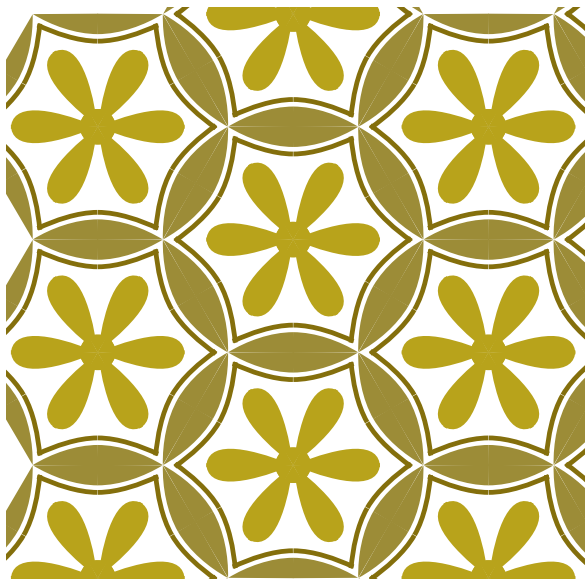
**Problem 34:**



**Solution:**

◇632

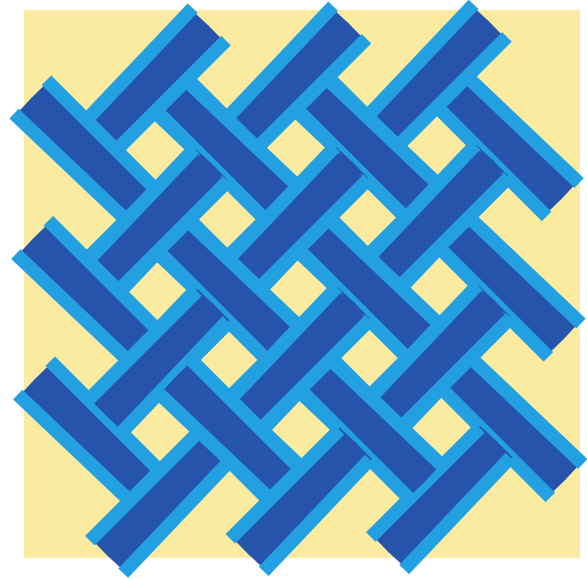
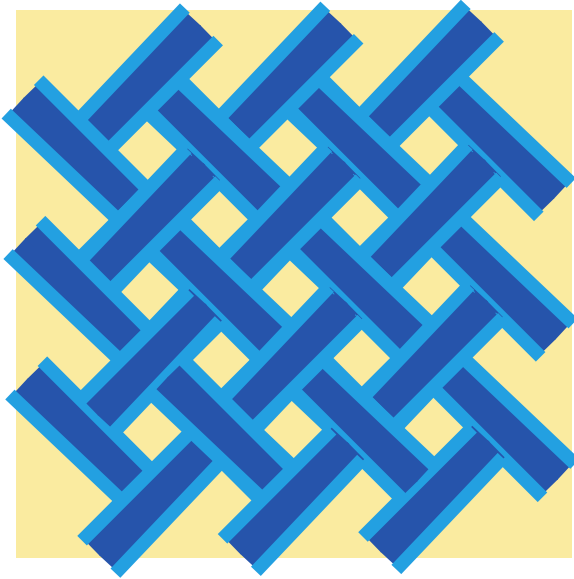
**Problem 35:**



