1.11.16

AI25BTECH11014 - Suhas

September 9, 2025

Question

The Cartesian equation of a line AB is

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

Find the direction cosines of a line parallel to line AB.

Solution

Extract the direction vector from the denominators:

$$\mathbf{D} = \begin{pmatrix} 2 \\ 2 \\ 3 \end{pmatrix} \tag{1}$$

Compute the magnitude of **D**:

$$\|\mathbf{D}\| = \sqrt{2^2 + 2^2 + 3^2} = \sqrt{17} \tag{2}$$

Normalize the direction vector:

$$\mathbf{L} = \frac{1}{\sqrt{17}} \cdot \mathbf{D} = \frac{1}{\sqrt{17}} \cdot \begin{pmatrix} 2\\2\\3 \end{pmatrix} \tag{3}$$

Matrix Form

Let the point vector be:

$$\mathbf{P} = \begin{pmatrix} 1 \\ -2 \\ 3 \end{pmatrix} \tag{4}$$

Then the line can be expressed in matrix form as:

$$\mathbf{R} = \mathbf{P} + \lambda \cdot \mathbf{D} \tag{5}$$

Where $\lambda \in \mathbb{R}$ is a scalar parameter.

Conclusion

The direction cosines of a line parallel to AB are:

$$\mathbf{L} = \frac{1}{\sqrt{17}} \cdot \begin{pmatrix} 2 \\ 2 \\ 3 \end{pmatrix}$$

The line can be expressed in matrix form as:

$$\mathbf{R} = \begin{pmatrix} 1 \\ -2 \\ 3 \end{pmatrix} + \lambda \cdot \begin{pmatrix} 2 \\ 2 \\ 3 \end{pmatrix}$$

C Code: Solve Direction Cosines

C Code: Solve Direction Cosines (2/2)

```
printf("Direction Cosines:\n");
  for (int i = 0; i < 3; i++) {
      printf("%.5f\n", D[i]/mag);
   }
  return 0;
}</pre>
```

C Code: Formula Library (1/2)

C Code: Formula Library (2/2)

```
for (int i = 0; i < 3; i++) {
    L[i] = D[i] / mag;
}
</pre>
```

Python Code: Using .so (1/2)

```
import ctypes
import numpy as np
from sympy import Matrix, sqrt

lib = ctypes.CDLL('./libdircos.so')
dir_cos = lib.direction_cosines
dir_cos.argtypes = [
    ctypes.POINTER(ctypes.c_double),
    ctypes.POINTER(ctypes.c_double)
]
```

Python Code: Using .so (2/2)

Plot

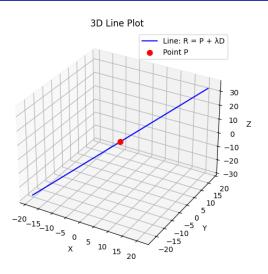


Figure: Line AB