### MATGEO Presentation: 5.2.57

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October 2, 2025

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#### Problem Statement

Solve the following system of linear equations.

$$2x + y + z = 1$$
$$x - 2y - z = \frac{3}{2}$$
$$3y - 5z = 9$$

### Given data

Given:

$$\mathbf{n_1}^{\mathsf{T}} \mathbf{x} = c_1$$
  $\mathbf{n_1} = \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} c_1 = 1$  (3.1)

$$\mathbf{n_2}^{\mathsf{T}} \mathbf{x} = c_2 \qquad \qquad \mathbf{n_2} = \begin{pmatrix} 1 \\ -2 \\ -1 \end{pmatrix} c_2 = 3/2 \qquad (3.2)$$

$$\mathbf{n_3}^{\mathsf{T}} \mathbf{x} = c_3 \qquad \qquad \mathbf{n_3} = \begin{pmatrix} 0 \\ 3 \\ -5 \end{pmatrix} c_3 = 9 \qquad (3.3)$$

#### Formulae

Thus

$$\begin{pmatrix} \mathbf{n_1} & \mathbf{n_2} & \mathbf{n_3} \end{pmatrix}^{\top} \mathbf{x} = \begin{pmatrix} c_1 \\ c_2 \\ c_3 \end{pmatrix}$$
 (3.4)

On forming augmented matrix and applying Gaussian elimination, we can solve for  ${\bf x}$ 

# Solving

$$\Rightarrow \begin{pmatrix} 2 & 1 & 1 & 1 \\ 1 & -2 & -1 & 3/2 \\ 0 & 3 & -5 & 9 \end{pmatrix} \xrightarrow{R_2 = 2R_2 - R_1}$$

$$\begin{pmatrix} 2 & 1 & 1 & 1 \\ 0 & -5 & -3 & 2 \\ 0 & 3 & -5 & 9 \end{pmatrix} \xrightarrow{R_3 = 5R_3 + 3R_2} \begin{pmatrix} 2 & 1 & 1 & 1 \\ 0 & -5 & -3 & 2 \\ 0 & 0 & -34 & 51 \end{pmatrix}$$

$$(3.6)$$

$$\xrightarrow{R_3 = -R_3/34; R_2 = R_2 + 3R_3} \begin{pmatrix} 2 & 1 & 1 & 1 \\ 0 & -5 & 0 & -5/2 \\ 0 & 0 & 1 & -3/2 \end{pmatrix} \xrightarrow{R_2 = -R_2/5; R_1 = R_1 - R_2 - R_3}$$

$$\begin{pmatrix} 2 & 1 & 1 & 1 \\ 0 & -5 & 0 & -5/2 \\ 0 & 0 & 1 & -3/2 \end{pmatrix} \xrightarrow{R_1 = R_1/2} \begin{pmatrix} 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 1/2 \\ 0 & 0 & 1 & -3/2 \end{pmatrix}$$

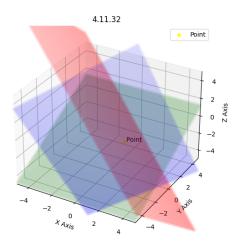
$$(3.7)$$

### Result

So we have:

$$\mathbf{x} = \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 1 \\ 1/2 \\ -3/2 \end{pmatrix} \tag{3.9}$$

## Plot



# C code for generating points on plane

```
void generate_plane_points(
   // Output params
   double* x_coords, double* y_coords, double* z_coords,
   // Grid params
   double x_min, double x_max, int x_steps,
   double y_min, double y_max, int y_steps,
   // Plane stuff
   double n1, double n2, double n3, double c) {
   double x_step_val = (x_max - x_min) / (x_steps - 1);
   double y_step_val = (y_max - y_min) / (y_steps - 1);
   int index = 0:
   for (int i = 0; i < x_steps; i++) {
       for (int i = 0; i < y_steps; i++) {
           double current_x = x_min + i * x_step_val;
           double current_y = y_min + i * y_step_val;
           double current_z:
```

```
// Vertical plane check
if ((c < 1e-9)\&\&(c > -1e-9)) {
    current_z = 0.0:
} else {
    current_z = (-n1 * current_x - n2 * current_y + c) /
        n3;
x_{coords[index]} = current_x;
y_{coords}[index] = current_y;
z_{coords}[index] = current_z;
index++:
```

