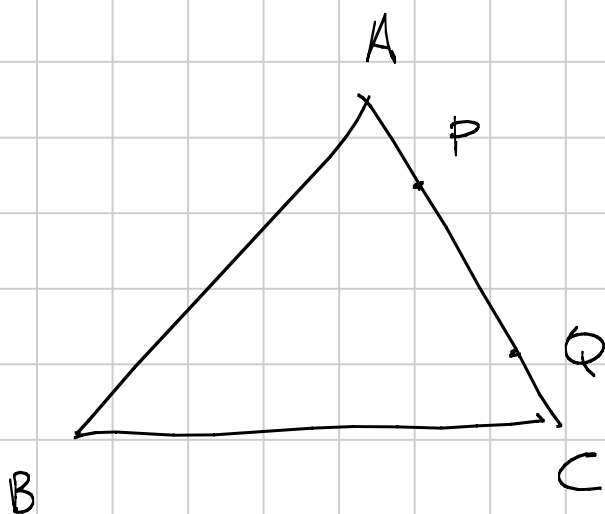


G1 - Advanced - Sam

Titolo nota

02/09/2014



$$AP + BC = AB + CQ$$

$$P = (p : 0 : 1-p)$$

$$Q = (q : 0 : 1-q)$$

$$0 \leq p, q \leq 1$$

$$A = (1 : 0 : 0)$$

$$A - P (= \vec{AP}) = (1-p, 0, p-1) = (x, y, z)$$

$$\text{dist}^2(A, P) = -a^2 yz - b^2 xz - c^2 xy$$

$$AP = \sqrt{-b^2(1-p)(p-1)} = b(1-p)$$

$$CQ = bq$$

$$b(1-p) + a = c + bq$$

$$R \text{ pt. med } \perp PQ = \left(\frac{p+q}{2} : 0 : \frac{2-p-q}{2} \right)$$

$$\frac{p+q}{2-p-q} = \frac{a}{c}$$

$$q = \frac{b(1-p) + a - c}{b}$$

$$\frac{\cancel{bp} + b - \cancel{bp} + a - c}{2b - \cancel{bp} - b + \cancel{bp} - a + c} = \frac{a}{c}$$

$$bc + \cancel{ac} - c^2 = ab - a^2 + \cancel{ac}$$

$$a^2 - c^2 + b(c - a) = 0$$

$$(a+c)(a-c) + b(c-a) = 0$$

$$(a-c)(a+c-b) = 0 \quad \Rightarrow \quad a = c.$$

Distanza tra due punti

$$P = (p_1 : p_2 : p_3) \quad Q = (q_1 : q_2 : q_3)$$

$$\rho = p_1 + p_2 + p_3$$

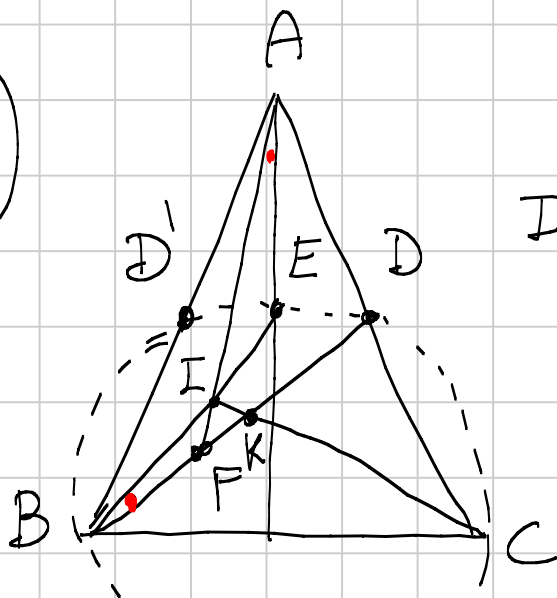
$$\sigma = q_1 + q_2 + q_3$$

$$PQ^2 = -a^2 \left(\frac{p_2}{\rho} - \frac{q_2}{\sigma} \right) \left(\frac{p_3}{\rho} - \frac{q_3}{\sigma} \right) - b^2 \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}$$

$$-c^2 \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}$$

$\rho = \sigma = 1$
semplifica
le cose.

