

Problem 8.5.19

Pothukuchi Siddhartha

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

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

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

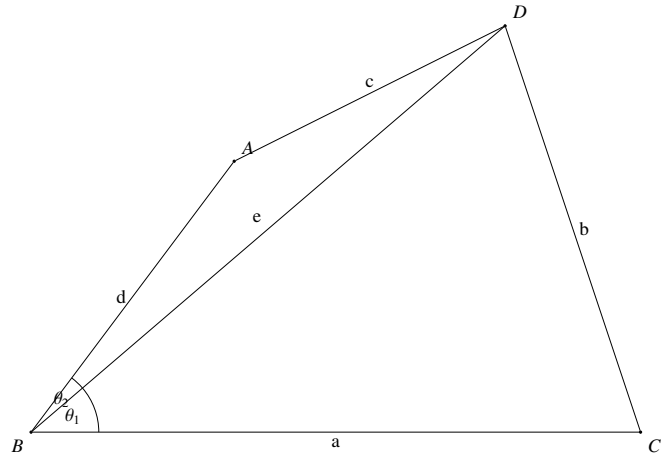


Fig. 2.1.1: Quadrilateral ABCD by Latex-Tikz

Solution: The angles 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

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

- 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

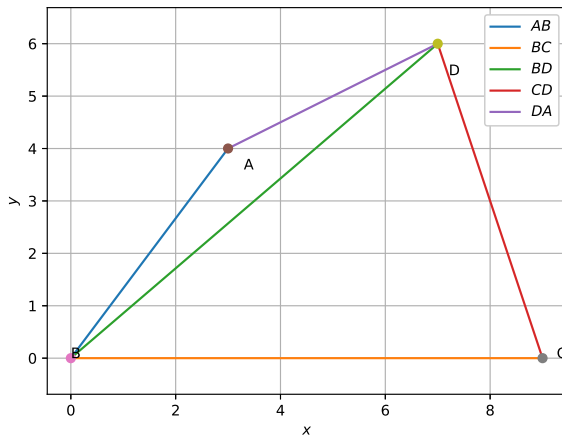


Fig. 2.1.3: QuadrilateralABCD generated using python

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 .

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

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

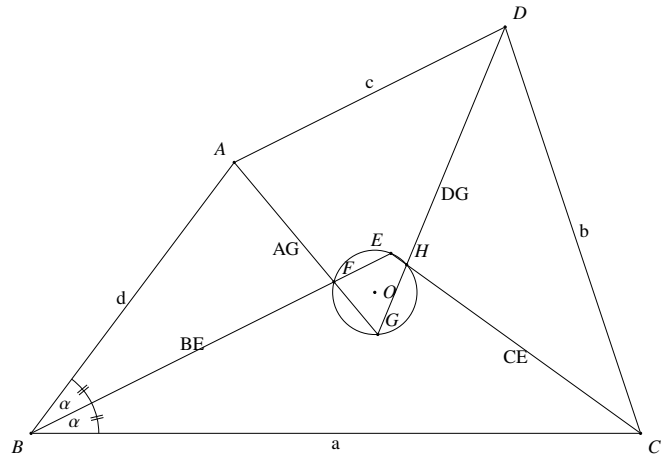


Fig. 2.2.1: Quadrilateraal by Latex-Tikz

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

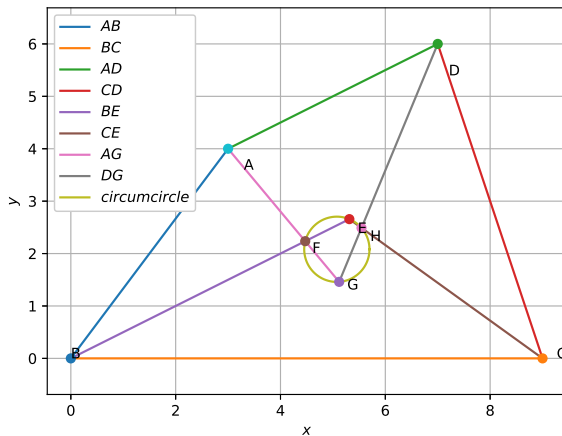


Fig. 2.2.6: Quadrilateral generated using python

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

Find a point **O** that is equidistant from the vertices of $\triangle EFG$ for $e = 1.010, f = 1.212, g = 0.940$.

$$\|E - O\| = \|F - O\| = \|G - O\| = R \quad (3.1.1)$$

From (3.1.1),

$$\|E - O\|^2 - \|F - O\|^2 = 0 \quad (3.1.2)$$

$$\begin{aligned} \Rightarrow (\mathbf{E} - \mathbf{O})^T (\mathbf{E} - \mathbf{O}) \\ - (\mathbf{F} - \mathbf{O})^T (\mathbf{F} - \mathbf{O}) = 0 \end{aligned} \quad (3.1.3)$$

which can be simplified as

$$(\mathbf{E} - \mathbf{F})^T \mathbf{O} = \frac{\|\mathbf{E}\|^2 - \|\mathbf{F}\|^2}{2} \quad (3.1.4)$$

