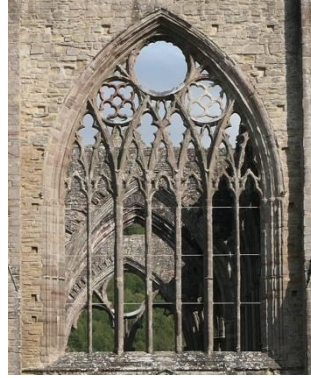
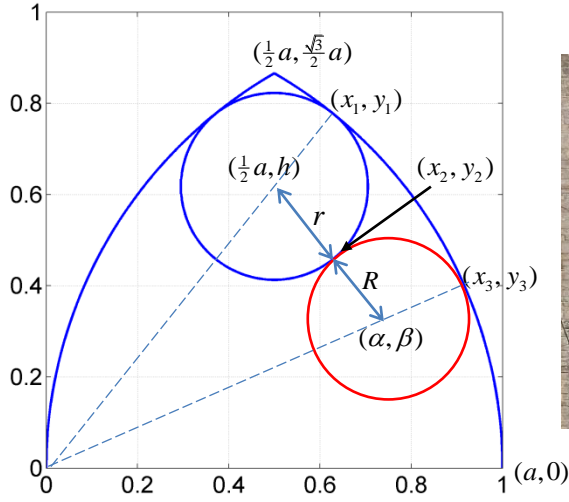


Tintern window. a=1. h=0.618



Upper circle: Inputs are a, h

$$x_1^2 + y_1^2 = a^2 \quad (1)$$

$$(x_1 - \frac{1}{2}a)^2 + (y_1 - h)^2 = r^2 \quad (2)$$

$$\frac{y_1 - h}{x_1 - \frac{1}{2}a} = \frac{h}{\frac{1}{2}a} \quad (3)$$

$$\frac{y_1}{x_1} = \frac{h}{\frac{1}{2}a} \quad (4)$$

$$x_1^2 + y_1^2 = a^2 \quad (1) \quad y_1 = \frac{2h}{a}x_1 \quad (4)$$

$$\therefore x_1^2 \left(1 + \frac{4h^2}{a^2}\right) = a^2$$

$$\therefore x_1 = \frac{a}{\sqrt{1 + \frac{4h^2}{a^2}}} \quad \text{OK to take +ve root}$$

$$(x_1 - \frac{1}{2}a)^2 + (y_1 - h)^2 = r^2 \quad (2) \quad y_1 - h = \frac{2h}{a}(x_1 - \frac{1}{2}a) \quad (3)$$

$$\therefore (x_1 - \frac{1}{2}a)^2 \left(1 + \frac{4h^2}{a^2}\right) = r^2$$

$$\therefore r = \sqrt{1 + \frac{4h^2}{a^2}} \left(\frac{a}{\sqrt{1 + \frac{4h^2}{a^2}}} - \frac{1}{2}a \right) \quad \text{OK to take +ve root}$$

$$\therefore r = a \left(1 - \frac{1}{2} \sqrt{1 + \frac{4h^2}{a^2}} \right)$$

Lower circle: Inputs are R

$$x_3^2 + y_3^2 = a^2 \quad (1) \quad (x_3 - \alpha)^2 + (y_3 - \beta)^2 = R^2 \quad (2)$$

$$(x_2 - \alpha)^2 + (y_2 - \beta)^2 = R^2 \quad (3) \quad (x_2 - \frac{1}{2}a)^2 + (y_2 - h)^2 = R^2 \quad (4)$$

$$\frac{y_3 - \beta}{x_3 - \alpha} = \frac{y_3}{x_3} = \frac{\beta}{\alpha} \quad (5) \quad \frac{y_2 - y_3}{x_3 - x_2} = \frac{h - y_2}{x_2 - \frac{1}{2}a} \quad (6)$$

$$\frac{y_3 - \beta}{x_3 - \alpha} = \frac{\beta}{\alpha} = \frac{y_3}{x_3} \quad (5) \quad (x_3 - \alpha)^2 + (y_3 - \beta)^2 = R^2 \quad (2)$$

$$\therefore (x_3 - \alpha)^2 \left(1 + \frac{\beta^2}{\alpha^2}\right) = R^2 \Rightarrow x_3 = \frac{R}{\sqrt{1 + \frac{\beta^2}{\alpha^2}}} + \alpha \Rightarrow x_3 = \alpha \left(\frac{R}{\sqrt{\alpha^2 + \beta^2}} + 1 \right)$$

