### 4.7.54

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### Problem Statement

Question: Find the vector equations of the line passing through the point (1,2,-4) and perpendicular to the two lines

$$\frac{x-8}{3} = \frac{y+19}{-16} = \frac{z-10}{7}$$
 and  $\frac{x-15}{3} = \frac{y-29}{8} = \frac{z-5}{-5}$ .

## Equation of Line in Vector form

Solution: Given the line passes through the point

$$\mathbf{A} = \begin{pmatrix} 1 \\ 2 \\ -4 \end{pmatrix} \tag{3.1}$$

The line is also perpendicular to

$$\frac{x-8}{3} = \frac{y+19}{-16} = \frac{z-10}{7}, \frac{x-15}{3} = \frac{y-29}{8} = \frac{z-5}{-5}.$$
 (3.2)

The direction vector of the line is given by

$$\begin{pmatrix} 3 & -16 & 7 \\ 3 & 8 & -5 \end{pmatrix} \mathbf{m} = 0 \stackrel{R_2 \longrightarrow R_2 - R_1}{\longleftrightarrow} \begin{pmatrix} 3 & -16 & 7 \\ 0 & 24 & -12 \end{pmatrix}$$
(3.3)

$$\begin{pmatrix} 3 & -16 & 7 \\ 0 & 24 & -12 \end{pmatrix} \xrightarrow{R_1 \longrightarrow 3R_1 + 2R_2} \begin{pmatrix} 9 & 0 & -3 \\ 0 & 24 & -12 \end{pmatrix}$$
(3.4)

$$\begin{pmatrix} 9 & 0 & -3 \\ 0 & 24 & -12 \end{pmatrix} \xrightarrow{R_1 \longrightarrow \frac{R_1}{9}} \begin{pmatrix} 1 & 0 & \frac{-1}{3} \\ 0 & 24 & -12 \end{pmatrix}$$
(3.5)

$$\begin{pmatrix} 1 & 0 & \frac{-1}{3} \\ 0 & 24 & -12 \end{pmatrix} \xrightarrow{R_2 \longrightarrow \frac{R_2}{24}} \begin{pmatrix} 1 & 0 & \frac{-1}{3} \\ 0 & 1 & \frac{-1}{2} \end{pmatrix}$$
(3.6)

So

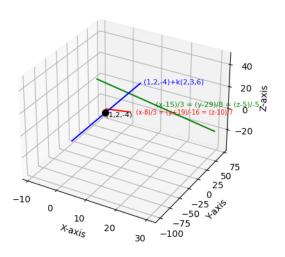
$$\mathbf{m} = \begin{pmatrix} 2 \\ 3 \\ 6 \end{pmatrix} = Direction \ vector \ of \ line \tag{3.7}$$

The vector equation of the line is

$$\mathbf{L}_{1} = \mathbf{A} + k\mathbf{m} = \begin{pmatrix} 1\\2\\-4 \end{pmatrix} + k \begin{pmatrix} 2\\3\\6 \end{pmatrix} \tag{3.8}$$

## **Plots**





#### C Code

```
#include <stdio.h>
// Function to compute cross product of two 3D vectors
void cross_product(double a[3], double b[3], double result[3]) {
    result[0] = a[1]*b[2] - a[2]*b[1];
    result[1] = a[2]*b[0] - a[0]*b[2]:
    result[2] = a[0]*b[1] - a[1]*b[0];
// Function to compute line equation point for given t
void line_equation(double t, double *x, double *y, double *z) {
    // Given point (1,2,-4)
    double p[3] = \{1, 2, -4\};
    // Given direction vectors of the two lines
    double d1[3] = \{3, -16, 7\};
    double d2[3] = \{3, 8, -5\};
    // Direction of required line = cross product of d1 and d2
    double d[3];
```

```
cross_product(d1, d2, d);
    // Simplify direction vector by dividing by GCD factor if desired
    // For this case, (24,36,72) (2,3,6)
    d[0] = 2; d[1] = 3; d[2] = 6;
    // Parametric equation
    *x = p[0] + d[0]*t;
    *v = p[1] + d[1]*t:
    *z = p[2] + d[2]*t;
   Convenience function for printing
void print_line(double t) {
    double x, y, z;
    line_equation(t, &x, &v, &z);
    printf("For t=\%.2f \rightarrow (x, y, z) = (\%.2f, \%.2f, \%.2f)\n", t, x, y, z);
```

```
Main function (for standalone execution)
int main() {
    printf("Line passing through (1,2,-4) and perpendicular to given lines
         :\n");
    printf("Vector form: r(t) = (1,2,-4) + t(2,3,6) \setminus n \setminus n");
    // Print some sample points
    for (int i = 0; i <= 5; i++) {
         print_line((double)i);
    return 0;
```

