

## 1.4.28

BEERAM MADHURI - EE25BTECH11012

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# Question

Find the position vector of a point **R** which divides the line joining two points **P** and **Q** whose position vectors are  $(2\mathbf{a} + \mathbf{b})$  and  $(\mathbf{a} - 3\mathbf{b})$  externally in the ratio 1 : 2. Also, show that **P** is the mid point of the line segment  $RQ$ .

R divides **p** and **Q** in 1:2 ratio.

variable	Position Vector
<b>P</b>	$2a + b$
<b>Q</b>	$a - 3b$

Section Formula for a vector **R** which divides **P** and **Q** in k:1 ratio externally is given by

$$\mathbf{R} = \frac{k(\mathbf{P}) - 1(\mathbf{Q})}{k - 1}$$

## finding Position vector of **R**

$$\mathbf{R} = \frac{2(\mathbf{P}) - 1(\mathbf{Q})}{2 - 1} \quad (1)$$

$$= \frac{2(2a + b) - (a - 3b)}{1} \quad (2)$$

$$= 3a + 5b \quad (3)$$

$$(4)$$

Hence Position vector of **R** is  $3a + 5b$

## Proving **P** is midpoint of **QR**

$$\mathbf{P} = \frac{k(\mathbf{R}) + 1(\mathbf{Q})}{k + 1}$$

$$2a + b = \frac{k(3a + 5b) + a - 3b}{k + 1}$$

$$(2a + b)(k + 1) = (3k + 1)a + (5k - 3)b$$

Comparing coefficients of  $a$ :

$$2k + 2 = 3k + 1$$

$$k = 1$$

Hence **P** divides  $\overline{RQ}$  in 1:1 ratio, P is midpoint of  $\overline{RQ}$ .

```
import matplotlib.pyplot as plt
import numpy as np

# Define Base Vectors
# We assign arbitrary coordinates to vectors 'a' and 'b' for
  visualization.
# To see a different layout, you can change these values.
a = np.array([1, 1])
b = np.array([-1, 2])
```

# Python Code

```
# Define Position Vectors for P and Q
# As given in the problem statement.
P = 2*a + b
Q = a - 3*b
# Calculate Position Vector for R ---
# Using the external division formula result we found: R = 3a + 5
b
R = 3*a + 5*b
```



```
# Verify P is the midpoint of RQ ---  
# This calculation should result in the same coordinates as P.  
midpoint_RQ = (R + Q) / 2  
print(f"Coordinates of P: {P}")  
print(f"Calculated midpoint of RQ: {midpoint_RQ}")  
print(f"Is P the midpoint of RQ? {np.allclose(P, midpoint_RQ)}")
```