$$\therefore y_3 = \frac{\beta}{\alpha} x_3 \Rightarrow y_3 = \frac{\beta}{\alpha} \frac{R}{\sqrt{1 + \frac{\beta^2}{\alpha^2}}} + \beta \Rightarrow y_3 = \beta \left(\frac{R}{\sqrt{\alpha^2 + \beta^2}} + 1 \right)$$

$$x_3 = \alpha \left(\frac{R}{\sqrt{\alpha^2 + \beta^2}} + 1 \right) \quad y_3 = \beta \left(\frac{R}{\sqrt{\alpha^2 + \beta^2}} + 1 \right) \quad x_3^2 + y_3^2 = a^2 \quad (1)$$

$$\therefore \alpha^2 \left(\frac{R}{\sqrt{\alpha^2 + \beta^2}} + 1 \right)^2 + \beta^2 \left(\frac{R}{\sqrt{\alpha^2 + \beta^2}} + 1 \right)^2 = a^2$$

$$\frac{\alpha^2 R^2}{\alpha^2 + \beta^2} + \alpha^2 + \frac{2\alpha^2 R}{\sqrt{\alpha^2 + \beta^2}} + \frac{\beta^2 R^2}{\alpha^2 + \beta^2} + \beta^2 + \frac{2\beta^2 R}{\sqrt{\alpha^2 + \beta^2}} = a^2$$

$$R^2 + \alpha^2 + \beta^2 + 2\sqrt{\alpha^2 + \beta^2} R = a^2 \quad (7)$$

$$(\alpha - \frac{1}{2}a)^2 + (h - \beta)^2 = (r + R)^2 \quad (8)$$

$$\therefore \alpha = \frac{1}{2}a + \sqrt{(r + R)^2 - (h - \beta)^2}$$

$$(\alpha - \frac{1}{2}a)^2 + (h - \beta)^2 = (r + R)^2 \quad (8)$$

$$\therefore \alpha = \frac{1}{2}a + \sqrt{(r + R)^2 - (h - \beta)^2}$$

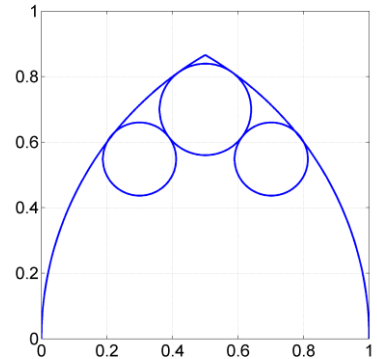
$$R^2 + \alpha^2 + \beta^2 + 2\sqrt{\alpha^2 + \beta^2} R = a^2$$

$$\therefore R^2 + \left(\frac{1}{2}a + \sqrt{(r + R)^2 - (h - \beta)^2} \right)^2 + \beta^2 + \dots$$

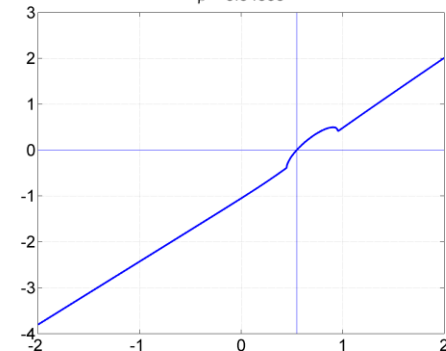
$$2R \sqrt{\left(\frac{1}{2}a + \sqrt{(r + R)^2 - (h - \beta)^2} \right)^2 + \beta^2} - a^2 = 0$$