## Python : call\_c.py

```
import ctypes
# Load the shared library compiled from line.c
# Make sure libline.so is in the same folder
lib = ctypes.CDLL("./libline.so")
# Setup the function signatures
# void line_equation(double t, double *x, double *y, double *z)
lib.line_equation.argtypes = [
    ctvpes.c_double.
    ctypes.POINTER(ctypes.c_double),
    ctypes.POINTER(ctypes.c_double),
    ctypes.POINTER(ctypes.c_double)]
lib.line_equation.restype = None
# void print_line(double t)
lib.print_line.argtypes = [ctypes.c_double]
lib.print_line.restype = None
```

```
# Example usage of the functions
if name == " main ":
    # Use line_equation() to get coordinates back into Python
    t = 2.0
    x = ctypes.c_double()
    y = ctypes.c_double()
    z = ctypes.c_double()
    lib.line_equation(t, ctypes.byref(x), ctypes.byref(y), ctypes.byref(z))
    print(f' Using line_equation from C: t=\{t\} -> (x, y, z) = (\{x.value\}, x)
        {v.value}, {z.value})")
    # Use print_line() to let C handle printing
    print("\nCalling print_line from C:")
    lib.print_line(3.0)
    # Generate multiple points
    print("\nGenerating multiple points using print_line:")
    for i in range(6):
        lib.print_line(float(i))
```

# Python Code for Plotting

```
import numpy as np
import matplotlib.pyplot as plt
from mpl_toolkits.mplot3d import Axes3D
# Given lines direction vectors
d1 = np.array([3, -16, 7])
d2 = np.array([3, 8, -5])
p1 = np.array([8, -19, 10]) \# point on line 1
p2 = np.array([15, 29, 5]) \# point on line 2
# New line
p0 = np.array([1, 2, -4])
d = np.array([2, 3, 6])
# Parameter ranges
t = np.linspace(-5, 5, 100)
# Line equations
line1 = p1[:, None] + d1[:, None]*t
line2 = p2[:, None] + d2[:, None]*t
```

```
# Plotting
fig = plt.figure()
ax = fig.add\_subplot(111, projection='3d')
ax.plot(line1[0], line1[1], line1[2], color='r')
ax.plot(line2[0], line2[1], line2[2], color='g')
ax.plot(line3[0], line3[1], line3[2], color='b')
# Mark the point (1,2,-4)
ax.scatter(p0[0], p0[1], p0[2], color='k', s=50)
ax.text(p0[0], p0[1], p0[2]-4, "(1,2,-4)", color='k', fontsize=8) # below
    the point
# Labels beside the lines
# Red line label -> shifted outward in x, but moved a bit downward
ax.text(line1[0][-1]+2, line1[1][-1]-2, line1[2][-1],
        (x-8)/3 = (y+19)/-16 = (z-10)/7, color='r', fontsize=7
# Green line label -> shifted upward compared to last version
mid_idx = len(t)//2
```

line3 = p0[:, None] + d[:, None]\*t

```
ax.text(line2[0][mid_idx], line2[1][mid_idx]-3, line2[2][mid_idx],
        (x-15)/3 = (y-29)/8 = (z-5)/-5, color='g', fontsize=8)
# Blue line label
ax.text(line3[0][-1]+1, line3[1][-1], line3[2][-1],
        "(1,2,-4)+k(2,3,6)", color='b', fontsize=8)
# Formatting
ax.set_xlabel("X-axis")
ax.set_ylabel("Y-axis")
ax.set_zlabel("Z-axis")
ax.set_title("Lines in 3D")
plt.savefig("../figs/fig7.png")
plt.show()
```