

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. The Figure of the quadrilateral as obtained in the question looks like Fig. 2.1. with angles $\angle A, \angle C$ and $\angle B$ and $\angle D$ and sides a, b and c and d .

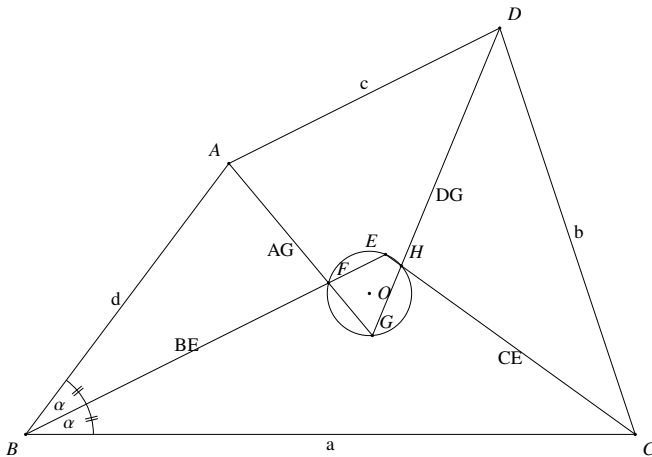


Fig. 2.1: Quadrilateraal by Latex-Tikz

2.2. The design parameters for construction are:

Solution: See Table. 2.2.

2.3. Find the angular bisectors of each angle in Fig. 2.1

Solution: From the given information, the line

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: To construct Quadrilateral ABCD

equation of acute angular bisector of $\angle B$ in vector form is

$$\mathbf{L1} = \mathbf{B} + s(\mathbf{R1}) \quad (2.3.1)$$

$$\mathbf{L1} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} + s \begin{pmatrix} 1.6 \\ 0.8 \end{pmatrix} \quad (2.3.2)$$

Where $\mathbf{R1}$ is the direction ration of the line $\mathbf{L1}$ 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

$$\mathbf{L2} = \mathbf{C} + t(\mathbf{R2}) \quad (2.3.3)$$

$$\mathbf{L2} = \begin{pmatrix} 9 \\ 0 \end{pmatrix} + t \begin{pmatrix} -1.316 \\ 0.948 \end{pmatrix} \quad (2.3.4)$$

Where $\mathbf{R2}$ is the d.r of the line $\mathbf{L2}$ 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

$$\mathbf{L3} = \mathbf{A} + u(\mathbf{R3}) \quad (2.3.5)$$

$$\mathbf{L3} = \begin{pmatrix} 3 \\ 4 \end{pmatrix} + u \begin{pmatrix} 0.294 \\ -0.352 \end{pmatrix} \quad (2.3.6)$$

Where $\mathbf{R3}$ is the d.r of the line $\mathbf{L3}$ 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

$$\mathbf{L4} = \mathbf{D} + v(\mathbf{R4}) \quad (2.3.7)$$

$$\mathbf{L4} = \begin{pmatrix} 7 \\ 6 \end{pmatrix} + v \begin{pmatrix} -0.578 \\ -1.395 \end{pmatrix} \quad (2.3.8)$$

Where $\mathbf{R4}$ is the d.r of the line $\mathbf{L4}$ 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.

2.4. To find the point of intersection of the angular bisectors, equate the respective line equations.

Solution: \mathbf{E} is obtained by equating line equations $\mathbf{L1}$ and $\mathbf{L2}$

$$\begin{pmatrix} 1.6s \\ 0.8s \end{pmatrix} = \begin{pmatrix} 9 - 1.316t \\ 0.948t \end{pmatrix} \quad (2.4.1)$$

$$\begin{pmatrix} 1.6s + 1.316t - 9 \\ 0.8s - 0.948t \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (2.4.2)$$

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

By substituting the values in $\mathbf{L1}$ we obtain \mathbf{E}

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

\mathbf{F} is obtained by equating line equations $\mathbf{L1}$

and $\mathbf{L3}$

$$\begin{pmatrix} 1.6s \\ 0.8s \end{pmatrix} = \begin{pmatrix} 3 + 0.294u \\ 4 - 0.352u \end{pmatrix} \quad (2.4.3)$$

$$\begin{pmatrix} 1.6s - 0.294u - 3 \\ 0.8s + 0.352u - 4 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (2.4.4)$$