Similarly,

$$(\mathbf{F} - \mathbf{G})^T \mathbf{O} = \frac{\|\mathbf{F}\|^2 - \|\mathbf{G}\|^2}{2} \quad (3.1.5)$$

(3.1.4) and (3.1.5), can be combined to form the matrix equation

$$\mathbf{N}^T \mathbf{O} = \mathbf{g} \quad (3.1.6)$$

$$\Rightarrow \mathbf{O} = \mathbf{N}^{-T} \mathbf{g} \quad (3.1.7)$$

where

$$\mathbf{N} = \begin{pmatrix} \mathbf{E} - \mathbf{F} & \mathbf{F} - \mathbf{G} \end{pmatrix} \quad (3.1.8)$$

$$\mathbf{g} = \frac{1}{2} \begin{pmatrix} \|\mathbf{E}\|^2 - \|\mathbf{F}\|^2 \\ \|\mathbf{F}\|^2 - \|\mathbf{G}\|^2 \end{pmatrix} \quad (3.1.9)$$

O can be computed using the python code below

codes/quad.py

and the equivalent latex-tikz code to draw Fig. 3.1 is

figs/quad.tex

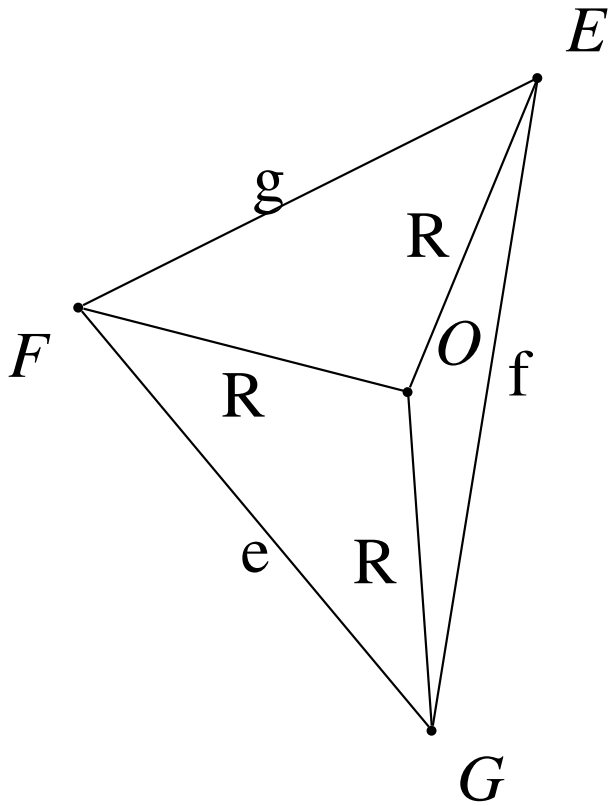


Fig. 3.1: Circumcentre O of $\triangle EFG$

3.2. $\therefore \mathbf{O} = \begin{pmatrix} 5.075 \\ 2.081 \end{pmatrix}$

3.3. In $\triangle OFG$, $OF = OG = R$. Such a triangle is known as an *isocles triangle*.

3.4. Show that $\angle OFG = \angle OGF$. In an isocles triangle, opposite sides and corresponding opposite angles are equal.

Solution: Using the sine formula ,

$$\frac{\sin \angle OFG}{R} = \frac{\sin \angle OGF}{R} \quad (3.4.1)$$

$$\implies \sin \angle OFG = \sin \angle OGF \quad (3.4.2)$$

3.5. Show that $\angle FOG = 2\angle E$.

Solution: In Fig. 3.1,

$$E = \theta_2 + \theta_3 \quad (3.5.1)$$

$$F = \theta_1 + \theta_2 \quad (3.5.2)$$

$$G = \theta_3 + \theta_1 \quad (3.5.3)$$

$$\implies 2(\theta_1 + \theta_2 + \theta_3) = E + G + H = 180^\circ \quad (3.5.4)$$

$$\implies \theta_1 + \theta_2 + \theta_3 = 90^\circ \quad (3.5.5)$$

From (3.5.1) and (3.5.5),

$$E = 90^\circ - \theta_1 \quad (3.5.6)$$

Also, in $\triangle OFG$, all angles add up to 180° . Hence,

$$\angle FOG + 2\theta_1 = 180^\circ \quad (3.5.7)$$

$$\implies \angle FOG = 180^\circ - 2\theta_1 = 2(90^\circ - \theta_1) = 2\angle E \quad (3.5.8)$$

upon substituting from (3.5.6).

