

Problem 8.5.19

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Abstract—This a document explaining a question on the concept of cyclic quadrilateral.

Download all python codes from

svn co <https://github.com/SiddharthPh/Summer2020/trunk/geometry/Circle/codes>

and latex-tikz codes from

svn co <https://github.com/SiddharthPh/Summer2020/trunk/geometry/Circle/figs>

1 PROBLEM

Prove that the quadrilateral formed (if possible) by the internal angle bisectors of any quadrilateral is cyclic.

2 CONSTRUCTION

2.1 Constructing Quadrilateral ABCD

1. Constructing quadrilateral ABCD:

Solution: The design parameters for constructing the quadrilateral ABCD are given in the Table. 2.1.1.

Input Values	
Parameters	Values
a	9
b	6.324
c	4.472
d	5
e	9.219

TABLE 2.1.1: Parameters for Quadrilateral ABCD

$$BC = a = 4.5, CD = b = 5.5, AD = c = 4, \quad (2.1.1.1)$$

$$AB = d = 6, BD = e = 7 \quad (2.1.1.2)$$

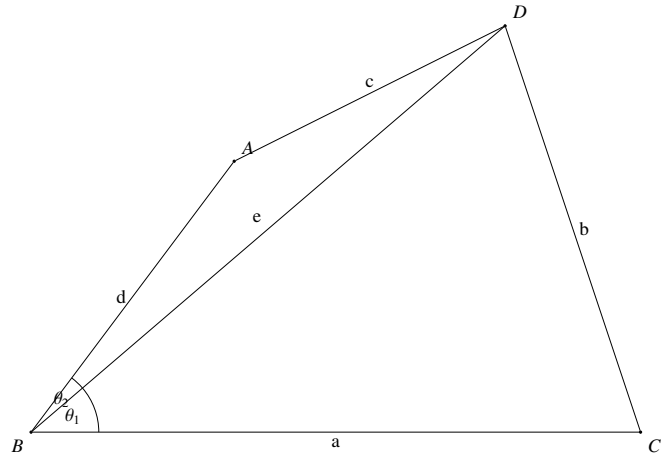


Fig. 2.1.1: Quadrilateral ABCD by Latex-Tikz

Solution: The angles θ_1 and θ_2 in Fig. ?? are calculated using the cosine formula as

$$\cos \theta_1 = \frac{a^2 + e^2 - b^2}{2ae} \quad (2.1.1.3)$$

$$\cos \theta_2 = \frac{d^2 + e^2 - c^2}{2de} \quad (2.1.1.4)$$

The coordinates are then obtained as

$$\mathbf{A} = d \begin{pmatrix} \cos(\theta_1 + \theta_2) \\ \sin(\theta_1 + \theta_2) \end{pmatrix}, \mathbf{B} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}, \mathbf{C} = \begin{pmatrix} a \\ 0 \end{pmatrix}, \quad (2.1.1.5)$$

$$\mathbf{D} = e \begin{pmatrix} \cos \theta_1 \\ \sin \theta_1 \end{pmatrix}$$

- The values of A,B,C,D are shown in the Table 2.2.5
- Draw Fig. 2.2.6.

Solution: The following Python code generates Fig. 2.2.6

codes/quad1.py

and the equivalent latex-tikz code is

figs/quad1.tex

Input Values	
Parameters	Values
A	$\begin{pmatrix} 3 \\ 4 \end{pmatrix}$
B	$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$
C	$\begin{pmatrix} 9 \\ 0 \end{pmatrix}$
D	$\begin{pmatrix} 7 \\ 6 \end{pmatrix}$

