

2.10.56

INDHIRESH S - EE25BTECH11027

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Question

Let two non-collinear unit vectors \hat{a} and \hat{b} form an acute angle. A point \mathbf{P} moves so that at any time t the position vector \mathbf{P} (where \mathbf{O} is the origin) is given by $\mathbf{a} \cos t + \mathbf{b} \sin t$. When \mathbf{P} is farthest from origin \mathbf{O} , let M be the length of \mathbf{P} and $\hat{\mathbf{u}}$ be the unit vector along \mathbf{P} . Then,

① $\hat{\mathbf{u}} = \frac{\mathbf{a}+\mathbf{b}}{|\mathbf{a}+\mathbf{b}|}$ and $M = (1 + \mathbf{a} \cdot \mathbf{b})^{\frac{1}{2}}$

② $\hat{\mathbf{u}} = \frac{\mathbf{a}-\mathbf{b}}{|\mathbf{a}-\mathbf{b}|}$ and $M = (1 + \mathbf{a} \cdot \mathbf{b})^{\frac{1}{2}}$

③ $\hat{\mathbf{u}} = \frac{\mathbf{a}+\mathbf{b}}{|\mathbf{a}+\mathbf{b}|}$ and $M = (1 + 2\mathbf{a} \cdot \mathbf{b})^{\frac{1}{2}}$

④ $\hat{\mathbf{u}} = \frac{\mathbf{a}-\mathbf{b}}{|\mathbf{a}-\mathbf{b}|}$ and $M = (1 + 2\mathbf{a} \cdot \mathbf{b})^{\frac{1}{2}}$

Equation

Given equation:

$$\mathbf{P} = \mathbf{a} \cos t + \mathbf{b} \sin t \quad (1)$$

Which can be written as :

$$\mathbf{P} = \begin{pmatrix} \mathbf{a} & \mathbf{b} \end{pmatrix} \begin{pmatrix} \cos t \\ \sin t \end{pmatrix} \quad (2)$$

$$\mathbf{P} = \begin{pmatrix} \mathbf{a} & \mathbf{b} \end{pmatrix} \mathbf{x} \quad (3)$$

Let

$$\mathbf{x} = \begin{pmatrix} \cos t \\ \sin t \end{pmatrix} \text{ and } \mathbf{G} = \begin{pmatrix} 1 & \mathbf{a}^T \mathbf{b} \\ \mathbf{a}^T \mathbf{b} & 1 \end{pmatrix} \quad (4)$$

Theoretical Solution

From given if \mathbf{P} is farthest from origin , then length of \mathbf{P} is given as M . From this we can say that

$$M = \max \|\mathbf{P}\| \quad (5)$$

Now,

$$\|\mathbf{P}\| = \sqrt{(\mathbf{P})^T (\mathbf{P})} \quad (6)$$

$$\|\mathbf{P}\| = \sqrt{\left(\begin{pmatrix} \mathbf{a} & \mathbf{b} \end{pmatrix} \mathbf{x} \right)^T \left(\begin{pmatrix} \mathbf{a} & \mathbf{b} \end{pmatrix} \mathbf{x} \right)} \quad (7)$$

$$\|\mathbf{P}\| = \sqrt{\mathbf{x}^T \begin{pmatrix} \mathbf{a} & \mathbf{b} \end{pmatrix}^T \begin{pmatrix} \mathbf{a} & \mathbf{b} \end{pmatrix} \mathbf{x}} \quad (8)$$

Theoretical solution

Let \mathbf{G} be a gram matrix:

$$\mathbf{G} = \begin{pmatrix} \mathbf{a} & \mathbf{b} \end{pmatrix}^T \begin{pmatrix} \mathbf{a} & \mathbf{b} \end{pmatrix} = \begin{pmatrix} 1 & (\mathbf{a})^T(\mathbf{b}) \\ (\mathbf{a})^T(\mathbf{b}) & 1 \end{pmatrix} \quad (9)$$

$$\|\mathbf{P}\|^2 = \mathbf{x}^T \begin{pmatrix} 1 & (\mathbf{a})^T(\mathbf{b}) \\ (\mathbf{a})^T(\mathbf{b}) & 1 \end{pmatrix} \mathbf{x} \quad (10)$$

$$\|\mathbf{P}\|^2 = \mathbf{x}^T \mathbf{G} \mathbf{x} \quad (11)$$

Now we should find the maximum value of $\mathbf{x}^T \mathbf{G} \mathbf{x}$ such that $\|\mathbf{x}\| = 1$

Theoretical Solution

By **Rayleigh-Ritz theorem**, the maximum value of the quadratic form if \mathbf{x} is a unit vector will be the largest eigenvalue (λ_{max}) of the matrix \mathbf{G} .
So,

$$\max \|\mathbf{P}\| = \sqrt{\lambda_{max}} \quad (12)$$

Now we will calculate the Eigen value for the matrix \mathbf{G} :

$$|\mathbf{G} - \lambda \mathbf{I}| = 0 \quad (13)$$

$$\left| \begin{pmatrix} 1 - \lambda & (\mathbf{a})^T(\mathbf{b}) \\ (\mathbf{a})^T(\mathbf{b}) & 1 - \lambda \end{pmatrix} \right| = 0 \quad (14)$$

$$(1 - \lambda)^2 - ((\mathbf{a})^T(\mathbf{b}))^2 = 0 \quad (15)$$

$$1 - \lambda = (\mathbf{a})^T(\mathbf{b}) \text{ or } 1 - \lambda = -(\mathbf{a})^T(\mathbf{b}) \quad (16)$$

$$\lambda = 1 + (\mathbf{a})^T(\mathbf{b}) \text{ or } \lambda = 1 - (\mathbf{a})^T(\mathbf{b}) \quad (17)$$