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

By substituting the values in $\mathbf{L1}$ we obtain \mathbf{F}

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

\mathbf{G} is obtained by equating line equations $\mathbf{L3}$ and $\mathbf{L4}$

$$\begin{pmatrix} 3 + 0.294u \\ 4 - 0.352u \end{pmatrix} = \begin{pmatrix} 7 - 0.578v \\ 6 - 1.395v \end{pmatrix} \quad (2.4.5)$$

$$\begin{pmatrix} 0.294u + 0.578v - 4 \\ -0.352u + 1.395v - 2 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (2.4.6)$$

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

By substituting the values in $\mathbf{L3}$ we obtain \mathbf{G}

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

\mathbf{H} is obtained by equating line equations $\mathbf{L2}$ and $\mathbf{L4}$

$$\begin{pmatrix} 9 - 1.316t \\ 0.948t \end{pmatrix} = \begin{pmatrix} 7 - 0.578v \\ 6 - 1.395v \end{pmatrix} \quad (2.4.7)$$

$$\begin{pmatrix} -1.316t + 0.578v + 2 \\ 0.948t + 1.395v - 6 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (2.4.8)$$

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

By substituting the values in $\mathbf{L2}$ we obtain \mathbf{H} .

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

The values are listed in Table. 2.4

2.5. Draw Fig. 2.1.

Solution: The following Python code generates Fig. 2.5

```
codes/quad.py
```

and the equivalent latex-tikz code generating Fig. 2.1 is

```
figs/quad.tex
```

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 2.4: Cyclic Quadrilateral EFGH

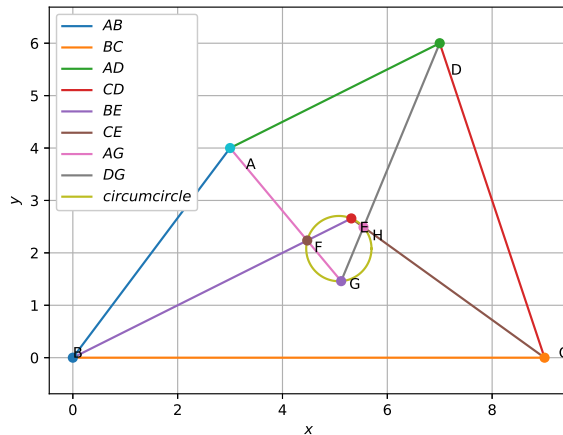


Fig. 2.5: Quadrilateral generated using python

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

```
figs/quad_fig.tex
```

3 SOLUTION

3.1. To Prove EFGH is a cyclic quadrilateral, we have to show that the sum of one pair of opposite side is 180°

In $\triangle AEB$

- $\angle ABE + \angle BAE + \angle AEB = 180^\circ$
(Angle Sum Property of a triangle)
- $\angle AEB = 180^\circ - \angle ABE - \angle BAE$
- $\angle AEB = 180^\circ - \frac{1}{2}(\angle B + \angle A)$
(Since BF bisects $\angle B$ and AH bisects $\angle A$)

3.2. Now, lines AH and BF intersect, so

- $\angle FEH = \angle AEB$ (Vertically Opposite angles)
- $\therefore \angle FEH = 180^\circ - (\frac{\angle B}{2} + \frac{\angle A}{2})$ (From 3.1c)

3.3. Similarly we can prove that

$$\angle FGH = 180^\circ - (\frac{\angle C}{2} + \frac{\angle D}{2})$$

3.4. Adding (3.2b) and (3.3)

- $\angle FEH + \angle FGH = 180^\circ - (\frac{\angle A}{2} + \frac{\angle D}{2} + 180^\circ - (\frac{\angle C}{2} + \frac{\angle B}{2}))$
- $\angle FEH + \angle FGH = 360^\circ - \frac{1}{2}(\angle A + \angle B + \angle C + \angle D)$
(Since ABCD is a quadrilateral, Sum of angles in it = 360°)
- $\angle FEH + \angle FGH = 360^\circ - \frac{1}{2}(360^\circ)$
- $\angle FEH + \angle FGH = 180^\circ$

3.5. Thus in EFGH, since the sum of one pair of opposite angles is 180° .

\therefore EFGH is a cyclic quadrilateral.