2)



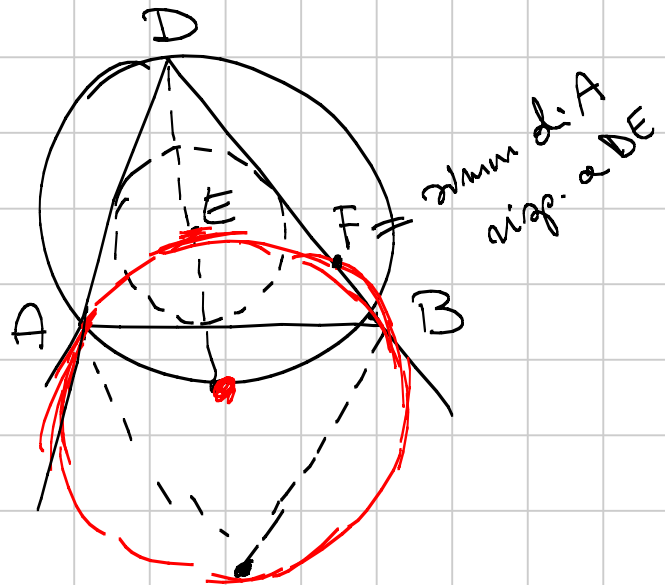
I incentro di $\triangle ABC$

E pt. medio di $\widehat{DD'}$

\Rightarrow BE bisett. di \widehat{ABD}

\Rightarrow E incentro di $\triangle ABD$

Il centro della sp. per A, E, B sta su DE



nel Triangolo ABD

$$a = BD \quad AD = b \quad AB = c = 2b$$

$$E = (a : b : c)$$

$$F = (0 : b : a - b)$$

$$I = (a(a-b) : bc : c(a-b))$$

$$C = (-1 : 0 : 2) \quad K = \left(0 : \frac{b^2}{a^2} : 1 - \frac{b^2}{a^2} \right)$$

$$D = (0 : 0 : 1)$$

$$DK^2 = \frac{b^4}{a^2}$$

$$D-K = \left(0 : -\frac{b^2}{a^2} : \frac{b^2}{a^2} \right)$$

$$DK = \frac{b^2}{a}$$

$$a \cdot DK = b^2$$

$$\boxed{DB \cdot DK = DA^2}$$

$$\text{cp per } A, B, C \neq \{a^2 yz + b^2 xz + c^2 xy = 0\}$$

$$-a^2 yz - b^2 xz - c^2 xy + (x+y+z) \cdot (\mu x + \nu y + \omega z) = 0$$

$$A: \mu = 0$$

$$D: -c^2(c-l)e + c \cdot (\nu e) = 0$$

$$E: -b^2(b-l)e + b(l\omega) = 0$$

$$\nu = c(c-l)$$

$$\omega = b(b-l)$$

$$c(c-l)y + b(b-l)z = 0$$

Strada 1: $X = (0 : b(b-l) : -c(c-l))$

$$A = (1 : 0 : 0)$$

$XA \perp HM$ confic con formula
tipo prod. scalare

Strada 2: punti all' ∞ .

I pt. $(f : g : h)$ $(f' : g' : h')$ su $x+y+z=0$

rappresentano rette \perp se e solo se

$$S_A f f' + S_B g g' + S_C h h' = 0$$

1) Troviamo il pt. all' ∞ di

Assia nel
tra circonscritta
e generica
 \bar{e}
 $\mu x + \nu y + \omega z = 0$

$$c(c-l)y + b(b-l)z = 0$$

in funzione di l

2) troviamo il pt all'∞ di Π

3) Impariamo la perp.^{to}

4) Ricaviamo l .

$$\begin{cases} px + qy + rz = 0 \\ x + y + z = 0 \end{cases} \quad \text{det} \begin{vmatrix} i & j & k \\ 1 & 1 & 1 \\ p & q & r \end{vmatrix} =$$

$$= i(r-q) + j(p-r) + k(q-p)$$

$$\boxed{(r-q : p-r : q-p)}$$

Notazione di Conway

$S = 2$ area di ABC

$$S_\varphi = S \cdot \cot \varphi \quad S_A = \frac{b^2 + c^2 - a^2}{2} \quad \text{etc.}$$