**Solution:**

\*632

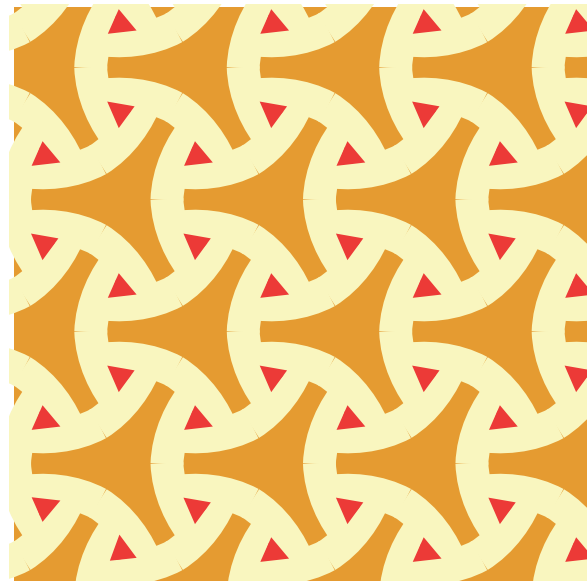
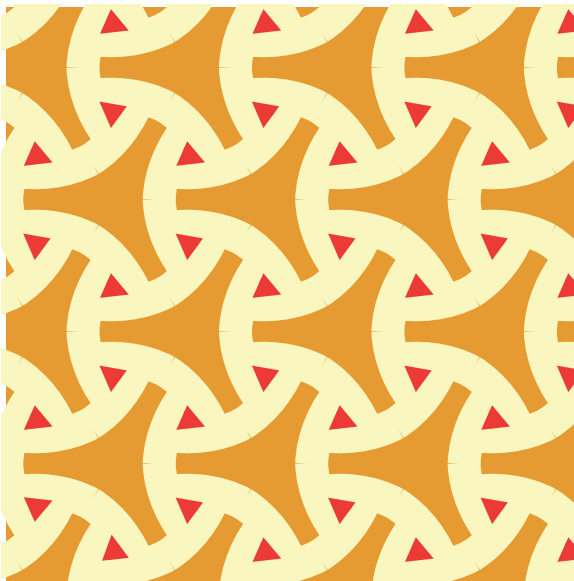
**Problem 36:**



**Solution:**

◇4\*2

**Problem 37:**



**Solution:**

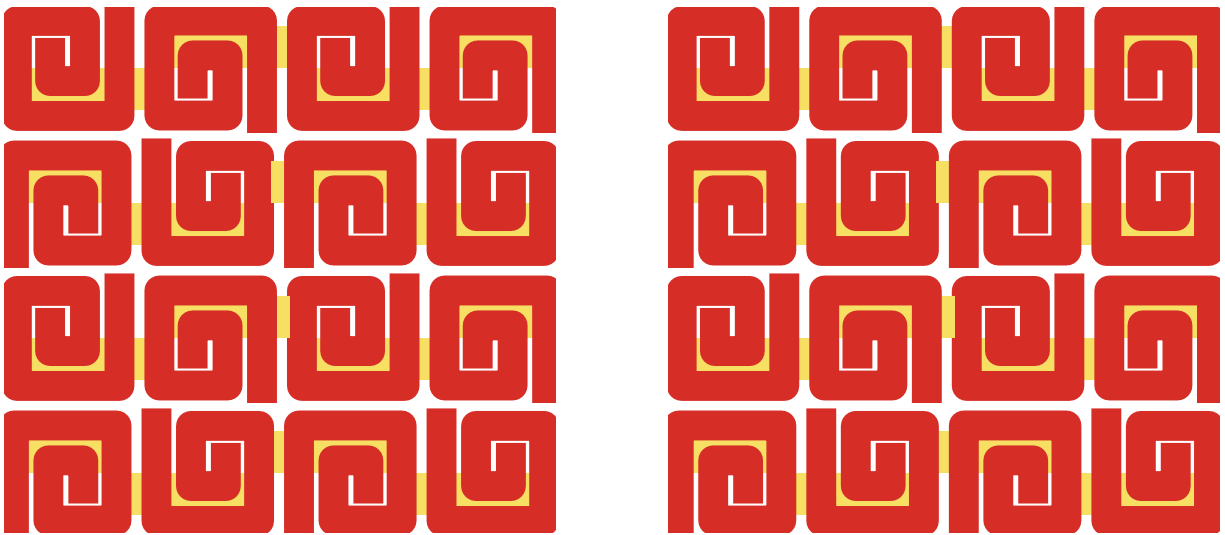
◇3\*3

**Problem 38:**

Draw a wallpaper with the signature  $*442$

Make sure there are no other symmetries!