Solve for β via a numeric root-finding method

Tintern window. a=1. h=0.7

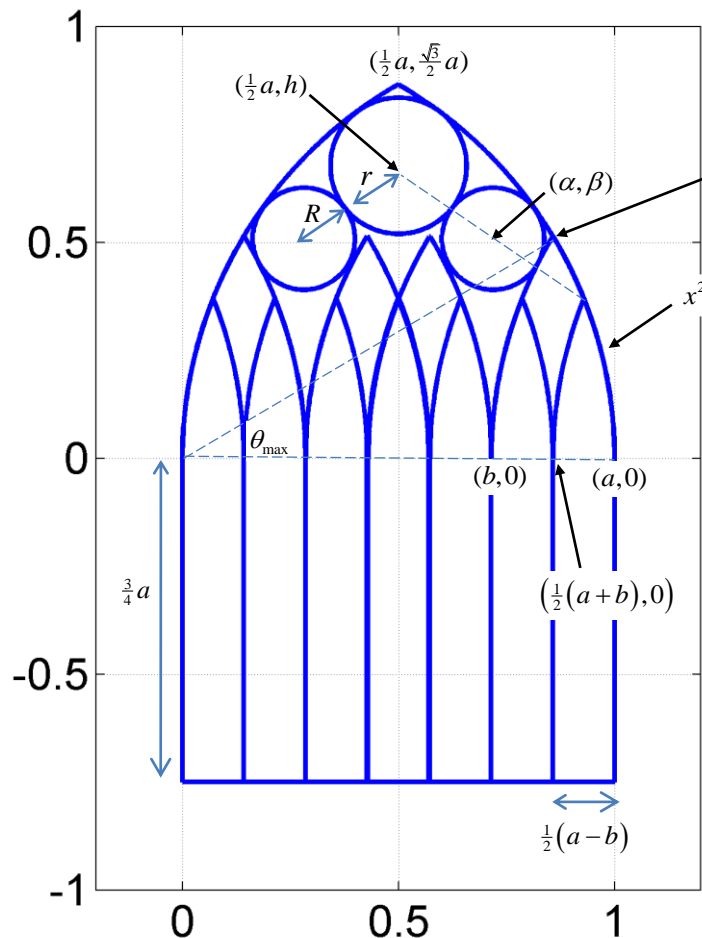


$\beta = 0.54855$



Tintern window. $a=1, h=0.677, r=0.158, R=0.119$

Idea is to run the whole process in a loop, varying h until the optimum b is close as possible to $5a/7$.



$$\left(\frac{1}{2}(a+b), \sqrt{a^2 - \frac{1}{4}(a+b)^2}\right)$$

$$\therefore \theta_{\max} = \tan^{-1}\left(\frac{2\sqrt{a^2 - \frac{1}{4}(a+b)^2}}{a+b}\right)$$

Arch arc coordinates

$$\therefore \theta_{\max} = \tan^{-1}\left(\frac{2\sqrt{a^2 - \frac{1}{4}(a+b)^2}}{a+b}\right)$$

$$x = a \cos \theta, y = a \sin \theta, 0 \leq \theta \leq \theta_{\max}$$

Note:

$$b = \frac{5}{7}a$$

$$\therefore \theta_{\max} = \tan^{-1}\left(\frac{2\sqrt{a^2 - \frac{1}{4}a^2 \frac{144}{49}}}{\frac{12}{7}a}\right)$$

$$\therefore \theta_{\max} = \tan^{-1}\left(\frac{7\sqrt{13}}{6}\right)$$

$$\therefore \theta_{\max} = \tan^{-1}\left(\frac{\sqrt{13}}{6}\right) \approx 31^\circ$$

Calculating b via a numerical method

```
%Calculate point (b,0) that right arch intersects x axis
i = 0; b = a;
while i==0
    tmax = atan( 2*sqrt(a^2 - 0.25*(a+b)^2)/(a+b) );
    t = linspace( 0, tmax, 1000 );
    x = a*cos(t); x = reflect(x, (a+b)/2); y = a*sin(t);
    f = (x-A_R).^2 + (y-B).^2 - R^2;
    troot = rootfindergeneral(t,f);
    if ~isempty(troot)
        i = 1;
    else
        b = b - 0.001;
    end
end
```

Then reflect arc in $x = \frac{1}{2}(a+b)$

Start with $b = a$, and then decrement by 0.001.
Determine b such that:

$$f(\theta) = (x(\theta) - \alpha)^2 + (y(\theta) - \beta)^2 - R^2$$

passes through zero for the first time.
i.e. the left (reflected) arc is a tangent to the lower circle.

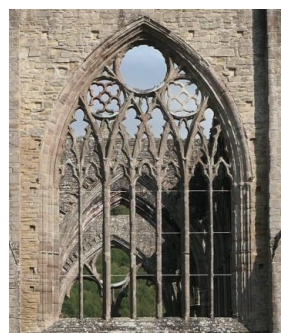
Once b is found, translate the arches.
Repeat the process for the smaller arches.