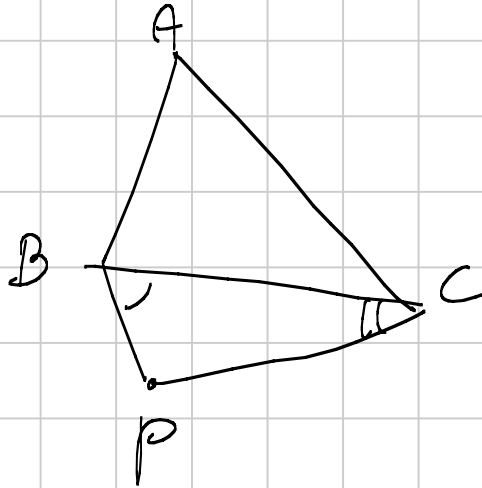
$$\begin{cases} S_B + S_C = a^2 \text{ e cicliche} \\ S_A S_B + S_B S_C + S_C S_A = S^2 \end{cases}$$

$$S_\varphi \cdot S_\psi = S_{\varphi\psi}$$

$$O = (a^2 S_A : b^2 S_B : c^2 S_C) = (S_A(S_B + S_C) : \dots : \dots)$$

$$H = (S^2 + S_B S_C : \dots : \dots)$$

Formule di Conway



$$\widehat{CBP} = \varphi \quad \widehat{BCP} = \psi$$

$$(-a^2 : S_C + S_\psi : S_B + S_\varphi)$$

$\varphi > 0$ se
 \widehat{CBP} e \widehat{CBA} hanno
 orientazioni diverse

Rette parallele

(*) $x + y + z = 0$ è la retta all'∞. (l_∞)

due rette sono parallele se hanno
 la stessa intersezione con l_∞

Es: ABC AL bisettrice $L = (0 : b : c)$
 la perp. a BC per L

$$H = \left(\frac{1}{S_A} : \frac{1}{S_B} : \frac{1}{S_C} \right)$$

$$A = (1 : 0 : 0)$$

$$\{S_B y - S_C z = 0\} = AH$$

pt all'∞ (l'intersez. con l_∞) di AH $px+qy+2z=0$

$$(-S_c - S_B : S_c : S_B) = H_{\infty} \quad (2-q : p-2 : q-p)$$

⇒ la perp. a BC per L è la retta per L e H_∞

$$\det \begin{vmatrix} x & y & z \\ 0 & b & c \\ \underbrace{-S_c - S_B}_{-a^2} & S_c & S_B \end{vmatrix} =$$

$$= x(bS_B - cS_c) + y a^2 c - z a^2 b$$

Intucette

è che interseca i lati in

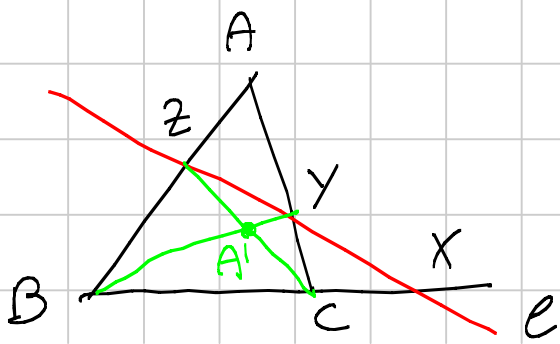
$$(0 : v : -w), (-u : 0 : w), (u : -v : 0)$$

(devono avere questa forma per Rerulao)

è delle forme $\frac{x}{u} + \frac{y}{v} + \frac{z}{w} = 0$

$$P = (u : v : w)$$

TRIPOLO di L
rispetto ad ABC



$$A' = BY \cap CZ$$

$$B' = AX \cap CZ$$

$$C' = AX \cap BY$$

$P =$ dove incontriamo AA', BB', CC' .

