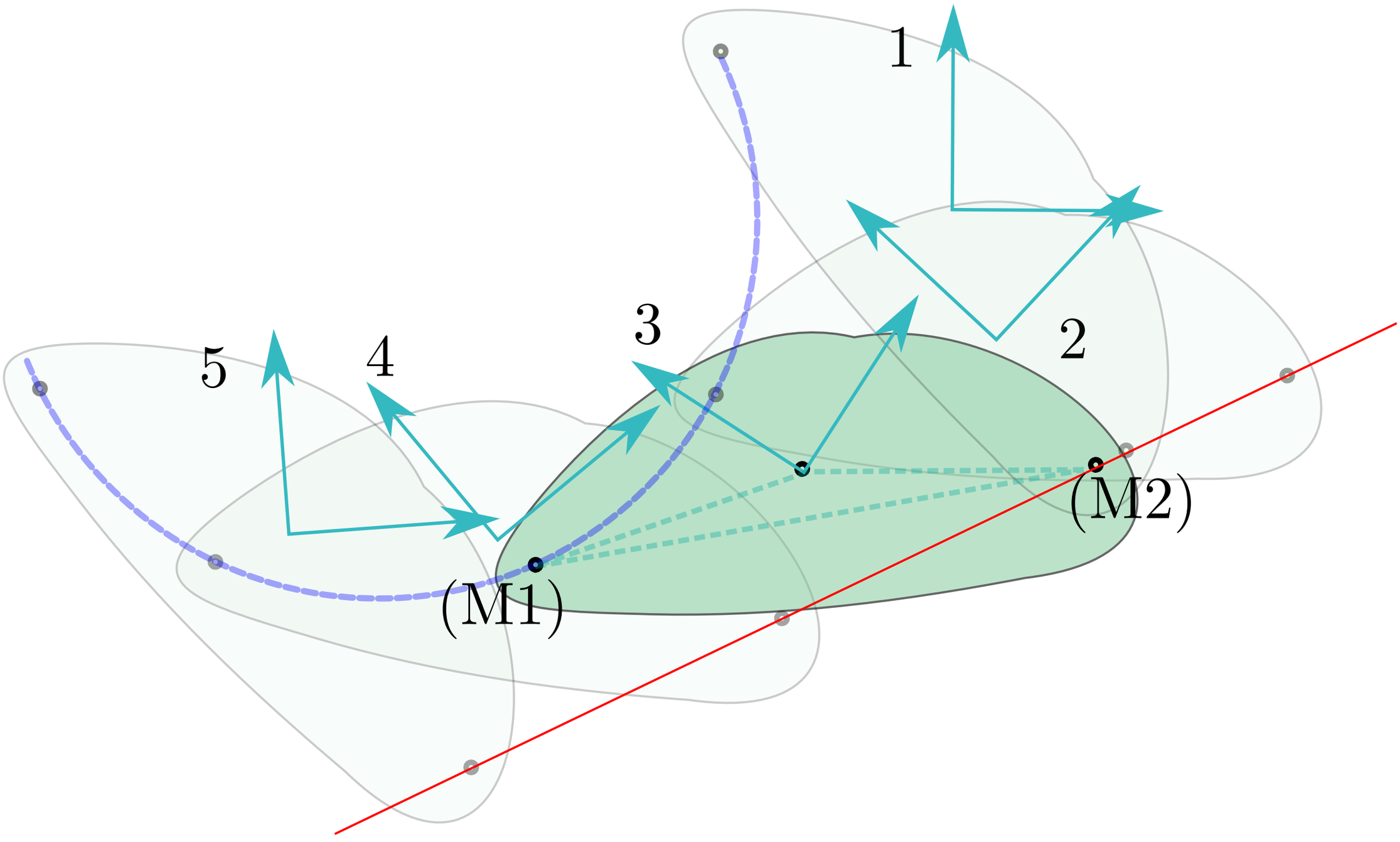
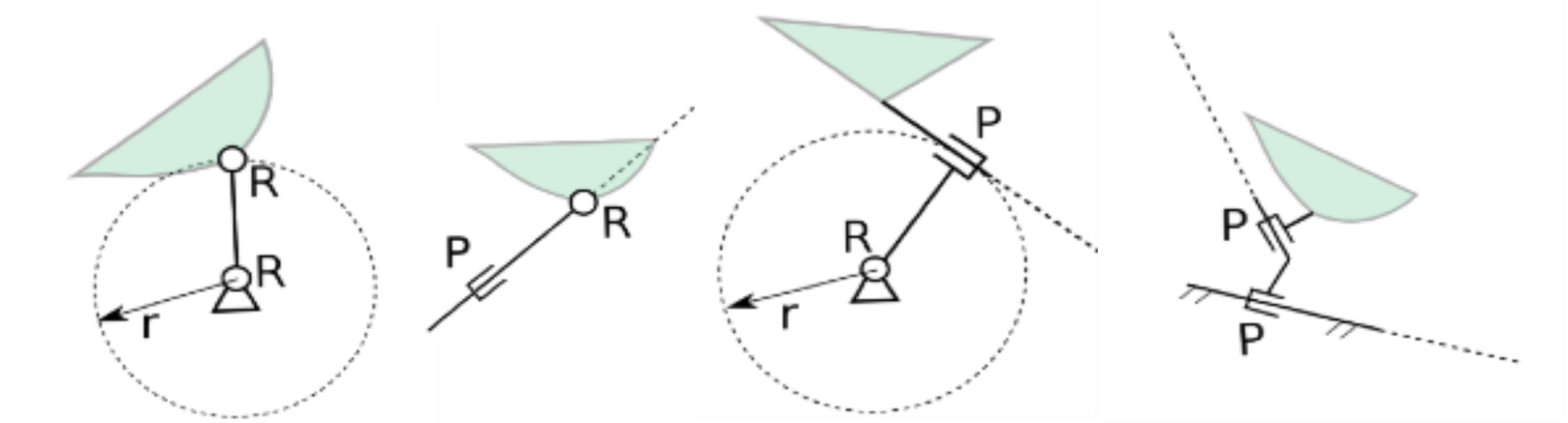



Finding a point that lies on Circle or Line

# Review: Unified Representation of Dyad Constraints

- A unified treatment of the geometric constraints of the building blocks (dyads for four-bar) of mechanisms




- Homogeneous Representation of Line and Circle

$$2a_1X_1 + 2a_2X_2 + a_3X_3 = a_0(\frac{X_1^2 + X_2^2}{X_3})$$

when $a_0 = 0$ $\qquad L_1X_1 + L_2X_2 + L_3X_3 = 0,$