For the Tintern window

$$R = \frac{3}{4}r$$

$$\frac{1}{2}(a-b) = \frac{1}{7}a$$

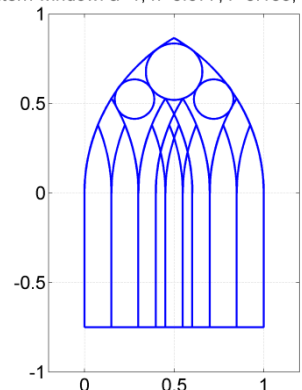
This is AMAZING why this works!



$$\frac{1}{2}(a-b) = \frac{1}{7}a$$

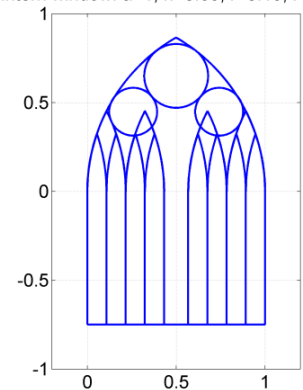
$$\therefore b = \frac{5}{7}a \approx 0.7143a$$

Tintern window. $a=1, h=0.677, r=0.158, R=0.111$



$R = 0.7r$
Arches don't overlap properly

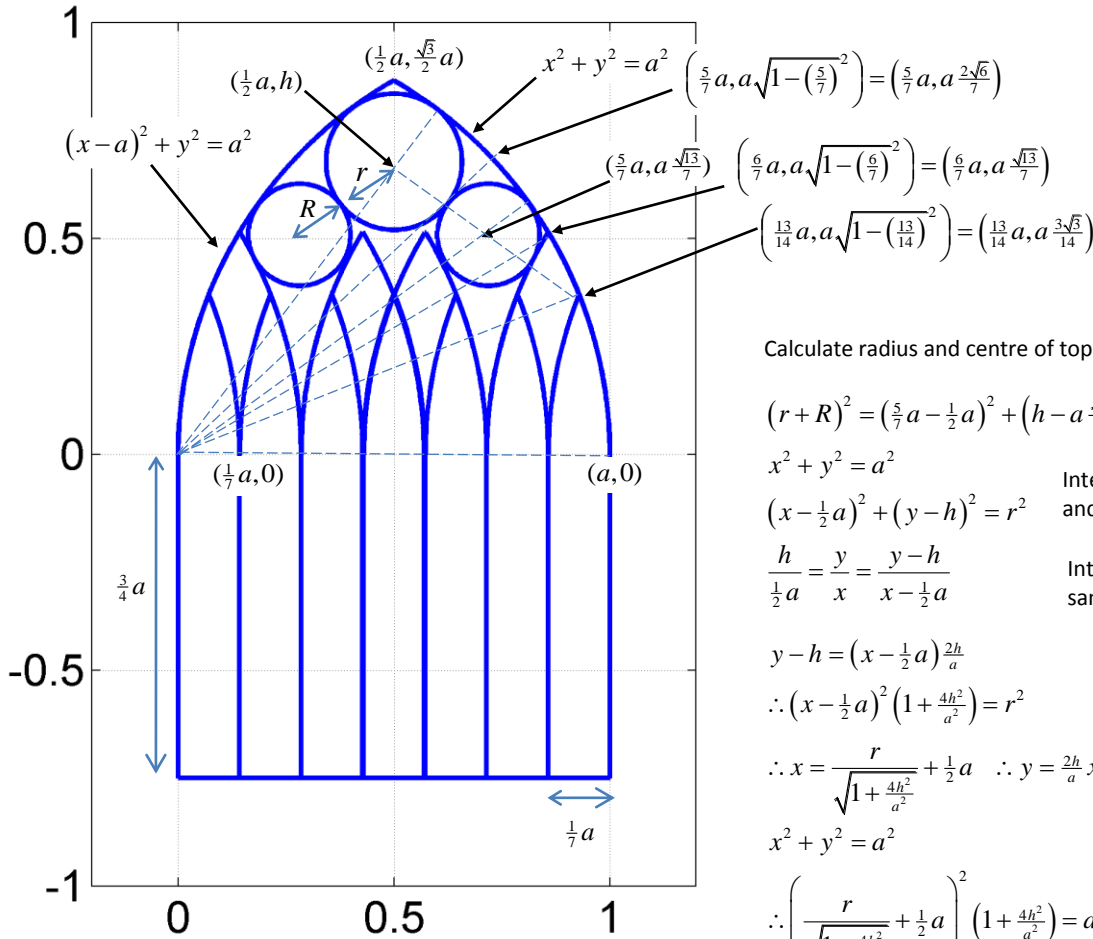
Tintern window. $a=1, h=0.65, r=0.18, R=0.135$



$R = \frac{3}{4}r$
 $h = 0.65a$
Reflected arches are no longer tangents and we don't get seven vertical windows

Alternatively, start with the actual Tintern window and work upwards! Can we calculate h analytically? (Nearly ...)

