### 2.4.22

#### INDHIRESH S - EE25BTECH11027

August, 2025

### Question

Find the equation of a plane which bisects perpendicularly the line joining the points A(2,3,4) and B(4,5,8) at right angles.

### Equation

Let,

$$\mathbf{A} = \begin{pmatrix} 2 \\ 3 \\ 4 \end{pmatrix} \quad and \quad \mathbf{B} = \begin{pmatrix} 4 \\ 5 \\ 8 \end{pmatrix} \tag{1}$$

Given that the plane is a perpendicular bisector to the line joining points A and B. Since it is a perpendicular bisector to the line joining points A and B , the midpoint of the line joining points A and B lies on the plane. Let the midpoint of points A and B be C. Then

$$norm(\mathbf{C} - \mathbf{A}) = norm(\mathbf{C} - \mathbf{B}) \tag{2}$$

$$\sqrt{(\mathbf{C} - \mathbf{A})^T (\mathbf{C} - \mathbf{A})} = \sqrt{(\mathbf{C} - \mathbf{B})^T (\mathbf{C} - \mathbf{B})}$$
 (3)

$$(\mathbf{C} - \mathbf{A})^T (\mathbf{C} - \mathbf{A}) = (\mathbf{C} - \mathbf{B})^T (\mathbf{C} - \mathbf{B})$$
 (4)

Let,

$$C = \begin{pmatrix} x \\ y \\ z \end{pmatrix} \tag{5}$$

$$\left(\begin{pmatrix} x \\ y \\ z \end{pmatrix} - \begin{pmatrix} 2 \\ 3 \\ 4 \end{pmatrix}\right)^{T} \left(\begin{pmatrix} x \\ y \\ z \end{pmatrix} - \begin{pmatrix} 2 \\ 3 \\ 4 \end{pmatrix}\right) = \left(\begin{pmatrix} x \\ y \\ z \end{pmatrix} - \begin{pmatrix} 4 \\ 5 \\ 8 \end{pmatrix}\right)^{T} \left(\begin{pmatrix} x \\ y \\ z \end{pmatrix} - \begin{pmatrix} 4 \\ 5 \\ 8 \end{pmatrix}\right)$$
(6)

$$(x-2)^2 + (y-3)^2 + (z-4)^2 = (x-4)^2 + (y-5)^2 + (z-8)^2$$
 (8)

$$x^{2} + 4 - 4x + y^{2} + 9 - 6y + z^{2} + 16 - 8z = x^{2} + 16 - 8x + y^{2} + 25 - 10y$$
(9)

$$4x + 4y + 8z = 76 (10)$$

$$x + y + 2z = 19 (11)$$

Now the equation of plane is :

$$x + y + 2z = 19 (12)$$

In matrix form:

$$\begin{pmatrix} 1 \\ 1 \\ 2 \end{pmatrix}^T \mathbf{R} = 19 \tag{13}$$

Where R is the equation of the plane

# C Code - Midpoint formula

```
#include<stdio.h>
void midpoint(float* out, float* A, float* B) {
   out[0] = (A[0] + B[0]) / 2.0f; // X-coordinate
   out[1] = (A[1] + B[1]) / 2.0f; // Y-coordinate
   out[2] = (A[2] + B[2]) / 2.0f; // Z-coordinate
}
```

```
import numpy as np
import ctypes
import matplotlib.pyplot as plt
from mpl_toolkits.mplot3d import Axes3D
# Load C library
libmid = ctypes.CDLL('./plane.so')
# Define arrays (float32)
A = np.array([2.0, 3.0, 4.0], dtype=np.float32)
B = np.array([4.0, 5.0, 8.0], dtype=np.float32)
M = np.zeros(3, dtype=np.float32)
# Set argtypes/restype for C function
libmid.midpoint.argtypes = [ctypes.POINTER(ctypes.c float),
                          ctvpes.POINTER(ctypes.c_float),
                          ctypes.POINTER(ctypes.c float)]
libmid.midpoint.restype = None
```

```
# Call C function to compute midpoint
libmid.midpoint(M.ctypes.data_as(ctypes.POINTER(ctypes.c_float)),
               A.ctypes.data_as(ctypes.POINTER(ctypes.c_float)),
               B.ctypes.data_as(ctypes.POINTER(ctypes.c_float)))
print(Midpoint:, M)
# Prepare plane x + y + z = 10
xx, yy = np.meshgrid(np.linspace(0, 6, 20), np.linspace(0, 8, 20))
zz = 10 - xx - yy
# Plot
fig = plt.figure()
ax = fig.add subplot(111, projection='3d')
# Plane
ax.plot_surface(xx, yy, zz, alpha=0.3, color='cyan')
```

```
# Points and line
ax.scatter(*A, color='red', s=60, label='A(2,3,4)')
ax.scatter(*B, color='green', s=60, label='B(4,5,8)')
ax.scatter(*M, color='purple', s=100, marker='*', label='M(3,4,6)
ax.plot([A[0], B[0]], # x coordinates
       [A[1], B[1]], # y coordinates
       [A[2], B[2]], # z coordinates
       color='blue', linewidth=2, label='Line AB')
ax.text(*A, 'A(2,3,4)', fontsize=9, color='red')
ax.text(*B, 'B(4,5,8)', fontsize=9, color='green')
ax.text(*M, 'M(3,4,6)', fontsize=9, color='purple')
ax.set xlabel('X-axis')
ax.set ylabel('Y-axis')
ax.set zlabel('Z-axis')
ax.legend()
```

### Plot

#### Midpoint using C + Python

