

2.7.16

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Question

Find $|\mathbf{a} \times \mathbf{b}|$ if $\mathbf{a} = (2\hat{i} + \hat{j} + 3\hat{k})$ and $\mathbf{b} = (3\hat{i} + 5\hat{j} - 2\hat{k})$.

Given Information

The vectors are

$$\mathbf{a} = \begin{pmatrix} 2 \\ 1 \\ 3 \end{pmatrix} \quad (1)$$

$$\mathbf{b} = \begin{pmatrix} 3 \\ 5 \\ -2 \end{pmatrix} \quad (2)$$

The formula to calculate the angle between the two planes is

$$|\mathbf{a} \times \mathbf{b}| = |\mathbf{a}||\mathbf{b}| \sin \theta = \quad (3)$$

$$\sqrt{|\mathbf{a}|^2|\mathbf{b}|^2 - |\mathbf{a}|^2|\mathbf{b}|^2 \cos^2 \theta} = \quad (4)$$

$$\sqrt{|\mathbf{a}|^2|\mathbf{b}|^2 - |\mathbf{a} \cdot \mathbf{b}|^2} \quad (5)$$

Solution

Substituting **a**, **b** into this formula :

$$\sqrt{\left| \begin{pmatrix} 2 \\ 1 \\ 3 \end{pmatrix} \right|^2 \left| \begin{pmatrix} 3 \\ 5 \\ -2 \end{pmatrix} \right|^2 - \left| \begin{pmatrix} 2 \\ 1 \\ 3 \end{pmatrix} \cdot \begin{pmatrix} 3 \\ 5 \\ -2 \end{pmatrix} \right|^2} \quad (6)$$

$$= \sqrt{14 * 38 - 25} \quad (7)$$

$$= 22.51666 \quad (8)$$

Python Code

```
import numpy as np
import math
import matplotlib.pyplot as plt
import numpy.linalg as LA

vecA = np.array([2,1,3])
vecB = np.array([3,5,-2])
vecA = vecA.T

innerproduct = np.linalg.matmul(vecA,vecB)

normA = np.linalg.norm(vecA)
normB = np.linalg.norm(vecB)
crossprod = normA*normA*normB*normB - innerproduct*innerproduct
crossprod = math.sqrt(crossprod)

print(crossprod)
```

Python Code

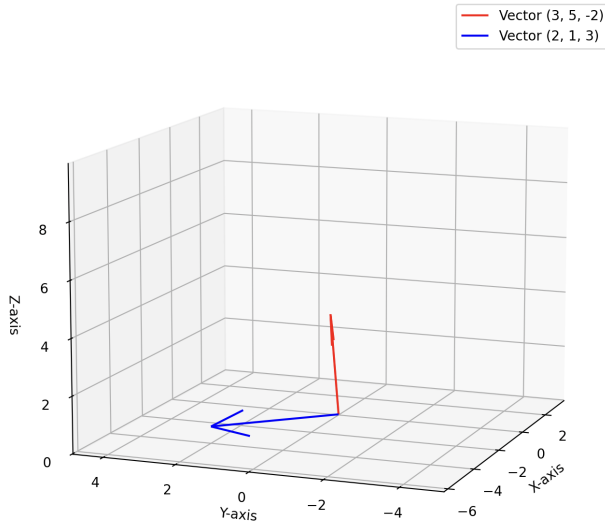
```
fig = plt.figure(figsize=(8, 8))
ax = fig.add_subplot(111, projection='3d')
origin = np.array([0, 0, 0])

ax.quiver(*origin, *vecA, color='r', label='Vector (3, 5, -2)')
ax.quiver(*origin, *vecB, color='b', label='Vector (2, 1, 3)')

max_val = np.max(np.abs(np.concatenate((vecA, vecB))))
ax.set_xlim([-max_val, max_val])
ax.set_ylim([-max_val, max_val])
ax.set_zlim([-max_val, max_val])
ax.set_xlabel('X-axis')
ax.set_ylabel('Y-axis')
ax.set_zlabel('Z-axis')
ax.set_title('3D Vectors')

ax.legend()
ax.grid(True)
plt.show()
```

Plot



C Code

```
#include<stdio.h>
#include<math.h>

int crossprod(float a0, float a1, float a2, float b0, float b1,
             float b2){

    float modA = sqrt(pow(a0,2)+pow(a1,2)+pow(a2,2));
    float modB = sqrt(pow(b0,2)+pow(b1,2)+pow(b2,2));

    float dotprod = a0*b0 + a1*b1 + a2*b2;

    float mod = sqrt(pow(modA,2)*pow(modB,2) - pow(dotprod,2));

    return mod;
}
```

Python and C Code

```
import numpy as np
import ctypes
import matplotlib.pyplot as plt
c_lib=ctypes.CDLL('./4c.so')

c_lib.crossprod.argtypes = [ctypes.c_float, ctypes.c_float,ctypes
    .c_float, ctypes.c_float, ctypes.c_float, ctypes.c_float]
c_lib.crossprod.restype = ctypes.c_float
vecA = np.array([2,1,3])
vecB = np.array([3,5,-2])

mod = c_lib.crossprod(
    ctypes.c_float(vecA[0]),
    ctypes.c_float(vecA[1]),
    ctypes.c_float(vecA[2]),
    ctypes.c_float(vecB[0]),
    ctypes.c_float(vecB[1]),
    ctypes.c_float(vecB[2]))
```

```
print(mod)
vecA = np.array([2,1,3]).reshape(-1,1)
vecB = np.array([3,5,-2]).reshape(-1,1)

fig = plt.figure(figsize=(8, 8))
ax = fig.add_subplot(111, projection='3d')

origin = np.array([0, 0, 0])

ax.quiver(*origin, *vecA, color='r', label='Vector (3, 5, -2)')
ax.quiver(*origin, *vecB, color='b', label='Vector (2, 1, 3)')

max_val = np.max(np.abs(np.concatenate((vecA, vecB))))
```

Python and C Code

```
ax.set_xlim([-max_val, max_val])
ax.set_ylim([-max_val, max_val])
ax.set_zlim([-max_val, max_val])

ax.set_xlabel('X-axis')
ax.set_ylabel('Y-axis')
ax.set_zlabel('Z-axis')
ax.set_title('Two 3D Vectors')

ax.legend()
ax.grid(True)
plt.show()
```

Plot