TABLE 2.1.2: Vertices A,B,C,D

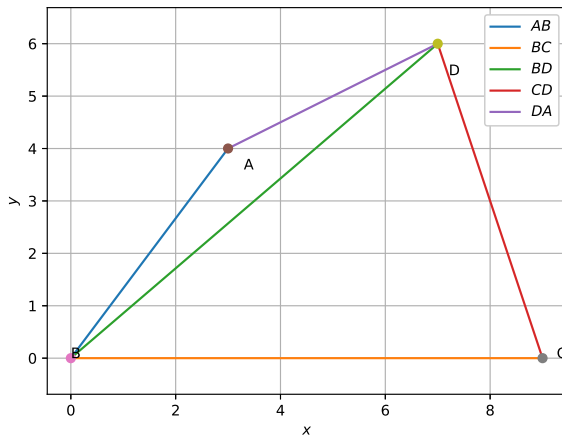


Fig. 2.1.3: QuadrilateralABCD generated using python

2.2 Cyclic QuadrilateralEFGH using angular bisectors.

1. The Figure of the quadrilateral as obtained in the question looks like Fig. 2.2.1. with angles $\angle A$, $\angle C$ and $\angle B$ and $\angle D$ and sides a , b and c and d .
2. The design parameters for construction are:
Solution: See Table. 2.2.2.
3. **Proof:** Finding angular bisector using unit vectors.
Solution: : Let the angle between AB and BC be θ and between \mathbf{R} and \mathbf{BC} be α .

$$\mathbf{R} = \frac{\mathbf{A} - \mathbf{B}}{\|\mathbf{A} - \mathbf{B}\|} + \frac{\mathbf{C} - \mathbf{B}}{\|\mathbf{C} - \mathbf{B}\|} \quad (2.2.3.1)$$

$$\mathbf{R} \cdot \mathbf{BC} = \|\mathbf{R}\| \|\mathbf{BC}\| \cos \theta \quad (2.2.3.2)$$

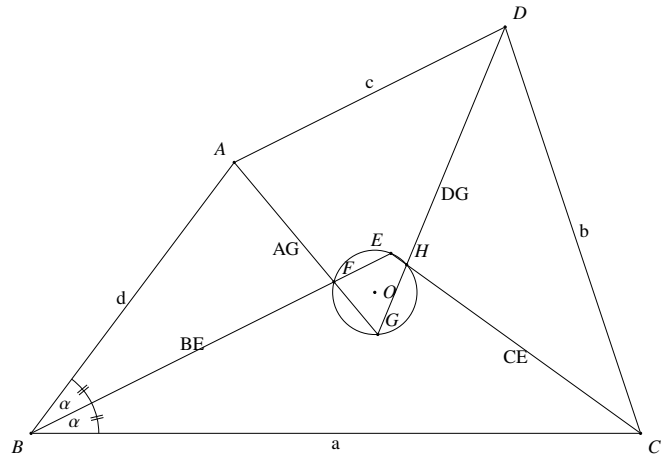


Fig. 2.2.1: Quadrilateraal by Latex-Tikz

Input Values	
Parameters	Values
A	$\begin{pmatrix} 3 \\ 4 \end{pmatrix}$
B	$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$
C	$\begin{pmatrix} 9 \\ 0 \end{pmatrix}$
D	$\begin{pmatrix} 7 \\ 6 \end{pmatrix}$

TABLE 2.2.2: Quadrilateral ABCD

The resulting equation after simplifying is,

$$\cos \theta + 1 = \sqrt{2 + 2 \cos \theta \cos \alpha} \quad (2.2.3.3)$$

By squaring on both sides

$$(\cos \theta + 1)^2 = 2 + 2 \cos \theta (\cos \alpha)^2 \quad (2.2.3.4)$$

$$\cos \theta = 2 \cos^2 \alpha - 1 \quad (2.2.3.5)$$

The above equation is the formula of $\cos 2\theta$
 $\therefore \alpha = \frac{\theta}{2}$

4. Find the angular bisectors of each angle in Fig. 2.2.1

Solution: From the given information, the line equation of acute angular bisector of $\angle B$ in vector form is

$$\mathbf{L1} = \mathbf{B} + s(\mathbf{R1}) \quad (2.2.4.1)$$

$$\mathbf{L1} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} + s \begin{pmatrix} 1.6 \\ 0.8 \end{pmatrix} \quad (2.2.4.2)$$

Where $\mathbf{R1}$ (from .(2.2.3)) is the direction

ration of the line **L1** obtained by the formula

$$\mathbf{R1} = \frac{\mathbf{A} - \mathbf{B}}{\|\mathbf{A} - \mathbf{B}\|} + \frac{\mathbf{C} - \mathbf{B}}{\|\mathbf{C} - \mathbf{B}\|}$$

Vector form of angular bisector of $\angle C$ is

$$\mathbf{L2} = \mathbf{C} + t(\mathbf{R2}) \quad (2.2.4.3)$$

$$\mathbf{L2} = \begin{pmatrix} 9 \\ 0 \end{pmatrix} + t \begin{pmatrix} -1.316 \\ 0.948 \end{pmatrix} \quad (2.2.4.4)$$

