



$$T_1 = X + C_1 \hat{v}_1$$

$$T_2 = X + C_2 \hat{v}_2$$

$$V_1 = b_1 - a_1$$

$$V_2 = b_2 - a_2$$

find X

$$b_1 - t_1 V_1 = b_2 - t_2 V_2$$

$$t_2 V_2 - t_1 V_1 = b_2 - b_1$$

$$V = [V_1, V_2] \quad V \in \mathbb{R}^{2 \times 2}$$

$$t = [-t_1 \ t_2]^T \quad t \in \mathbb{R}^2$$

$$Vt = b_2 - b_1$$

solve with $\text{LUsolve}()$ or similar
consistent as long as $\theta \neq 0, \pi$

$$X = b_1 - t_1 V_1 = b_2 - t_2 V_2$$

$$c = |C_1| = |C_2|, |r_1| = |r_2| = r = \text{given}$$

find c
 $\tan(\theta/2) = \frac{r}{c}$

$$c = \frac{r}{\tan(\theta/2)}$$

$$\hat{v}_1^T \hat{v}_2 = \cos \theta$$

$$\theta = \cos^{-1}(\hat{v}_1^T \hat{v}_2)$$

$$\alpha = \frac{\pi}{2} - \frac{\theta}{2}$$

now find \vec{O} . Could do funny equation with sliding r_1 and r_2 until they match, but there's an easier way:

$$l = \left(\frac{1}{2}(v_1 + v_2) \right) \left(\frac{1}{2}|v_1 + v_2| \right)^{-1} \sqrt{r^2 + c^2}$$

$$\text{let } \hat{V} = \frac{1}{2}(v_1 + v_2)$$

$$\vec{O} = X + \hat{V}(\sqrt{r^2 + c^2})$$

so the arc is defined by

$$\vec{O} + r(-\hat{V}) \quad \text{with } -r\hat{V} \text{ rotated from } -\alpha \text{ to } \alpha$$

$$= \vec{O} + r \cos(\varphi)(-\hat{V}) + r \sin(\varphi)(\hat{V}^\perp), \varphi \in [-\alpha, \alpha]$$

$$= \vec{O} + (r) \begin{bmatrix} \cos \varphi & -\sin \varphi \\ \sin \varphi & \cos \varphi \end{bmatrix} \hat{V}, \varphi \in [-\alpha, \alpha]$$

now we do the same thing for the straight bits:

$$\begin{cases} t_1 b_1 + (1-t_1)(T_1) & t_1 \in [0,1] \\ t_2 b_2 + (1-t_2)(T_2) & t_2 \in [0,1] \end{cases}$$

$$\begin{cases} t_1 b_1 + (1-t_1)(X + C_1 \hat{v}_1) & t_1 \in [0,1] \\ t_2 b_2 + (1-t_2)(X + C_2 \hat{v}_2) & t_2 \in [0,1] \end{cases}$$

$$\Delta t_1 = (|b_1 - T_1| / \Delta x)^{-1} = \frac{1}{\text{round}\left(\frac{|b_1 - T_1|}{\Delta x}\right)}$$

$$\Delta t_2 = (|b_2 - T_2| / \Delta x)^{-1} = \frac{1}{\text{round}\left(\frac{|b_2 - T_2|}{\Delta x}\right)}$$

to interpolate with distance Δx ,
(approximately)

$$n = \frac{2\alpha r}{\Delta x}$$

$$\Delta \varphi = \frac{2\alpha}{n} = \frac{\Delta x}{r} \quad \text{but no! rounding!}$$

$$\Delta \varphi = \frac{2\alpha}{\text{round}(n)} = 2\alpha \left(\text{round}\left(\frac{2\alpha r}{\Delta x}\right) \right)^{-1}$$

$$\varphi = \varphi \text{sign}(\det(V))$$

since we flip arc direction for L/R turns