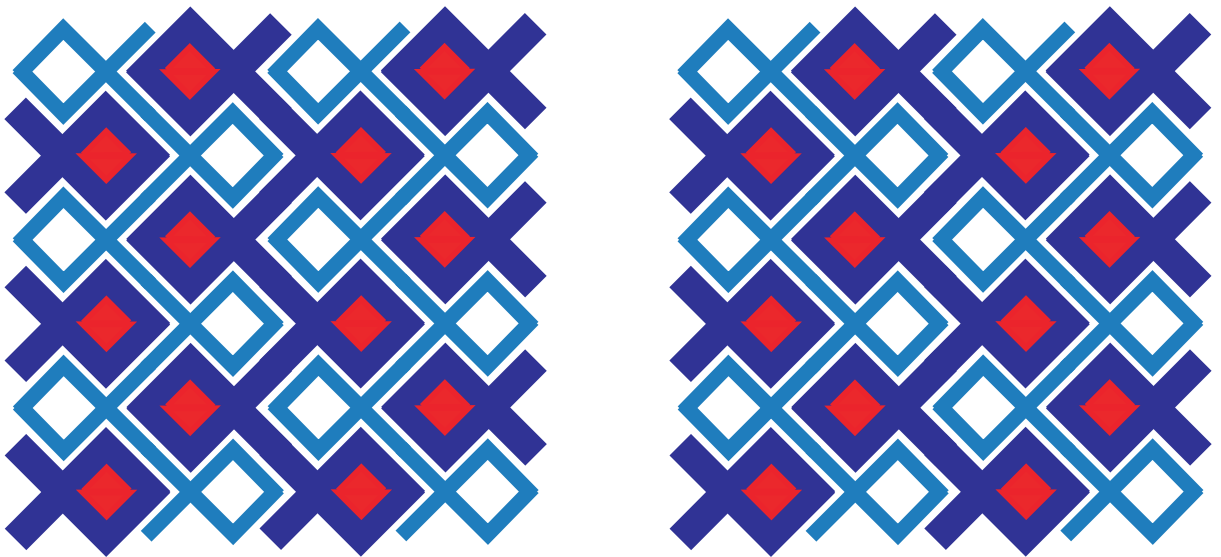
Problem 39:



Solution:

◇22×

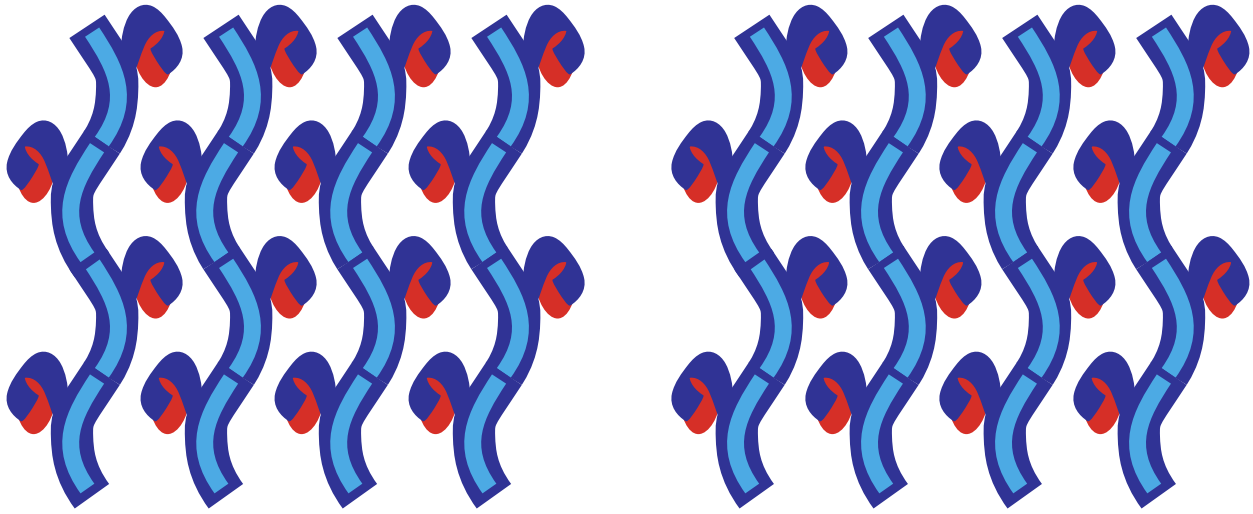
Problem 40:



Solution:

