

# 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

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

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

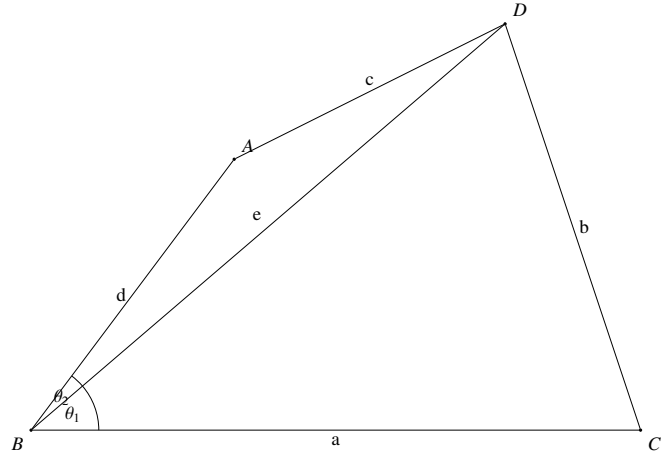


Fig. 2.1.1: Quadrilateral ABCD by Latex-Tikz

**Solution:** The angles  $\theta_1$  and  $\theta_2$  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 .2.2.4
- Draw Fig. 2.2.5.

**Solution:** The following Python code generates Fig. 2.2.5

codes/quad1.py

and the equivalent latex-tikz code is

figs/quad1.tex

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

TABLE 2.1.2: Vertices A,B,C,D

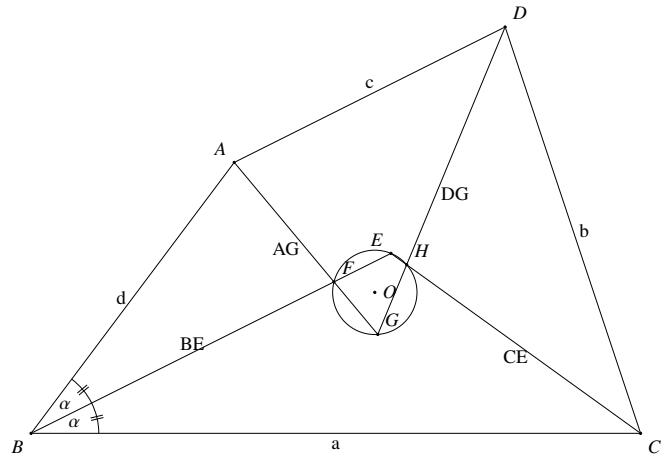


Fig. 2.2.1: Quadrilateraal by Latex-Tikz

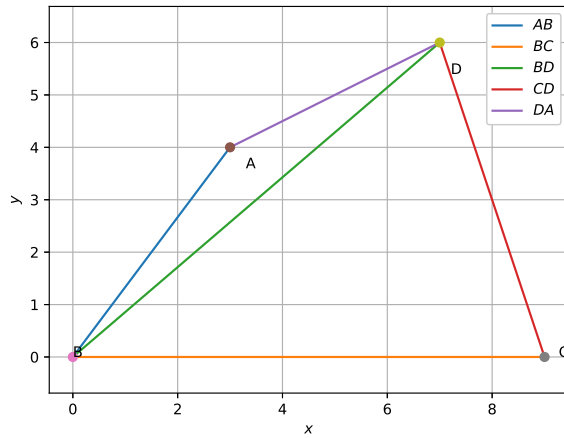


Fig. 2.1.3: QuadrilateralABCD generated using python

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

TABLE 2.2.2: Quadrilateral ABCD

## 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. 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

$$\mathbf{L1} = \mathbf{B} + s(\mathbf{R1}) \quad (2.2.3.1)$$

$$\mathbf{L1} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} + s \begin{pmatrix} 1.6 \\ 0.8 \end{pmatrix} \quad (2.2.3.2)$$

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

$$\mathbf{L2} = \mathbf{C} + t(\mathbf{R2}) \quad (2.2.3.3)$$

$$\mathbf{L2} = \begin{pmatrix} 9 \\ 0 \end{pmatrix} + t \begin{pmatrix} -1.316 \\ 0.948 \end{pmatrix} \quad (2.2.3.4)$$

