Question

Problem

If the line

$$\frac{x}{a} + \frac{y}{b} = 1$$

passes through the points (2, -3) and (4, -5), then find (a, b).

Solution (Step 1)

For
$$(2, -3)$$
:

For
$$(4, -5)$$
:

Let

$$\frac{2}{a} - \frac{3}{b} = 1$$

$$\frac{4}{a} - \frac{5}{b} = 1$$

$$u=rac{1}{a}, \quad v=rac{1}{b}.$$

Solution (Step 2)

System becomes:

$$2u - 3v = 1,$$
 $4u - 5v = 1$

Matrix form:

$$\begin{bmatrix} 2 & -3 \\ 4 & -5 \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}.$$

Compute:

$$A^{-1} = \frac{1}{2} \begin{bmatrix} -5 & 3 \\ -4 & 2 \end{bmatrix}.$$

Solution (Step 3)

$$\begin{bmatrix} u \\ v \end{bmatrix} = A^{-1} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \frac{1}{2} \begin{bmatrix} -2 \\ -2 \end{bmatrix} = \begin{bmatrix} -1 \\ -1 \end{bmatrix}.$$

Thus,

$$a = -1, \quad b = -1.$$

Equation of line:

$$-x-y=1.$$

C Code (Part 1)

```
#include <stdio.h>
int main() {
    double A[2][2] = {{2, -3}, {4, -5}};
    double B[2] = {1, 1};
    double det, u, v, a, b;

// Determinant of A
    det = A[0][0]*A[1][1] - A[0][1]*A[1][0];
```

C Code (Part 2)

```
if(det == 0) {
   printf("No unique solution.\n");
   return 0;
}
// Cramer's Rule
u = (B[0]*A[1][1] - B[1]*A[0][1]) / det;
v = (A[0][0]*B[1] - A[1][0]*B[0]) / det;
a = 1.0 / u;
b = 1.0 / v;
printf("Solution: a = \%.2f, b = \%.2f \n", a, b);
return 0;
```

Python Code (Part 1)

```
import ctypes
import numpy as np
import matplotlib.pyplot as plt
# Load the shared library
lib = ctypes.CDLL("./c.so")
# Define the function signature for points
lib.points.argtypes = [
   ctypes.c_float, # x 0
   ctypes.c float, # y 0
   ctypes.c float, # x end
   ctypes.c_float, # h
   np.ctypeslib.ndpointer(dtype=np.float32, ndim=1),
   np.ctypeslib.ndpointer(dtype=np.float32, ndim=1),
   ctypes.c int # steps
```

Python Code (Part 2)

```
# Parameters for simulation
x_0, y_0 = 0.0, 2.0
x_{end}, step_size = 1.0, 0.001
steps = int((x_end - x_0) / step_size) + 1
x_points = np.zeros(steps, dtype=np.float32)
y_points = np.zeros(steps, dtype=np.float32)
# Call the points function
lib.points(x_0, y_0, x_end, step_size,
           x points, y points, steps)
# Theoretical solution (C = -2)
def theoretical solution(x):
    return (-x + 4 - 2*np.exp(x))
x \text{ theory} = \text{np.linspace}(x 0, x \text{ end}, 1000)
y theory = theoretical solution(x theory)
```