Triangolo pedale

$$P = (u : v : w)$$

le perp. da P a BC

$$\det \begin{vmatrix} -e^2 & S_c & S_B \\ u & v & w \\ x & y & z \end{vmatrix} = 0$$

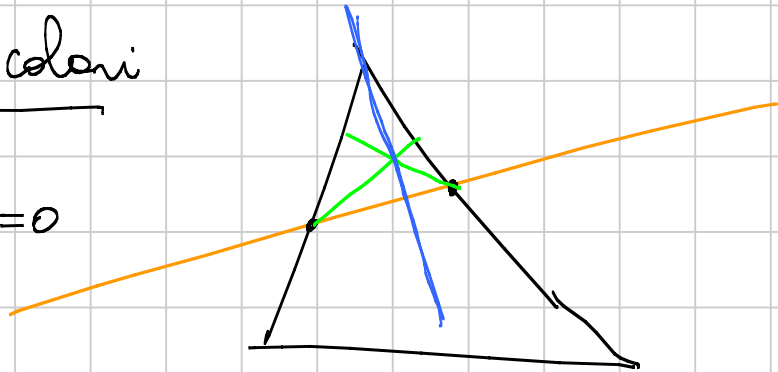
$$-(S_B v - S_c w)x + (S_B u + e^2 w)y - (S_c u + e^2 v)z = 0$$

$$P_a = (0 : S_c u + e^2 w : S_B u + e^2 v)$$

La somma delle coord = $e^2(u+v+w)$

Rette perpendicolari

$$l: px + qy + rz = 0$$



$$(f : g : h)$$

$$(2-q : p-2 : q-p)$$

$$(f' : g' : h') = (S_B g - S_c h : S_c h - S_A f : S_A f - S_B g)$$

↗ punto all'∞ delle rette \perp a l .

$\Rightarrow (f : g : h)$ e $(f' : g' : h')$ su $px + qy + rz = 0$ sono \perp se

$$S_A f f' + S_B g g' + S_c h h' = 0$$

Es: t_A alle ch. circo in A \bar{e} $c^2 y + b^2 z = 0$

Tri t_A ha lati: $c^2 y + b^2 z = 0$ $c^2 x + a^2 z = 0$ $b^2 x + a^2 y = 0$

\Rightarrow ha vertici

$$C'(a^2: b^2: -c^2), A'(-a^2: b^2: c^2), B'(a^2: -b^2: c^2)$$

$\Rightarrow CC', AA', BB'$ concorrenti in $K = (a^2: b^2: c^2)$

Comingolo isogonale $(x; y; z) \rightarrow \left(\frac{a^2}{x}: \frac{b^2}{y}: \frac{c^2}{z}\right)$

Comingolo isog di l_∞: $a^2yz + b^2xz + c^2xy = 0$

Eq. generica di un'cp: $-a^2yz - b^2xz - c^2xy + (x+y+z)(mx+ny+cz) = 0$

Es: tg alla cp circo in A

$$a^2yz + b^2xz + c^2xy = 0$$

$$\frac{a^2 y_0 z + z_0 y}{2} + \frac{b^2 x_0 z + z_0 x}{2} + \frac{c^2 x_0 y + y_0 x}{2} = 0$$

$$b^2 z + c^2 y = 0$$

Polare di I: $a^2 b z + a^2 c y + b^2 a z + b^2 c x + c^2 a y + c^2 b x = 0$

$$x(b^2 c + c^2 b) + y(a^2 c + c^2 a) + z(a^2 b + b^2 a) = 0$$

Ultimate case: P, Q, R, S can
coord. normalized

$$P-Q = (x_1, y_1, z_1) \quad R-S = (x_2, y_2, z_2)$$

1) $PQ \perp RS$



$$0 = a^2(z_1 y_2 + y_1 z_2) + b^2(x_1 z_2 + z_1 x_2) + c^2(y_1 x_2 + x_1 y_2)$$

2) $PQ^2 = -a^2 y_1 z_1 - b^2 x_1 z_1 - c^2 x_1 y_1$

3) $[PQR] = [ABC]$. Let $\begin{pmatrix} P \\ Q \\ R \end{pmatrix}$

4*) Se $\begin{aligned} \vec{PQ} &= \alpha_1 \vec{AO} + \beta_1 \vec{BO} + \gamma_1 \vec{CO} \\ \vec{RS} &= \alpha_2 \vec{AO} + \beta_2 \vec{BO} + \gamma_2 \vec{CO} \end{aligned}$

can $\alpha_i + \beta_i + \gamma_i = 0 \quad i=1,2$

$$PQ \perp RS \iff a^2(\beta_1 \gamma_2 + \beta_2 \gamma_1) + b^2(\alpha_1 \gamma_2 + \alpha_2 \gamma_1) + c^2(\alpha_1 \beta_2 + \alpha_2 \beta_1)$$