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

$$\mathbf{L3} = \mathbf{A} + u(\mathbf{R3}) \quad (2.2.3.5)$$

$$\mathbf{L3} = \begin{pmatrix} 3 \\ 4 \end{pmatrix} + u \begin{pmatrix} 0.294 \\ -0.352 \end{pmatrix} \quad (2.2.3.6)$$

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

$$\mathbf{L4} = \mathbf{D} + v(\mathbf{R4}) \quad (2.2.3.7)$$

$$\mathbf{L4} = \begin{pmatrix} 7 \\ 6 \end{pmatrix} + v \begin{pmatrix} -0.578 \\ -1.395 \end{pmatrix} \quad (2.2.3.8)$$

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.

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  $\mathbf{L2}$

$$\begin{pmatrix} 1.6s \\ 0.8s \end{pmatrix} = \begin{pmatrix} 9 - 1.316t \\ 0.948t \end{pmatrix} \quad (2.2.4.1)$$

$$\begin{pmatrix} 1.6s + 1.316t - 9 \\ 0.8s - 0.948t \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (2.2.4.2)$$

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  $\mathbf{L3}$

$$\begin{pmatrix} 1.6s \\ 0.8s \end{pmatrix} = \begin{pmatrix} 3 + 0.294u \\ 4 - 0.352u \end{pmatrix} \quad (2.2.4.3)$$

$$\begin{pmatrix} 1.6s - 0.294u - 3 \\ 0.8s + 0.352u - 4 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (2.2.4.4)$$

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  $\mathbf{L4}$

$$\begin{pmatrix} 3 + 0.294u \\ 4 - 0.352u \end{pmatrix} = \begin{pmatrix} 7 - 0.578v \\ 6 - 1.395v \end{pmatrix} \quad (2.2.4.5)$$

$$\begin{pmatrix} 0.294u + 0.578v - 4 \\ -0.352u + 1.395v - 2 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (2.2.4.6)$$

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  $\mathbf{L4}$

$$\begin{pmatrix} 9 - 1.316t \\ 0.948t \end{pmatrix} = \begin{pmatrix} 7 - 0.578v \\ 6 - 1.395v \end{pmatrix} \quad (2.2.4.7)$$

$$\begin{pmatrix} -1.316t + 0.578v + 2 \\ 0.948t + 1.395v - 6 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (2.2.4.8)$$

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. 2.2.4

5. Draw Fig. 2.2.1.

**Solution:** The following Python code generates Fig. 2.2.5

```
codes/quad.py
```

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

```
figs/quad.tex
```

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

TABLE 2.2.4: Cyclic Quadrilateral EFGH

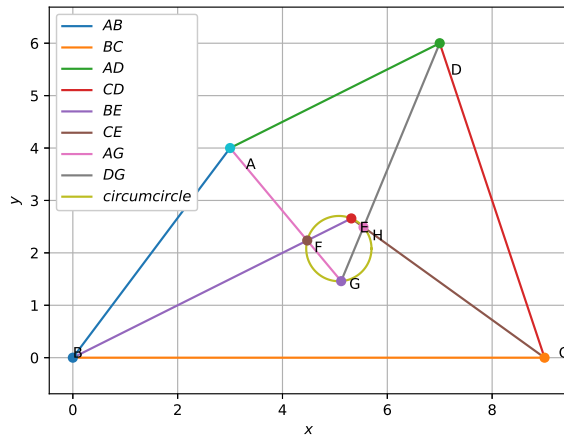


Fig. 2.2.5: Quadrilateral generated using python

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  $180^\circ$

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 =  $360^\circ$ )
- $\angle FEH + \angle FGH = 360^\circ - \frac{1}{2}(360^\circ)$
- $\angle FEH + \angle FGH = 180^\circ$

3.5. Thus in EFGH, since the sum of one pair of opposite angles is  $180^\circ$ .

$\therefore$  EFGH is a cyclic quadrilateral.