Theoretical Solution

It is already given that $(\mathbf{a})^T(\mathbf{b}) > 0$ (\mathbf{a} and \mathbf{b} form an acute angle) . so,

$$\lambda_{max} = 1 + (\mathbf{a})^T(\mathbf{b}) \quad (18)$$

From Eq.12

$$\max \|\mathbf{P}\| = \sqrt{1 + (\mathbf{a})^T(\mathbf{b})} \quad (19)$$

The above equation can be written as

$$\max \|\mathbf{P}\| = \sqrt{1 + \mathbf{a} \cdot \mathbf{b}} \quad (20)$$

From Eq.5:

$$M = \sqrt{1 + \mathbf{a} \cdot \mathbf{b}} \quad (21)$$

Theoretical Solution

Now let us find the value of t for which $\|\mathbf{P}\|$ is max

With eigenvalue equation, We'll use matrix G and largest eigenvalue λ_{max} such that,

$$(\mathbf{G} - \lambda \mathbf{I}) \mathbf{x} = 0 \quad (22)$$

$$\begin{pmatrix} -(\mathbf{a})^T(\mathbf{b}) & (\mathbf{a})^T(\mathbf{b}) \\ (\mathbf{a})^T(\mathbf{b}) & -(\mathbf{a})^T(\mathbf{b}) \end{pmatrix} \begin{pmatrix} cost \\ sint \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad (23)$$

By solving this we'll get

$$cost = sint \quad (24)$$

We already know that:

$$\sin^2 t + \cos^2 t = 1 \quad (25)$$

So,

$$sint = \frac{1}{\sqrt{2}} \text{ and } cost = \frac{1}{\sqrt{2}} \quad (26)$$

Theoretical Solution

From above result

$$t = \frac{\pi}{4} \quad (27)$$

Now unit vector **u** along **P** is given by:

$$\mathbf{u} = \frac{\mathbf{P}}{\|\mathbf{P}\|} \quad (28)$$

$$\mathbf{u} = \frac{\mathbf{a} \cos t + \mathbf{b} \sin t}{\|\mathbf{a} \cos t + \mathbf{b} \sin t\|} \quad (29)$$

Now substituting the value of t in above equation:

$$\mathbf{u} = \frac{\mathbf{a} \frac{1}{\sqrt{2}} + \mathbf{b} \frac{1}{\sqrt{2}}}{\left\| \mathbf{a} \frac{1}{\sqrt{2}} + \mathbf{b} \frac{1}{\sqrt{2}} \right\|} \quad (30)$$

$$\mathbf{u} = \frac{\mathbf{a} + \mathbf{b}}{\|\mathbf{a} + \mathbf{b}\|} \quad (31)$$

From Eq.18 and Eq.28 (a) is correct

C Code

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

// Dot product of two 2D vectors
double dot(double a[], double b[]) {
    return a[0]*b[0] + a[1]*b[1];
}

// Magnitude of a 2D vector
double magnitude(double a[]) {
    return sqrt(dot(a, a));
}

// Compute max length M and unit vector u using matrix method
void compute(double a[], double b[], double *M, double u[]) {
    double c = dot(a, b); // a · b
    *M = sqrt(1 + c); // largest eigenvalue's sqrt
}
```

```
// Direction = a + b
double temp[2] = {a[0] + b[0], a[1] + b[1]};
double norm = magnitude(temp);
u[0] = temp[0] / norm;
u[1] = temp[1] / norm;
}
```

Python Code

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

# Load shared library
lib = ctypes.CDLL('./vec.so') # use vec.dll on Windows

# Define argument & return types
lib.compute.argtypes = [
    np.ctypeslib.ndpointer(dtype=np.double, ndim=1, flags=
        C_CONTIGUOUS),
    np.ctypeslib.ndpointer(dtype=np.double, ndim=1, flags=
        C_CONTIGUOUS),
    ctypes.POINTER(ctypes.c_double),
    np.ctypeslib.ndpointer(dtype=np.double, ndim=1, flags=
        C_CONTIGUOUS)
]
```

```
# Example vectors
a = np.array([1.0, 0.0], dtype=np.double)
b = np.array([0.6, 0.8], dtype=np.double)

M = ctypes.c_double()
u = np.zeros(2, dtype=np.double)

# Call C function
lib.compute(a, b, ctypes.byref(M), u)

print(From C library:)
print(M =, M.value)
print(u =, u)

# Plot in same style as attachment
O = np.array([0.0, 0.0])
P = u * M.value
```

Python Code

```
plt.plot([O[0], P[0]], [O[1], P[1]], 'b-', label=Vector OP)
plt.scatter(*O, color=red, s=100, label=O(0,0))
plt.scatter(*P, color=green, s=100, label=fP({P[0]:.2f},{P[1]:.2f}
    ))
plt.scatter(u, color=purple, marker=, s=200, label=fu({u[0]:.2f
    },{u[1]:.2f}))
plt.axhline(0, color='black')
plt.axvline(0, color='black')
plt.legend()
plt.title(Figure)
plt.savefig(/media/indhiresh-s/New Volume/Matrix/ee1030-2025/
    ee25btech11027/MATGEO/2.10.56/figs/figure1.png)
plt.show()
```