Where **R2** is the d.r of the line **L2** obtained by the formula

$$\mathbf{R2} = \frac{\mathbf{A} - \mathbf{B}}{\|\mathbf{A} - \mathbf{B}\|} + \frac{\mathbf{C} - \mathbf{B}}{\|\mathbf{C} - \mathbf{B}\|}$$

Vector form of angular bisector of $\angle A$ is

$$\mathbf{L3} = \mathbf{A} + u(\mathbf{R3}) \quad (2.2.4.5)$$

$$\mathbf{L3} = \begin{pmatrix} 3 \\ 4 \end{pmatrix} + u \begin{pmatrix} 0.294 \\ -0.352 \end{pmatrix} \quad (2.2.4.6)$$

Where **R3** is the d.r of the line **L3** obtained by the formula

$$\mathbf{R3} = \frac{\mathbf{B} - \mathbf{C}}{\|\mathbf{B} - \mathbf{C}\|} + \frac{\mathbf{D} - \mathbf{C}}{\|\mathbf{D} - \mathbf{C}\|}$$

Vector form of angular bisector of $\angle D$ is

$$\mathbf{L4} = \mathbf{D} + v(\mathbf{R4}) \quad (2.2.4.7)$$

$$\mathbf{L4} = \begin{pmatrix} 7 \\ 6 \end{pmatrix} + v \begin{pmatrix} -0.578 \\ -1.395 \end{pmatrix} \quad (2.2.4.8)$$

Where **R4** is the d.r of the line **L4** obtained by the formula

$$\mathbf{R4} = \frac{\mathbf{A} - \mathbf{D}}{\|\mathbf{A} - \mathbf{D}\|} + \frac{\mathbf{C} - \mathbf{D}}{\|\mathbf{C} - \mathbf{D}\|}$$

Here s,t,u,v are constants used to define a line in vector form, where a unique position vector is obtained for unique values of (s,t,u,v) of the respective line.

5. To find the point of intersection of the angular bisectors, equate the respective line equations.
Solution: **E** is obtained by equating line equa-

tions **L1** and **L2**

$$\begin{pmatrix} 1.6s \\ 0.8s \end{pmatrix} = \begin{pmatrix} 9 - 1.316t \\ 0.948t \end{pmatrix} \quad (2.2.5.1)$$

$$\begin{pmatrix} 1.6s + 1.316t - 9 \\ 0.8s - 0.948t \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (2.2.5.2)$$

By solving the two equations we obtain the values of s,t.

By substituting the values in **L1** we obtain **E**

$$\mathbf{E} = \begin{pmatrix} 5.3137 \\ 2.6568 \end{pmatrix}$$

F is obtained by equating line equations **L1** and **L3**

$$\begin{pmatrix} 1.6s \\ 0.8s \end{pmatrix} = \begin{pmatrix} 3 + 0.294u \\ 4 - 0.352u \end{pmatrix} \quad (2.2.5.3)$$

$$\begin{pmatrix} 1.6s - 0.294u - 3 \\ 0.8s + 0.352u - 4 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (2.2.5.4)$$

By solving the two equations we obtain the values of s,u.

By substituting the values in **L1** we obtain **F**

$$\mathbf{F} = \begin{pmatrix} 4.472 \\ 2.236 \end{pmatrix}$$

G is obtained by equating line equations **L3** and **L4**

$$\begin{pmatrix} 3 + 0.294u \\ 4 - 0.352u \end{pmatrix} = \begin{pmatrix} 7 - 0.578v \\ 6 - 1.395v \end{pmatrix} \quad (2.2.5.5)$$

$$\begin{pmatrix} 0.294u + 0.578v - 4 \\ -0.352u + 1.395v - 2 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (2.2.5.6)$$

By solving the two equations we obtain the values of u,v.

By substituting the values in **L3** we obtain **G**

$$\mathbf{G} = \begin{pmatrix} 5.119 \\ 1.460 \end{pmatrix}$$

H is obtained by equating line equations **L2** and **L4**

$$\begin{pmatrix} 9 - 1.316t \\ 0.948t \end{pmatrix} = \begin{pmatrix} 7 - 0.578v \\ 6 - 1.395v \end{pmatrix} \quad (2.2.5.7)$$

$$\begin{pmatrix} -1.316t + 0.578v + 2 \\ 0.948t + 1.395v - 6 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (2.2.5.8)$$

By solving the two equations we obtain the

values of t, v .