Tintern window. $a=1, h=0.677, r=0.158, R=0.119$



Calculate radius of small tangent circles

$$x^2 + y^2 = a^2$$

$$(x - \frac{5}{7}a)^2 + (y - \frac{\sqrt{13}}{7}a)^2 = R^2$$

$$y = \frac{\sqrt{13}}{5}x$$

$$\therefore x^2(1 + \frac{13}{25}) = a^2 \Rightarrow x = \frac{5}{\sqrt{38}}a \therefore y = \frac{\sqrt{494}}{38}a$$

$$\therefore R = a\sqrt{(\frac{5}{\sqrt{38}} - \frac{5}{7})^2 + (\frac{\sqrt{494}}{38} - \frac{\sqrt{13}}{7})^2} \approx 0.1194a$$

i.e. it looks like it is tangent to the left outer arch. Exercise for the keen!

Guess centre coordinates (!)
So now find R such that small circle is tangent to outer arch.

Calculate radius and centre of top circle

$$(r + R)^2 = (\frac{5}{7}a - \frac{1}{2}a)^2 + (h - a\frac{\sqrt{13}}{7})^2 \quad \text{Pythagoras:}$$

$$x^2 + y^2 = a^2$$

Intersection of outer arch and top circle

$$(x - \frac{1}{2}a)^2 + (y - h)^2 = r^2$$

$$\frac{h}{\frac{1}{2}a} = \frac{y}{x} = \frac{y-h}{x - \frac{1}{2}a}$$

Intersection point on same line from (0,0)

$$y - h = (x - \frac{1}{2}a)\frac{2h}{a}$$

$$\therefore (x - \frac{1}{2}a)^2(1 + \frac{4h^2}{a^2}) = r^2$$

$$\therefore x = \frac{r}{\sqrt{1 + \frac{4h^2}{a^2}}} + \frac{1}{2}a \quad \therefore y = \frac{2h}{a}x$$

$$x^2 + y^2 = a^2$$

$$\therefore \left(\frac{r}{\sqrt{1 + \frac{4h^2}{a^2}}} + \frac{1}{2}a\right)^2(1 + \frac{4h^2}{a^2}) = a^2$$

$$\therefore \frac{r}{\sqrt{1 + \frac{4h^2}{a^2}}} + \frac{1}{2}a = \frac{a}{\sqrt{1 + \frac{4h^2}{a^2}}}$$

$$\therefore r = a - \frac{1}{2}\sqrt{1 + \frac{4h^2}{a^2}}a$$

$$(r + R)^2 = (\frac{5}{7}a - \frac{1}{2}a)^2 + (h - a\frac{\sqrt{13}}{7})^2$$

$$\therefore (a - \frac{1}{2}\sqrt{1 + \frac{4h^2}{a^2}}a + R)^2 = \frac{9}{196}a^2 + (h - a\frac{\sqrt{13}}{7})^2$$

$$f(h) = (a - \frac{1}{2}\sqrt{1 + \frac{4h^2}{a^2}}a + R)^2 - \frac{9}{196}a^2 - (h - a\frac{\sqrt{13}}{7})^2$$

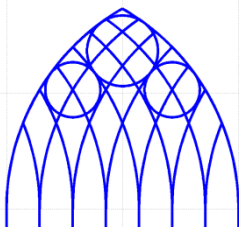
$$f(h) = 0 \Rightarrow h \approx 0.683526a$$

$$\therefore r = 0.1531186a$$

Can't solve easily analytically

Note: $\frac{r}{R} = 1.28273, \frac{4}{3} = 1.333$

Plot white patches for circles to cover up the arches underneath



%Plot all arches
for n=1:7

```
w = a - (n-1)*a/7; x0 = (n-1)*a/7;
arch_plotter(a, w, x0, L, [0,0,1]);
arch_plotter(a, w, 0, L, [0,0,1]);
end
```

%Arch plotter. Plots an arch formed from an arc of a circle of radius a and arch width w, starting at x=0. L is the linewidth, RGB is the line colour

```
function arch_plotter(a, w, x0, L, RGB)
A = a - w/2; B = sqrt(a^2 - A^2);
t = linspace(0, atan(B/A), 1000); d = a - w - x0;
xR = a*cos(t); xL = 2*A - xR; xR = xR - d; xL = xL - d; y = a*sin(t);
plot(xR, y, 'color', RGB, 'linewidth', L);
plot(xL, y, 'color', RGB, 'linewidth', L);
```

