

The procedure for constructing a circle by three points in 3D

The calculation algorithm

1. The three points are vertices of the triangle. Write three linear equations: two equations of planes passing through the midpoints of the two sides of the triangle perpendicular to these sides: $f_1 = 0$, $f_3 = 0$ and the equation of the plane which contains the triangle: $f_2 = 0$.
2. Solve the system of equations and find the center of a circle with coordinates Cen x_{Cen} , ..
3. Find the circle radius R of the equation of a sphere with radius R and center at Cen
4. Construct a circle as the line of intersection of the sphere with the plane of the triangle

☒ — Поворот вокруг осей координат

Координаты заданных точек

$$p_1 := [2 \ -20 \ 0.1]^T \quad p_2 := [10 \ -3 \ 1]^T \quad p_3 := [-3 \ 1.2 \ -2]^T$$

Алгоритм расчета

1. Три заданные точки являются вершинами треугольника. Составляем три линейных уравнения: два уравнения плоскостей, проходящих через середины двух сторон треугольника перпендикулярно этим сторонам: $f_1 = 0$, $f_3 = 0$ и уравнение плоскости, в которой лежит треугольник: $f_2 = 0$.

$$f_1 := (p_2)_1 - (p_1)_1 \cdot \left(\frac{(p_1)_1 + (p_2)_1}{2} - x_1 \right) + (p_2)_2 - (p_1)_2 \cdot \left(\frac{(p_1)_2 + (p_2)_2}{2} - x_2 \right) + (p_2)_3 - (p_1)_3 \cdot \left(\frac{(p_1)_3 + (p_2)_3}{2} - x_3 \right) = 0$$

$$f_3 := (p_3)_1 - (p_1)_1 \cdot \left(\frac{(p_1)_1 + (p_3)_1}{2} - x_1 \right) + (p_3)_2 - (p_1)_2 \cdot \left(\frac{(p_1)_2 + (p_3)_2}{2} - x_2 \right) + (p_3)_3 - (p_1)_3 \cdot \left(\frac{(p_1)_3 + (p_3)_3}{2} - x_3 \right)$$

$$f_2 := \begin{vmatrix} x_1 - (p_1)_1 & x_2 - (p_1)_2 & x_3 - (p_1)_3 \\ (p_2)_1 - (p_1)_1 & (p_2)_2 - (p_1)_2 & (p_2)_3 - (p_1)_3 \\ (p_3)_1 - (p_1)_1 & (p_3)_2 - (p_1)_2 & (p_3)_3 - (p_1)_3 \end{vmatrix}$$

2. Решаем эту систему уравнений и находим центр окружности "center"

$$\text{center} := \text{roots} \left(\begin{pmatrix} f_1 = 0 \\ f_2 = 0 \\ f_3 = 0 \end{pmatrix}, \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} \right) \quad \text{center} = \begin{pmatrix} 0.9082 \\ -9.0396 \\ -0.6644 \end{pmatrix}$$

3. Находим радиус окружности "rad" из уравнения сферы с радиусом rad и центром в точке "center"

$$\text{rad} := \sqrt{(p_1)_1 - \text{center}_1)^2 + (p_1)_2 - \text{center}_2)^2 + (p_1)_3 - \text{center}_3)^2}$$

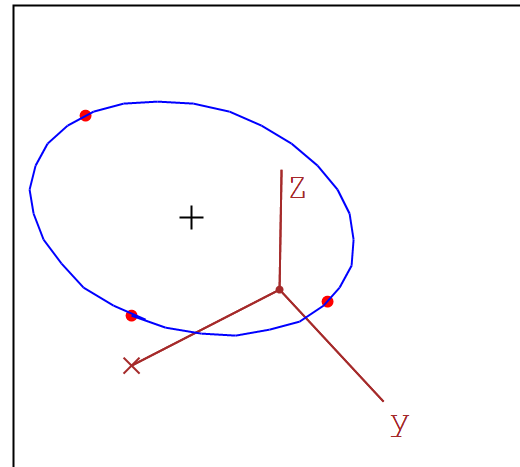
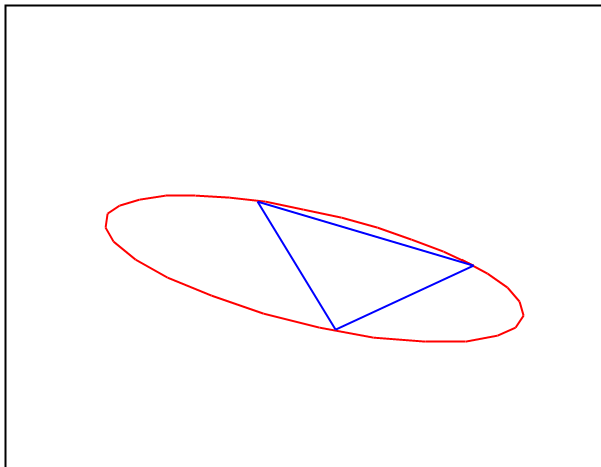
$$(x_1 - \text{center}_1)^2 + (x_2 - \text{center}_2)^2 + (x_3 - \text{center}_3)^2 = \text{rad}^2$$

