### 1.8.23

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### Question

If the point  $\mathbf{A}(2,-4)$  is equidistant from  $\mathbf{P}(3,8)$  and  $\mathbf{Q}(-10,y)$ , find the values of y. Also find distance  $\mathbf{PQ}$ .

### Theoretical Solution

Since A is equidistant from P and Q,

$$\left\| \left( \mathbf{A} - \mathbf{P} \right) \right\| = \left\| \left( \mathbf{A} - \mathbf{Q} \right) \right\| \tag{1}$$

$$\left\| \left( \mathbf{A} - \mathbf{P} \right) \right\|^2 = \left\| \left( \mathbf{A} - \mathbf{Q} \right) \right\|^2 \tag{2}$$

$$||\mathbf{A}||^2 - 2\mathbf{A}^{\mathsf{T}}\mathbf{P} + ||\mathbf{P}||^2 = ||\mathbf{A}||^2 - 2\mathbf{A}^{\mathsf{T}}\mathbf{Q} + ||\mathbf{Q}||^2$$
 (3)

$$(\mathbf{P} - \mathbf{Q})^{\top} \mathbf{A} = \frac{||\mathbf{P}||^2 - ||\mathbf{Q}||^2}{2}$$
(4)

$$\begin{pmatrix} 3 - (-10) \\ 8 - y \end{pmatrix}^{\top} \begin{pmatrix} 2 \\ -4 \end{pmatrix} = \frac{73 - (-10)^2 - y^2}{2}$$
 (5)

$$y^2 + 8y + 15 = 0 (6)$$

Therefore.

$$y = -5, -3 (7)$$

$$\mathbf{Q_1} = \begin{pmatrix} -10 \\ -5 \end{pmatrix}, \quad \mathbf{Q_2} = \begin{pmatrix} -10 \\ -3 \end{pmatrix} \tag{8}$$

#### Distance

$$\left\| \begin{pmatrix} \mathbf{P} - \mathbf{Q_1} \end{pmatrix} \right\| = \left\| \begin{pmatrix} 3 \\ 8 \end{pmatrix} - \begin{pmatrix} -10 \\ -5 \end{pmatrix} \right\|$$

$$= \left\| \begin{pmatrix} 13 \\ 13 \end{pmatrix} \right\|$$

$$= 13\sqrt{2}$$

$$(11)$$

$$=13\sqrt{2}\tag{11}$$

$$\left\| \begin{pmatrix} \mathbf{P} - \mathbf{Q_2} \end{pmatrix} \right\| = \left\| \begin{pmatrix} 3 \\ 8 \end{pmatrix} - \begin{pmatrix} -10 \\ -3 \end{pmatrix} \right\|$$

$$= \left\| \begin{pmatrix} 13 \\ 11 \end{pmatrix} \right\|$$

$$= \sqrt{290}$$

$$(12)$$

(14)

#### C code

```
#include <stdio.h>
#include <math.h>
int main() {
   int Ax = 2, Ay = -4;
    int Px = 3, Py = 8;
    int Qx = -10;
   // Quadratic from ||A-P||^2 = ||A-Q||^2
   // (Ax - Px)^2 + (Ay - Py)^2 = (Ax - Qx)^2 + (Ay - y)^2
    int a = 1, b = 8, c = 15;
    int discrim = b*b - 4*a*c;
    int y1 = (-b + (int) sqrt(discrim)) / (2*a);
    int y2 = (-b - (int) sqrt(discrim)) / (2*a);
   // Distance | | P-Q | | for each y
   double d1 = sqrt((Px - Qx)*(Px - Qx) + (Py - y1)*(Py - y1));
   double d2 = sqrt((Px - Qx)*(Px - Qx) + (Py - y2)*(Py - y2));
   return 0;
```

# Call C.py

```
import subprocess
# Compile the C program (only once)
subprocess.run(["gcc", "equidistant.c", "-o", "equidistant", "-lm
    "])
# Run the compiled program and capture output
result = subprocess.run(["./equidistant"], capture_output=True,
    text=True)
print("Output from C program:")
print(result.stdout)
```

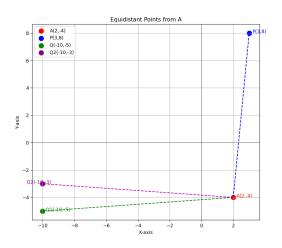
## Plot.py

```
import matplotlib.pyplot as plt
 # Points
A = (2, -4)
P = (3, 8)
Q1 = (-10, -5)
Q2 = (-10, -3)
# Plot points with markers
plt.scatter(*A, color='red', s=100, marker='o', label='A(2,-4)')
plt.scatter(*P, color='blue', s=100, marker='o', label='P(3,8)')
plt.scatter(*Q1, color='green', s=100, marker='o', label='Q
     (-10,-5)'
 |plt.scatter(*Q2, color='purple', s=100, marker='o', label='Q2
     (-10, -3)')
 # Draw lines AP, AQ1, AQ2
plt.plot([A[0], P[0]], [A[1], P[1]], 'b--')
plt.plot([A[0], Q1[0]], [A[1], Q1[1]], 'g--')
plt.plot([A[0], Q2[0]], [A[1], Q2[1]], 'm--')
```

## Plot.py

```
# Annotate points
 |plt.text(A[0]+0.2, A[1], "A(2,-4)", fontsize=10, color='red')
 |plt.text(P[0]+0.2, P[1], "P(3,8)", fontsize=10, color='blue')
plt.text(Q1[0]+0.2, Q1[1], "Q1(-10,-5)", fontsize=10, color=')
     green')
= plt.text(Q2[0]-1, Q2[1], "Q2(-10, -3)", fontsize=10, color='purple
 # Labels and grid
 plt.xlabel('X-axis')
plt.ylabel('Y-axis')
 plt.title('Equidistant Points from A')
 plt.legend()
plt.grid(True)
 plt.axhline(0, color='black', linewidth=0.5)
 plt.axvline(0, color='black', linewidth=0.5)
 plt.show()
```

## Plot



Equidistant Points from A