2.9.11

Namaswi-EE25BTECH11060

september 10,2025

Question

If \bar{a} and \bar{b} are unit vectors and θ is angle between them then prove that $\sin\frac{\theta}{2}=\frac{1}{2}~|\bar{a}-\bar{b}|$

solution

Squaring on both sides,

$$\sin^2\frac{\theta}{2} = \frac{1}{4}|\bar{a} - \bar{b}|^2$$

consider RHS,

$$\implies \frac{1}{4}|\bar{a} - \bar{b}|^2 \tag{1}$$

$$= \frac{1}{4}(|\bar{a}|^2 + |\bar{b}|^2 - 2\bar{a}^\top \bar{b}) \tag{2}$$

$$=\frac{1}{4}(2-2\cos\theta)\tag{3}$$

$$=\frac{1}{2}(2\sin^2\frac{\theta}{2})\tag{4}$$

(5)

Solution

$$=\sin^2\frac{\theta}{2}\tag{6}$$

$$= LHS \tag{7}$$

Hence,
$$\sin \frac{\theta}{2} = \frac{1}{2} \; |\bar{a} - \bar{b}|$$

```
#include <stdio.h>
#include <math.h>
double dot_product(double a[], double b[]) {
   return a[0]*b[0] + a[1]*b[1];
double norm(double v[]) {
   return sqrt(v[0]*v[0] + v[1]*v[1]);
void normalize(double v□) {
   double n = norm(v);
   if (n != 0) {
       v[0] /= n;
       v[1] /= n;
```

C Code

```
int main() {
   double a[2] = \{1, 2\};
   double b[2] = \{2, 1\};
   normalize(a);
   normalize(b);
   double cos_theta = dot_product(a, b);
   double theta = acos(cos theta);
   double diff[2] = \{0.5 * (a[0] - b[0]), 0.5 * (a[1] - b[1])\};
   double lhs = norm(diff);
```

C Code

```
double rhs = sin(theta / 2.0);

printf("Angle (in degrees): %.6f\n", theta * (180.0 / M_PI))
;
printf("||0.5(a - b)|| = %.6f\n", lhs);
printf("sin( / 2) = %.6f\n", rhs);
printf("Difference = %.6e\n", fabs(lhs - rhs));

return 0;
}
```

```
import numpy as np
import matplotlib.pyplot as plt
from matplotlib.patches import Arc
def plot_vectors_with_angle(a, b):
   a = np.array(a)
   b = np.array(b)
   # Calculate angle (in radians and degrees)
   dot product = np.dot(a, b)
   norm a = np.linalg.norm(a)
   norm b = np.linalg.norm(b)
   cos theta = dot product / (norm a * norm b)
   theta rad = np.arccos(np.clip(cos theta, -1.0, 1.0))
   theta_deg = np.degrees(theta_rad)
```

```
# Setup plot
  fig, ax = plt.subplots()
  ax.set aspect('equal')
  ax.grid(True)
  # Calculate plot limits
  max val = max(np.linalg.norm(a), np.linalg.norm(b)) + 1
  ax.set_xlim(-1, max_val)
  ax.set_ylim(-1, max_val)
  # Plot vectors
  origin = [0, 0]
   ax.quiver(*origin, *a, angles='xy', scale_units='xy', scale
      =1, color='r', label='a')
  ax.quiver(*origin, *b, angles='xy', scale_units='xy', scale
      =1, color='b', label='b')
```

```
# Draw angle arc
arc radius = 0.5
arc = Arc(origin, arc_radius*2, arc_radius*2, angle=0,
         theta1=0, theta2=theta_deg, color='green')
ax.add_patch(arc)
# Annotate angle
mid_angle = theta_rad / 2
label_radius = arc_radius * 1.4
x_text = label_radius * np.cos(mid_angle)
y_text = label_radius * np.sin(mid_angle)
ax.text(x_text, y_text, f' = {theta_deg:.1f}', fontsize=12,
   color='green')
```

```
ax.add_patch(arc)

# Annotate angle
mid_angle = theta_rad / 2
label_radius = arc_radius * 1.4
x_text = label_radius * np.cos(mid_angle)
y_text = label_radius * np.sin(mid_angle)
ax.text(x_text, y_text, f' = {theta_deg:.1f}', fontsize=12,
color='green')
```

```
# Labels and title
   ax.legend()
   ax.set xlabel('X-axis')
   ax.set ylabel('Y-axis')
   ax.set title('Angle Between Vectors a and b')
   plt.show()
# Example usage with any two 2D vectors:
# Replace these with your own vectors
a = [3, 2]
b = [2, 4]
plot_vectors_with_angle(a, b)
```

```
import ctypes
import numpy as np
import platform
import os

# Load C shared library
if platform.system() == 'Windows':
```

```
lib = ctypes.CDLL('./vector math.dll')
else:
    lib = ctypes.CDLL('./libvector.so')
# Define argtypes and restype
lib.half_diff_norm.argtypes = [ctypes.c_double]*4
lib.half_diff_norm.restype = ctypes.c_double
lib.sin_theta_over_2.argtypes = [ctypes.c_double]
lib.sin_theta_over_2.restype = ctypes.c_double
# Define two vectors (they will be normalized in Python)
a = np.array([1, 2], dtype=np.float64)
b = np.array([2, 1], dtype=np.float64)
# Normalize
a_hat = a / np.linalg.norm(a)
b hat = b / np.linalg.norm(b)
```

```
# Compute dot product
dot ab = np.dot(a_hat, b_hat)
# Call C functions
lhs = lib.half_diff_norm(a_hat[0], a_hat[1], b_hat[0], b_hat[1])
rhs = lib.sin_theta_over_2(dot ab)
# Show results
|print(f'||0.5(a - b)|| = {lhs:.6f}')
print(f'sin( / 2) = {rhs:.6f}')
print(f'Difference = {abs(lhs - rhs):.6e}')
import ctypes
import numpy as np
import platform
import os
# Load C shared library
if platform.system() == 'Windows':
    lib = ctypes.CDLL('./vector math.dll')
else:
    lib = ctypes.CDLL('./libvector.so')
```

```
# Define argtypes and restype
lib.half_diff_norm.argtypes = [ctypes.c_double]*4
lib.half_diff_norm.restype = ctypes.c_double
lib.sin theta over 2.argtypes = [ctypes.c double]
lib.sin theta over 2.restype = ctypes.c double
# Define two vectors (they will be normalized in Python)
a = np.array([1, 2], dtype=np.float64)
b = np.array([2, 1], dtype=np.float64)
# Normalize
a hat = a / np.linalg.norm(a)
b hat = b / np.linalg.norm(b)
```

```
# Compute dot product
dot ab = np.dot(a hat, b hat)
# Call C functions
lhs = lib.half diff norm(a hat[0], a hat[1], b hat[0], b hat[1])
rhs = lib.sin theta over 2(dot ab)
# Show results
|print(f'||0.5(a - b)|| = {lhs:.6f}')
print(f'sin( / 2) = \{rhs: .6f\}')
print(f'Difference = {abs(lhs - rhs):.6e}')
```