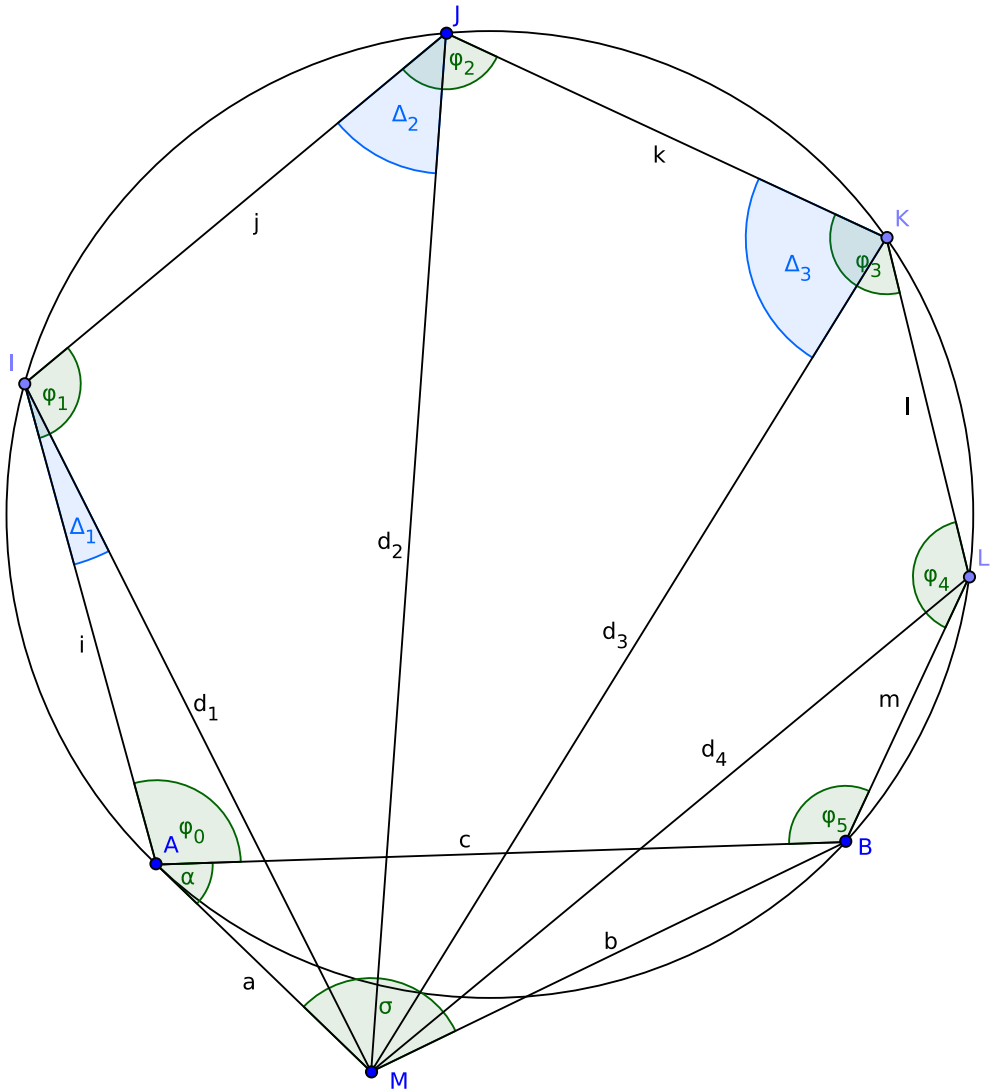

a, b and σ are known, from which c and α are calculated.

A cyclic polygon is constructed using the edge lengths c, i, j, k, l and m. From this, the polygon's internal angles φ are known.

We seek all d_i values. We require only the law of cosines:

$c^2 = a^2 + b^2 - 2ab \cos \alpha$ (not using the variables or angles defined here)

d_1 is calculated from the triple $(a, i, \alpha + \varphi_0)$

Calculating d_2 requires Δ_1 from (i, d_1, a). Afterwards, d_2 from $(d_1, j, \varphi_1 - \Delta_1)$. Calculating d_3 requires Δ_2 from (j, d_2, d_1). Afterwards, d_3 from $(d_2, k, \varphi_2 - \Delta_2)$. et cetera.