◇22\*

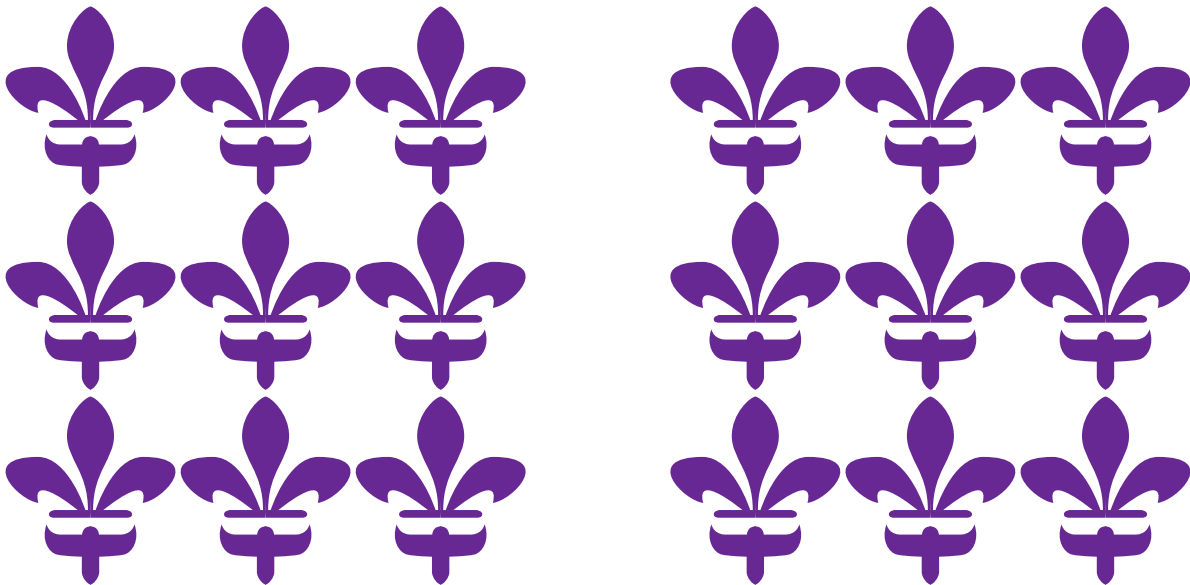
Problem 41:



Solution:

××

Problem 42:



Solution:

\*\*

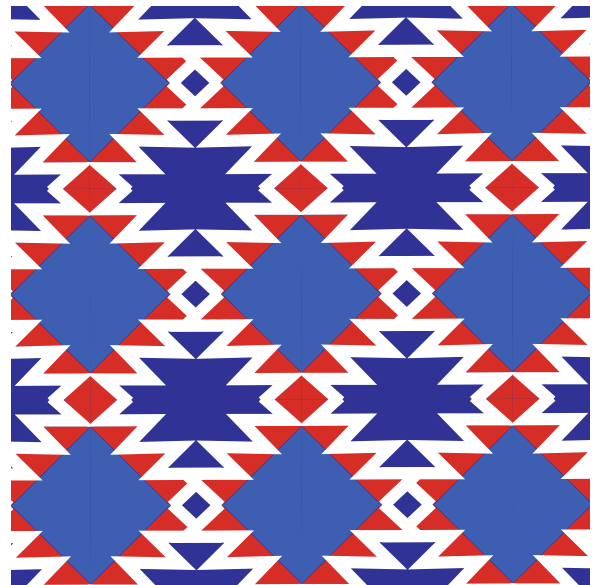
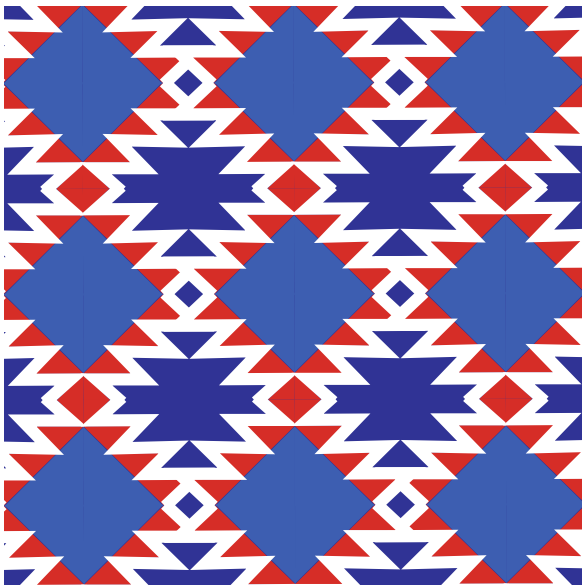
Problem 43:



