



This document describes calculation of intersection of two circles in plane and explicit formulas to calculate their coordinates algebraically.

Good references are

http://mathworld.wolfram.com/Circle-CircleIntersection.html http://paulbourke.net/geometry/2circle/

Let us label the distance of circle centers as

$$r = \sqrt{(A_x - B_x)^2 + (A_y - B_y)^2}$$

The analysis of cases is based on triangular inequality http://mathworld.wolfram.com/TriangleInequality.html which

• Identical circles

$$r = 0 \wedge r_a = r_b,$$

• Nonintersecting circles

$$|r_a - r_b| > r \lor r > r_a + r_b,$$

• **One point intersection** which in digital representation could happen only under rare circumstances

$$|r_a - r_b| = r \lor r = r_a + r_b,$$

In this case we often could neglect this case and handle it as regular case where two intersections are identical.

• **Two point intersection** happens when following condition is satisfied

$$|r_a - r_b| < r \wedge r < r_a + r_b.$$

Let us solve two point intersection. The intersection points have coordinates:

$$C_{1,2} = \begin{bmatrix} \frac{(A_x + B_x)r^2 + (A_x - B_x)(rb^2 - ra^2) \pm (A_y - B_y)\sqrt{4ra^2rb^2 - (r^2 - ra^2 - rb^2)^2}}{2r^2} \\ \frac{(A_y + B_y)r^2 + (A_y - B_y)(rb^2 - ra^2) \mp (A_x - B_x)\sqrt{4ra^2rb^2 - (r^2 - ra^2 - rb^2)^2}}{2r^2} \\ = \end{bmatrix} \begin{bmatrix} \frac{A_x + B_x}{2} + \frac{(A_x - B_x)(rb^2 - ra^2)}{2r^2} \pm \frac{(A_y - B_y)\sqrt{4ra^2rb^2 - (r^2 - ra^2 - rb^2)^2}}{2r^2}}{2r^2} \\ \frac{A_y + B_y}{2} + \frac{(A_y - B_y)(rb^2 - ra^2)}{2r^2} \mp \frac{(A_x - B_x)\sqrt{4ra^2rb^2 - (r^2 - ra^2 - rb^2)^2}}{2r^2} \\ = P \pm \overrightarrow{PC_1} \end{bmatrix}$$