3.6. Let L be the mid point of FG . Show that $OL \perp FG$.

Solution: From (3.1.4),

$$(\mathbf{F} - \mathbf{G})^T \mathbf{O} = \frac{\|\mathbf{F}\|^2 - \|\mathbf{G}\|^2}{2} \quad (3.6.1)$$

$$\implies (\mathbf{F} - \mathbf{G})^T \mathbf{O} = \frac{1}{2} (\mathbf{F} - \mathbf{G})^T (\mathbf{F} + \mathbf{G}) \quad (3.6.2)$$

$$\implies (\mathbf{F} - \mathbf{G})^T \left(\mathbf{O} - \frac{\mathbf{F} + \mathbf{G}}{2} \right) = 0 \quad (3.6.3)$$

$$\text{or, } (\mathbf{F} - \mathbf{G})^T (\mathbf{O} - \mathbf{L}) = 0 \quad (3.6.4)$$

$\therefore \mathbf{L} = \frac{\mathbf{F} + \mathbf{G}}{2}$ is the mid point of FG . From (??) we then conclude that $OL \perp FG$.

3.7. Perpendicular bisectors of a triangle meet at the circumcentre.

3.8. In the isoscles $\triangle OFG$, if $FL = LG$, $OL \perp FG$.

3.9. Show that

$$\frac{e}{\sin E} = \frac{f}{\sin F} = \frac{g}{\sin G} = 2R. \quad (3.9.1)$$

Solution: In $\triangle OFG$, using the cosine formula,

$$\cos 2A = \frac{R^2 + R^2 - e^2}{2R^2} = 1 - \frac{e^2}{2R^2} \quad (3.9.2)$$

Using the sine formula,

$$\frac{\sin 2E}{e} = \frac{\sin \theta_1}{R} = \frac{\sin (90^\circ - E)}{R} \quad (3.9.3)$$

$$\implies \sin 2E = \frac{a \cos E}{R} \quad (3.9.4)$$

from (3.5.6) and Baudhanya theorem.

$$\cos^2 2E + \sin^2 2E = 1 \quad (3.9.5)$$

$$\implies \left(1 - \frac{e^2}{2R^2} \right)^2 + \left(\frac{e \cos E}{R} \right)^2 = 1 \quad (3.9.6)$$

upon substituting from (3.9.2) and (3.9.4). Let-

ting

$$x = \left(\frac{e}{R}\right)^2, \quad (3.9.7)$$

in the previous equation yields

$$\left(1 - \frac{x}{2}\right)^2 + x \cos^2 E = 1 \quad (3.9.8)$$

$$\Rightarrow 1 - \frac{x^2}{4} - x + x \cos^2 E = 1 \quad (3.9.9)$$

$$\Rightarrow x(1 - \cos^2 E) - \frac{x^2}{4} = 0 \quad (3.9.10)$$

$$x \sin^2 E - \frac{x^2}{4} = 0 \quad (3.9.11)$$

$$\Rightarrow x\left(\sin^2 E - \frac{x}{4}\right) = 0 \quad (3.9.12)$$

$$\text{or, } \frac{x}{4} - \sin^2 E = 0 \quad (3.9.13)$$

$\therefore x \neq 0$. Thus, substituting from (3.9.7),

$$x = \left(\frac{e}{R}\right)^2 = 4 \sin^2 E \quad (3.9.14)$$

$$\Rightarrow \frac{e}{R} = 2 \sin E, \quad (3.9.15)$$

$$\text{or, } \frac{e}{\sin E} = 2R \quad (3.9.16)$$

3.10. Show that

$$\cos 2E = 1 - 2 \sin^2 E = 2 \cos^2 E - 1 \quad (3.10.1)$$

$$= \cos^2 E - \sin^2 E \quad \text{and} \quad (3.10.2)$$

$$\sin 2E = 2 \sin E \cos E \quad (3.10.3)$$

3.11. Find R .

Solution:

$$ar(\triangle EFG) = \frac{1}{2}fg \sin E = \frac{efg}{4R} \quad (3.11.1)$$

$$\Rightarrow R = \frac{efg}{4s \sqrt{(s-e)(s-f)(s-g)}} \quad (3.11.2)$$

upon substituting from (3.9.1) and using Hero's formula.

3.12. Show that

$$ar(\triangle OFG) = \frac{1}{2}R^2 \sin 2E \quad (3.12.1)$$

3.13. Find the circumradius of $\triangle EFG$ for $e = 1.010, f = 1.212, g = 0.940$.

Solution: The following python code calculates the circumradius

codes/quad.py

$\therefore R = 0.622$

3.14. To prove Quadrilateral EFGH to be cyclic **H** should satisfy the general circle equation,
 $\|V - C\| = R$.
 $\|H - C\| = R$

$$\left\| \begin{pmatrix} 5.545 - 5.075 \\ 2.489 - 2.081 \end{pmatrix} \right\| = \left\| \begin{pmatrix} 0.470 \\ 0.408 \end{pmatrix} \right\| = 0.622 \quad (3.14.1)$$

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

\therefore Quadrilateral EFGH is a cyclic quadrilateral.