By substituting the values in **L2** we obtain **H**.

$$\mathbf{H} = \begin{pmatrix} 5.545 \\ 2.489 \end{pmatrix}$$

The values are listed in Table. 2.2.5

Derived values	
Parameter	Value
E	$\begin{pmatrix} 5.313 \\ 2.656 \end{pmatrix}$
F	$\begin{pmatrix} 4.472 \\ 2.236 \end{pmatrix}$
G	$\begin{pmatrix} 5.119 \\ 1.460 \end{pmatrix}$
H	$\begin{pmatrix} 5.545 \\ 2.489 \end{pmatrix}$

TABLE 2.2.5: Cyclic Quadrilateral EFGH

6. Draw Fig. 2.2.1.

Solution: The following Python code generates Fig. 2.2.6

codes/quad.py

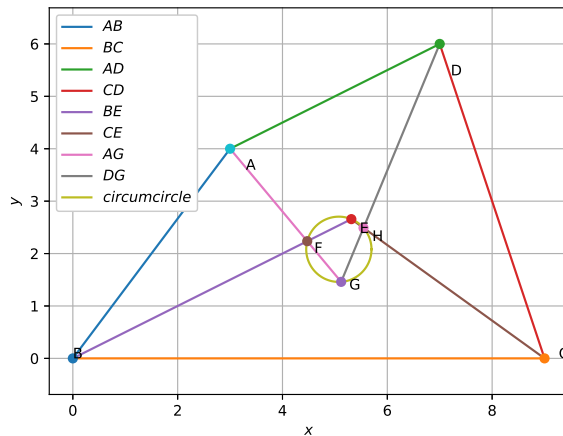


Fig. 2.2.6: Quadrilateral generated using python

and the equivalent latex-tikz code generating Fig. 2.2.1 is

figs/quad.tex

The above latex code can be compiled as a standalone document as

figs/quad_fig.tex

3 SOLUTION

3.1. Show that **E, F, G, H** lies on a circle.

Solution: Let **V** be a general vector that satisfies the circle equation.

Then, $\|V - C\| = r$ will be the equation, where **C**, r are Centre of circle, and radius respectively.

Let us assume that the vectors **E, F, G** lie on the circle with the centre $\mathbf{C} = \begin{pmatrix} x \\ y \end{pmatrix}$

$$\|E - C\| = r \quad (3.1.1)$$

$$\|F - C\| = r \quad (3.1.2)$$

$$\|G - C\| = r \quad (3.1.3)$$

By equating (3.1.1)=(3.1.2) and equating (3.1.2)=(3.1.3), we can find the value of **C**.

$$\left\| \begin{pmatrix} 5.313 - x \\ 2.657 - y \end{pmatrix} \right\| = \left\| \begin{pmatrix} 4.471 - x \\ 2.236 - y \end{pmatrix} \right\| \quad (3.1.4)$$

$$\left\| \begin{pmatrix} 4.471 - x \\ 2.236 - y \end{pmatrix} \right\| = \left\| \begin{pmatrix} 5.119 - x \\ 1.460 - y \end{pmatrix} \right\| \quad (3.1.5)$$

By solving the above two equations we get the value of **C**

$$\therefore \mathbf{C} = \begin{pmatrix} 5.075 \\ 2.081 \end{pmatrix}$$

and by substituting the value of **C** in the equation (3.1.1), we get the value of r . $\therefore r = 0.622$.

To prove that Quadrilateral EFGH is a cyclic, then H should also lie on the circle.

H should satisfy the general circle equation,

$$\|V - C\| = r.$$

$$\|H - C\| = r$$

$$\left\| \begin{pmatrix} 5.545 - 5.075 \\ 2.489 - 2.081 \end{pmatrix} \right\| = \left\| \begin{pmatrix} 0.470 \\ 0.408 \end{pmatrix} \right\| = 0.622 \quad (3.1.6)$$

As **H** satisfies the general circle equation.

\therefore Quadrilateral EFGH is a cyclic quadrilateral.