# Python code for plotting using C

```
import ctypes
import numpy as np
import numpy.linalg as LA
import matplotlib.pyplot as plt
from mpl_toolkits.mplot3d import Axes3D
e1 = np.array([2, 1, 1, 1])
e2 = np.array([1, -2, -1, 3 / 2])
e3 = np.array([0, 3, -5, 9])
cols = ["red", "blue", "green"]
```

```
lib = ctypes.CDLL("./plane.so")
lib.generate_plane_points.argtypes = [
    ctypes.POINTER(ctypes.c_double),
    ctypes.POINTER(ctypes.c_double),
    ctypes.POINTER(ctypes.c_double),
    ctypes.c_double,
    ctypes.c_double,
    ctypes.c_int,
    ctypes.c_double,
    ctypes.c_double,
    ctypes.c_int,
    ctypes.c_double,
    ctypes.c_double,
    ctypes.c_double,
    ctypes.c_double,
lib.generate_plane_points.restype = None
```

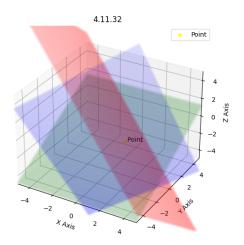
```
fig = plt.figure(figsize=(8, 6))
ax = fig.add_subplot(111, projection="3d")

x_steps, y_steps = 100, 100
total_points = x_steps * y_steps
x_plane = np.zeros(total_points, dtype=np.double)
y_plane = np.zeros(total_points, dtype=np.double)
z_plane = np.zeros(total_points, dtype=np.double)
```

```
for i in range(1, 4):
    lib.generate_plane_points(
        x_plane.ctypes.data_as(ctypes.POINTER(ctypes.c_double)),
        y_plane.ctypes.data_as(ctypes.POINTER(ctypes.c_double)),
        z_plane.ctypes.data_as(ctypes.POINTER(ctypes.c_double)),
        -5.0.
        5.0.
        x_steps,
        -5.0.
        5.0.
        y_steps,
        eval(f'e{i}'')[0],
        eval(f'e{i}")[1],
        eval(f'e{i}")[2],
        eval(f'e{i}")[3],
    ax.scatter(x_plane, y_plane, z_plane, alpha=0.03, color=cols[i - 1])
```

```
ax.scatter(1, 1 / 2, -3 / 2, color="yellow", label="Point")
ax.text(1, 1 / 2, -3 / 2, " Point")
ax.set_xlabel("X Axis")
ax.set_ylabel("Y Axis")
ax.set_zlabel("Z Axis")
ax.set_title("4.11.32")
ax.set_xlim([-5, 5])
ax.set_ylim([-5, 5])
ax.set_zlim([-5, 5])
ax.legend()
ax.grid(True)
plt.savefig("../figs/plot.png")
plt.show()
```

## Plot



## Pure Python code

```
import numpy as np
import numpy.linalg as LA
import matplotlib.pyplot as plt
from mpl_toolkits.mplot3d import Axes3D
e1 = np.array([2, 1, 1, 1])
e2 = np.array([1, -2, -1, 3 / 2])
e3 = np.array([0, 3, -5, 9])
cols = ["", "red", "blue", "green"]
fig = plt.figure(figsize=(8, 8))
ax = fig.add_subplot(111, projection="3d")
x, y = \text{np.meshgrid}(\mathbf{range}(-10, 10), \mathbf{range}(-10, 10))
for i in range(1, 4):
    z = (
         -(eval(f''e\{i\}'')[0] * x + eval(f''e\{i\}'')[1] * y - eval(f''e\{i\}'')[3])
         / eval(f'e{i}')[2]
    ax.plot_surface(x, y, z, alpha=0.35, color=cols[i])
```

## Pure Python code

```
ax.scatter(1, 1 / 2, -3 / 2, color="yellow", label="Point")
ax.text(1, 1 / 2, -3 / 2, " Point")
ax.set_xlabel("X-axis")
ax.set_vlabel("Y-axis")
ax.set_zlabel("Z-axis")
ax.set_title("5.2.57")
ax.set_xlim([-10, 10])
ax.set_ylim([-10, 10])
ax.set_zlim([-10, 10])
ax.legend()
ax.grid(True)
plt.savefig("../figs/python.png")
plt.show()
```

## Plot