Solution:

◇2222

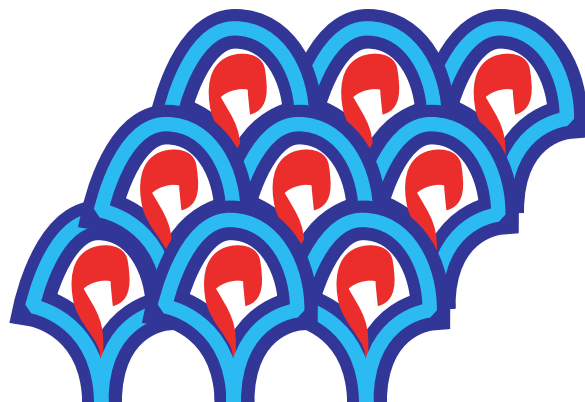
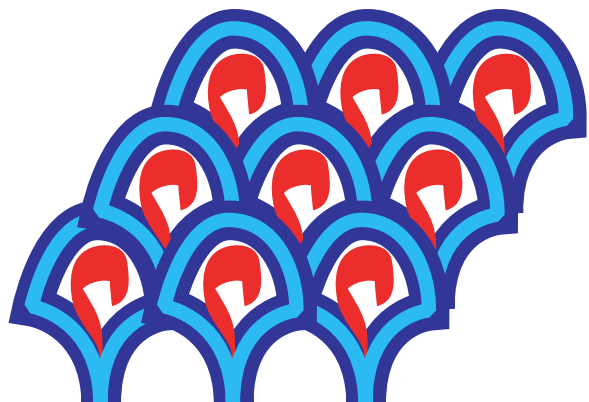
Problem 44:



Solution:

\*2222

Problem 45:



Solution:

o

## Section 6: The Signature-Cost Theorem

**Definition 46:**

First, we'll associate a *cost* to each type of symmetry in orbifold notation:

Symbol	Cost	Symbol	Cost
○	2	× or *	1
◇2	1/2	*2	1/4
◇3	2/3	*3	1/3
...	...	...	...
◇n	$\frac{n-1}{n}$	*n	$\frac{n-1}{2n}$

We then calculate the total “cost” of a signature by adding up the costs of each component. For example, a pattern with signature \*333 has cost 2:

$$\frac{2}{3} + \frac{2}{3} + \frac{2}{3} = 2$$

**Problem 47:**

Calculate the costs of the following signatures:

- ◇3\*3
- \*\*
- ◇4\*2:

**Solution:**

- ◇3\*3:  $\frac{2}{3} + 1 + \frac{1}{3} = 2$
- \*\*:  $1 + 1 = 2$
- ◇4\*2:  $\frac{3}{4} + 1 + \frac{1}{4} = 2$

**Theorem 48:**

The signatures of planar wallpaper patterns are exactly those with total cost 2. We will not prove this theorem today, accept it without proof.

**Problem 49:**

Consider the 4 symmetries (translation, reflection, rotation, and glide reflection). Which preserve orientation? Which reverse orientation?

**Solution:**

- Reflections and glide reflections reverse orientation (directions of spirals).
- Translation and rotation preserve orientation.

**Problem 50:**

Use the signature-cost theorem to find all the signatures consisting of only  $\circ$  or rotational symmetries.

**Solution:**

$\diamond 632, \diamond 442, \diamond 333, \diamond 2222, \circ$

**Problem 51:**

Find all the signatures consisting of only mirror symmetries.

**Solution:**

$*632, *442, *333, *2222, **$

**Problem 52:**

Find all the remaining signatures.

Each must be a mix of of mirror symmetries, rotational symmetries, or glide reflections.

*Hint:* They are all shown in the problems section.

**Solution:**

$\diamond 3*3, \diamond 4*2, \diamond 22\times, \diamond 22*, \times\times, \times*$