# Python Code

```
# --- Create the Plot ---
fig, ax = plt.subplots(figsize=(10, 8))
# Plot the line segment RQ
ax.plot([R[0], Q[0]], [R[1], Q[1]], 'k--', alpha=0.6, label='Line
        Segment RQ')
# Plot the points O, P, Q, R
ax.scatter(0, 0, c='black', s=100, zorder=5, label='Origin (0)')
ax.scatter(P[0], P[1], c='red', s=100, zorder=5, label=f'P = {P}'
        )
ax.scatter(Q[0], Q[1], c='green', s=100, zorder=5, label=f'Q = {Q
        }')
ax.scatter(R[0], R[1], c='blue', s=100, zorder=5, label=f'R = {R}'
        )
```

```
# Plot position vectors from the origin
ax.quiver(0, 0, P[0], P[1], angles='xy', scale_units='xy', scale
          =1, color='red', alpha=0.7)
ax.quiver(0, 0, Q[0], Q[1], angles='xy', scale_units='xy', scale
          =1, color='green', alpha=0.7)
ax.quiver(0, 0, R[0], R[1], angles='xy', scale_units='xy', scale
          =1, color='blue', alpha=0.7)
```

```
# Add Labels and Formatting
# Add text labels for each point
ax.text(0, 0.5, 'O', fontsize=14)
ax.text(P[0] + 0.3, P[1], 'P', fontsize=14)
ax.text(Q[0] + 0.3, Q[1], 'Q', fontsize=14)
ax.text(R[0] + 0.3, R[1], 'R', fontsize=14)
```

```
# Set plot aesthetics
ax.set_title('Vector Visualization', fontsize=16)
ax.set_xlabel('X-axis', fontsize=12)
ax.set_ylabel('Y-axis', fontsize=12)
ax.axhline(0, color='grey', linewidth=0.5)
ax.axvline(0, color='grey', linewidth=0.5)
ax.grid(True, which='both', linestyle='--', linewidth=0.5)
ax.set_aspect('equal', adjustable='box')
ax.legend()

plt.show()
```

```
#include <stdio.h>

// A structure to represent a vector with coefficients for a and
// b
typedef struct {
    int coeff_a;
    int coeff_b;
} Vector;

int main() {
    //  $P = 2a + 1b$ 
    Vector P = {2, 1};
```

```
// Q = 1a - 3b
Vector Q = {1, -3};
// Ratio m:n = 1:2
int m = 1;
int n = 2;
// Applying the external division formula:  $R = \frac{(m*Q - n*P)}{(m - n)}$ 
// Numerator:  $(1 * Q) - (2 * P)$ 
int num_a = (m * Q.coeff_a) - (n * P.coeff_a); //  $(1*1) - (2*2) = -3$ 
int num_b = (m * Q.coeff_b) - (n * P.coeff_b); //  $(1*-3) - (2*1) = -5$ 
```

```
// Denominator: m - n
int den = m - n; // 1 - 2 = -1
Vector R;
R.coef_a = num_a / den; // -3 / -1 = 3
R.coef_b = num_b / den; // -5 / -1 = 5

printf("The position vector of point R is (%d)a + (%d)b\n", R
    .coef_a, R.coef_b);
return 0;
}
```



```
# File: main.py
import ctypes
import platform

# --- 1. Define a Python class that mirrors the C struct ---
# The names and types in fields must exactly match the C struct.
class Vector(ctypes.Structure):
    fields = [("coeff_a", ctypes.c_int),
              ("coeff_b", ctypes.c_int)]
```

```
# --- 2. Load the shared library ---
if platform.system() == "Windows":
    lib_path = "./libvector.dll"
else:
    lib_path = "./libvector.so"

try:
    lib = ctypes.CDLL(lib_path)
except OSError as e:
    print(f"Error loading library: {e}")
    print("Have you compiled vector_ops.c?")
    exit()
```

```
# --- 3. Define the function signature (argtypes and restype) ---
# This ensures Python sends the correct data types to the C
  function.
lib.external_division.argtypes = [
    ctypes.POINTER(Vector), # const Vector* P
    ctypes.POINTER(Vector), # const Vector* Q
    ctypes.c_int, # int m
    ctypes.c_int, # int n
    ctypes.POINTER(Vector) # Vector* R (output)
]
lib.external_division.restype = None # for void return type
```

```
# --- 4. Prepare Input and Output Data ---
# Create instances of our Vector class for the inputs
P = Vector(coeff_a=2, coeff_b=1)
Q = Vector(coeff_a=1, coeff_b=-3)
# Define the ratio m:n
m = 1
n = 2
# Create an empty Vector instance to hold the result from the C
  function.
# This acts as the output buffer.
R = Vector()
```

```
# --- 5. Call the C function ---
# The C function will write its result directly into our 'R'
  object.
lib.external_division(ctypes.byref(P), ctypes.byref(Q), m, n,
  ctypes.byref(R))
print(f"Vector P = ({P.coeff_a})a + ({P.coeff_b})b")
print(f"Vector Q = ({Q.coeff_a})a + ({Q.coeff_b})b")
print(f"Ratio m:n = {m}:{n}")
print("-" * 30)
print(f"The position vector of point R is ({R.coeff_a})a + ({R.
  coeff_b})b")
```



### Verification that P is midpoint of RQ