4. Строим окружность как линию пересечения сферы с плоскостью треугольника (Методом Драгилева)

The procedure for constructing a circle by three points in 3D, p_1, p_2, p_3 - vectors of points

```
Circle3d(p1, p2, p3):=
  f1:=(p2_1-p1_1)·(p1_1+p2_1/2-x_1)+(p2_2-p1_2)·(p1_2+p2_2/2-x_2)+(p2_3-p1_3)·(p1_3+p2_3/2-x_3)
  f3:=(p3_1-p1_1)·(p1_1+p3_1/2-x_1)+(p3_2-p1_2)·(p1_2+p3_2/2-x_2)+(p3_3-p1_3)·(p1_3+p3_3/2-x_3)
  f2:=
    [ x_1-p1_1  x_2-p1_2  x_3-p1_3 ]
    [ p2_1-p1_1  p2_2-p1_2  p2_3-p1_3 ]
    [ p3_1-p1_1  p3_2-p1_2  p3_3-p1_3 ]
  center:=roots
    [ f1=0 ]
    [ f2=0 ]
    [ f3=0 ]
    [ x_1 ]
    [ x_2 ]
    [ x_3 ]
  rad:=eval(√((p1_1-center_1)²+(p1_2-center_2)²+(p1_3-center_3)²))
  f1:=(x_1-center_1)²+(x_2-center_2)²+(x_3-center_3)²
  "Dragilev method"
  n:=3
  for k ∈ 1..n
    u_k:=x_k
  b:=(-1)·submatrix(Jacobian(f, u), 1, n-1, n, n)
  A:=submatrix(Jacobian(f, u), 1, n-1, 1, n-1)
  det_1:=-|augment(b, submatrix(A, 1, n-1, 2, n-1))|
  det_{n-1}:=-|augment(submatrix(A, 1, n-1, 1, n-2), b)|
  det_n:=-|A|
  for i ∈ 1..n
    D2_i:=
      det_i
      √((det_1)²+(det_2)²+(det_3)²)
  D1(t, x):=D2
  plot:=submatrix(rkfixed(p2, 0, 2.1·π·rad, 30, D1(t, x)), 1, 30, 2, 4)
  [ "plotCircle" "center" "radius" ]
  plot      center      rad ]
```

plot:=col(Circle3d(p1, p2, p3), 1)_2 center:=col(Circle3d(p1, p2, p3), 2)_2



	"plotCircle"	"center"	"radius"
	10 - 3 1		
	8.5116 -1.1324 0.5895		
	6.657 0.3543 0.1187		
	4.5255 1.3886 -0.3899		
	2.2197 1.9206 -0.9117		
	-0.1492 1.9247 -1.4216		
	-2.4672 1.4007 -1.8951		
	-4.6226 0.3738 -2.3092		
	-6.5116 -1.1065 -2.6441		
	-8.0432 -2.9689 -2.8837		
	-9.1436 -5.1237 -3.0164		
	-9.7599 -7.4671 -3.0358		
	-9.8624 -9.8863 -2.9409		
	-9.4461 -12.2646 -2.7364		
Circle3d(p1 , p2 , p3)=	-8.531 -14.4876 -2.4322	$\begin{bmatrix} 0.9082 \\ -9.0396 \\ -0.6644 \end{bmatrix}$	11.0412
	-7.1613 -16.4483 -2.0427		
	-5.4029 -18.052 -1.5869		
	-3.3405 -19.2217 -1.0867		
	-1.0735 -19.9009 -0.5661		
	1.289 -20.057 -0.0502		
	3.6331 -19.6824 0.436		
	5.846 -18.7951 0.8693		
	7.821 -17.438 1.2287		
	9.4631 -15.6764 1.4969		
	10.6931 -13.595 1.661		
	11.4518 -11.2943 1.7131		
	11.7027 -8.885 1.6507		
	11.4336 -6.4831 1.4767		
	10.6576 -4.2043 1.1997		
	9.4119 -2.1585 0.8328		