

# Matgeo Presentation - Problem 2.7.33

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## Problem Statement

A variable plane at a distance of one unit from the origin cuts the coordinate axes at  $A, B$  and  $C$ .

If the centroid  $D(x, y, z)$  of triangle  $ABC$  satisfies the relation

$$\frac{1}{x^2} + \frac{1}{y^2} + \frac{1}{z^2} = k,$$

then the value of  $k$  is :

1) 3

2) 1

3)  $\frac{1}{3}$

4) 9

## solution

Let the plane meet the coordinate axes at

$$\mathbf{A} = \begin{pmatrix} a \\ 0 \\ 0 \end{pmatrix}, \mathbf{B} = \begin{pmatrix} 0 \\ b \\ 0 \end{pmatrix}, \mathbf{C} = \begin{pmatrix} 0 \\ 0 \\ c \end{pmatrix}.$$

Define

$$M = \text{diag}(a, b, c), \quad e = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}.$$

The normal vector of the plane is given by

$$n = M^{-1}e = \begin{pmatrix} \frac{1}{a} \\ \frac{1}{b} \\ \frac{1}{c} \end{pmatrix} \quad (0.1)$$

The squared norm of the normal vector is

$$\|n\|^2 = e^T M^{-2} e = \frac{1}{a^2} + \frac{1}{b^2} + \frac{1}{c^2} \quad (0.2)$$

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The perpendicular distance of the plane from the origin is

$$d = \frac{|1|}{\|n\|} = \frac{1}{\sqrt{e^T M^{-2} e}} \quad (0.3)$$

Thus, the relation between  $a, b, c$  and  $d$  is

$$e^T M^{-2} e = \frac{1}{d^2} \quad (0.4)$$

The centroid of the triangle  $ABC$  is

$$D = \frac{1}{3} \begin{pmatrix} a \\ b \\ c \end{pmatrix} = \frac{1}{3} M e \quad (0.5)$$

Hence, the coordinates of the centroid are

$$x = \frac{a}{3}, \quad y = \frac{b}{3}, \quad z = \frac{c}{3} \quad (0.6)$$

Now, the required expression is

$$\frac{1}{x^2} + \frac{1}{y^2} + \frac{1}{z^2} = \frac{1}{(a/3)^2} + \frac{1}{(b/3)^2} + \frac{1}{(c/3)^2} \quad (0.7)$$

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Simplifying, we get

$$\frac{1}{x^2} + \frac{1}{y^2} + \frac{1}{z^2} = 9 \left( \frac{1}{a^2} + \frac{1}{b^2} + \frac{1}{c^2} \right) \quad (0.8)$$

In matrix form, this becomes

$$\frac{1}{x^2} + \frac{1}{y^2} + \frac{1}{z^2} = 9 e^T M^{-2} e \quad (0.9)$$

Using the relation obtained earlier,

$$\frac{1}{x^2} + \frac{1}{y^2} + \frac{1}{z^2} = \frac{9}{d^2} \quad (0.10)$$

For  $d = 1$ , we finally obtain

$$\frac{1}{x^2} + \frac{1}{y^2} + \frac{1}{z^2} = 9 \quad (0.11)$$

$$\boxed{k = 9}$$

## C Source Code:plane points.c

```
#include <stdio.h>

typedef struct {
    double x, y, z;
} Point;

// Generate points array for A, B, C
void generate_plane_points(double a, double b, double c, double points_array[9])
{
    points_array[0] = a; points_array[1] = 0; points_array[2] = 0;
    points_array[3] = 0; points_array[4] = b; points_array[5] = 0;
    points_array[6] = 0; points_array[7] = 0; points_array[8] = c;
}

// Compute k
double compute_plane_k(double a, double b, double c) {
    double x = a/3.0, y = b/3.0, z = c/3.0;
    return 1.0/(x*x) + 1.0/(y*y) + 1.0/(z*z);
}
```

## Python Script: solve plane.py

```
import ctypes
import sympy as sp
import numpy as np
# --- 1. Load C library ---
lib = ctypes.CDLL("./plane_points.so")
lib.generate_plane_points.argtypes = [ctypes.c_double, ctypes.c_double, ctypes.c_double]
lib.generate_plane_points.restype = None
# --- 2. Symbolic variables ---
a, b, c = sp.symbols('a b c', positive=True)
# --- 3. Compute centroid symbolically ---
A = sp.Matrix([a, 0, 0])
B = sp.Matrix([0, b, 0])
C = sp.Matrix([0, 0, c])
D = (A + B + C)/3
# --- 4. Compute k symbolically ---
k = 1/D[0]**2 + 1/D[1]**2 + 1/D[2]**2
# --- 5. Apply plane condition:  $1/a^2 + 1/b^2 + 1/c^2 = 1$  ---
```

## Python Script: solve plane.py

```
plane_condition = 1/a**2 + 1/b**2 + 1/c**2
k_final = k.subs(plane_condition, 1)
print("Centroid D =", D)
print("k in terms of a,b,c =", k)
print("Using plane condition  $1/a^2 + 1/b^2 + 1/c^2 = 1$ ")
print("Final k =", k_final)
# --- 6. Optional: Call C program to generate points numerical
# Here we must provide numeric values to C, just as placeholders
points_array = (ctypes.c_double * 9)()
lib.generate_plane_points(1.0, 1.0, 1.0, points_array)
A_num = np.array(points_array[0:3])
B_num = np.array(points_array[3:6])
C_num = np.array(points_array[6:9])
print("\nPoints from C code (numeric placeholders):")
print("A =", A_num)
print("B =", B_num)
print("C =", C_num)
```



## Python Script: plot plane.py

```
import matplotlib.pyplot as plt
import numpy as np
import ctypes
# Load C library
lib = ctypes.CDLL("./plane_points.so")
lib.generate_plane_points.argtypes = [ctypes.c_double, ctypes.c_double, ctypes.c_double, ctypes.c_double]
lib.generate_plane_points.restype = None
# --- Choose numeric a, b, c satisfying  $1/a^2 + 1/b^2 + 1/c^2 = 1$ 
a = b = c = np.sqrt(3) # This ensures plane distance = 1
# Generate points
points_array = (ctypes.c_double * 9)()
lib.generate_plane_points(a, b, c, points_array)
A = np.array(points_array[0:3])
B = np.array(points_array[3:6])
C = np.array(points_array[6:9])
D = (A + B + C)/3 # centroid
# Plane distance from origin
```

## Python Script: plot plane.py

```
distance = 1 / np.sqrt(1/a**2 + 1/b**2 + 1/c**2)
# Plot triangle, centroid, and plane
fig = plt.figure()
ax = fig.add_subplot(111, projection='3d')
for P, color, label in zip([A, B, C, D], ['red', 'green', 'blue', 'grey']):
    ax.scatter(*P, color=color, label=label)
# Triangle edges
for P1, P2 in [(A, B), (B, C), (C, A)]:
    ax.plot([P1[0], P2[0]], [P1[1], P2[1]], [P1[2], P2[2]], 'g')
# Plane surface
xx, yy = np.meshgrid(np.linspace(0, a, 10), np.linspace(0, b, 10))
zz = c*(1 - xx/a - yy/b)
ax.plot_surface(xx, yy, zz, alpha=0.3, color='cyan')
ax.set_xlabel('X'); ax.set_ylabel('Y'); ax.set_zlabel('Z')
ax.set_title(f'Triangle ABC, Centroid D, Plane\nDistance from D to plane: {distance}')
ax.legend()
plt.savefig('triangle_centroid_plane_distance.png') plt.show()
```

# Result Plot

