### 4.11.36

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October 2, 2025

### Question

Find the coordinates of the point where the line through the points (3, -4, -5) and (2, -3, 1) crosses the plane determined by the points (1, 2, 3), (4, 2, -3) and (0, 4, 3).

Variable	Value
Α	(3, -4, -5)
В	(2, -3, 1)
Р	(1, 2, 3)
Q	(4,2,-3)
R	(0, 4, 3)

Table: Variables Used

Let eq of plane be

$$\mathbf{n}^{\mathsf{T}}\mathbf{x} = 1 \tag{1}$$

As P, Q, R lie on the plane

$$\mathbf{n}^{\mathsf{T}} \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} = 1 \tag{2}$$

$$\mathbf{n}^{\mathsf{T}} \begin{pmatrix} 4\\2\\-3 \end{pmatrix} = 1 \tag{3}$$

$$\mathbf{n}^{\mathsf{T}} \begin{pmatrix} 0 \\ 4 \\ 3 \end{pmatrix} = 1 \tag{4}$$

#### solution

From eq (0.2), (0.3) and (0.4)

$$\begin{pmatrix} 1 & 2 & 3 & 1 \\ 4 & 2 & -3 & 1 \\ 0 & 4 & 3 & 1 \end{pmatrix} \xrightarrow{R_2 \to R_2 - 4R_1} \begin{pmatrix} 1 & 2 & 3 & 1 \\ 0 & -6 & -15 & -3 \\ 0 & 4 & 3 & 1 \end{pmatrix}$$
 (5)

$$\xrightarrow{R_2 \to -\frac{1}{3}R_2} \begin{pmatrix} 1 & 2 & 3 & 1 \\ 0 & 2 & 5 & 1 \\ 0 & 4 & 3 & 1 \end{pmatrix}$$
 (6)

$$\xrightarrow{R_3 \to R_3 - 2R_2} \begin{pmatrix} 1 & 2 & 3 & 1 \\ 0 & 2 & 5 & 1 \\ 0 & 0 & -7 & -1 \end{pmatrix}$$
 (7)

$$\xrightarrow{R_3 \to -\frac{1}{7}R_3} \begin{pmatrix} 1 & 2 & 3 & 1 \\ 0 & 2 & 5 & 1 \\ 0 & 0 & 1 & \frac{1}{7} \end{pmatrix}$$
 (8)

$$\frac{R_2 \to R_2 - 5R_3}{0} \begin{pmatrix}
1 & 2 & 3 & | & 1 \\
0 & 2 & 0 & | & \frac{2}{7} \\
0 & 0 & 1 & | & \frac{1}{7}
\end{pmatrix}$$
(9)

$$\xrightarrow{R_2 \to \frac{1}{2}R_2} \begin{pmatrix} 1 & 2 & 3 & 1 \\ 0 & 1 & 0 & \frac{1}{7} \\ 0 & 0 & 1 & \frac{1}{7} \end{pmatrix} \tag{10}$$

$$\frac{R_1 \to R_1 - 3R_3}{\longrightarrow} \begin{pmatrix}
1 & 2 & 0 & | \frac{4}{7} \\
0 & 1 & 0 & | \frac{1}{7} \\
0 & 0 & 1 & | \frac{1}{7}
\end{pmatrix}$$
(11)

$$\frac{R_1 \to R_1 - 2R_2}{\longrightarrow} \begin{pmatrix}
1 & 0 & 0 & | & \frac{2}{7} \\
0 & 1 & 0 & | & \frac{1}{7} \\
0 & 0 & 1 & | & \frac{1}{7}
\end{pmatrix}$$
(12)

$$\mathbf{n} = \begin{pmatrix} \frac{2}{7} \\ \frac{1}{7} \\ \frac{1}{7} \end{pmatrix} \tag{13}$$

hence eq of plane is

$$\begin{pmatrix} \frac{2}{7} & \frac{1}{7} & \frac{1}{7} \end{pmatrix} \mathbf{x} = 1 \tag{14}$$

let a point on line AB be

$$\mathbf{c} = k\mathbf{A} + (1 - k)\mathbf{B} \tag{15}$$

$$\mathbf{c} = \begin{pmatrix} 2+k \\ -3-k \\ 1-6k \end{pmatrix} \tag{16}$$

$$\left( \frac{2}{7} \quad \frac{1}{7} \quad \frac{1}{7} \right) \begin{pmatrix} 2+k \\ -3-k \\ 1-6k \end{pmatrix} = 14+2k-3-k+1-6k=7$$
 (17)

$$2-5k=7$$
 (18)

$$k = -1 \tag{19}$$

The point c is

$$\mathbf{c} = \begin{pmatrix} 1 \\ -2 \\ 7 \end{pmatrix} \tag{20}$$

# Graph

#### Refer to Figure

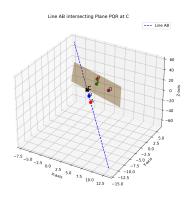


Figure:

# Python Code

import numpy as np

```
import matplotlib.pyplot as plt
from mpl_toolkits.mplot3d import Axes3D
# Given points
A = np.array([3, -4, -5])
B = np.array([2, -3, 1])
P = np.array([1, 2, 3])
Q = np.array([4, 2, -3])
R = np.array([0, 4, 3])
# Direction vector of line AB
AB = B - A
# Normal vector to plane PQR = (Q-P) \times (R-P)
n = np.cross(Q-P, R-P)
# Solve for intersection: A + t*AB lies in plane
t = np.dot(n, P-A) / np.dot(n, AB) 💶 🗸 🗗 🗟 💆 🗟 🗸 🔍 🔍 🦠
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```

# Python Code

```
plane_points = P.reshape(3,1,1) + (Q-P).reshape(3,1,1)
    *U + (R-P).reshape(3,1,1)*V
# Create plot
fig = plt.figure(figsize=(10, 8))
ax = fig.add_subplot(111, projection='3d')
# Extended line AB
t_{vals} = np.linspace(-10, 10, 200)
line points = A.reshape(3,1) + np.outer(AB, t vals)
ax.plot(line points[0], line points[1], line points
    [2], 'b--', label = Line AB )
# Plot plane
ax.plot_surface(plane_points[0], plane_points[1],
    plane points[2], alpha=0.4, color='orange')
# Plot points
 ax.scatter(*A, color='red', s=60)
```

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## Python Code

```
ax.scatter(*P, color='green', s=60)
ax.text(*P, P, fontsize=12)
ax.scatter(*Q, color='purple', s=60)
ax.text(*Q, Q, fontsize=12)
ax.scatter(*R, color='brown', s=60)
ax.text(*R, R, fontsize=12)
ax.scatter(*C, color='black', s=100, marker='X')
ax.text(*C, C, fontsize=14, color='black', weight='
    bold')
# Labels
ax.set xlabel( X-axis )
ax.set_ylabel( Y-axis )
ax.set zlabel( Z-axis )
ax.set title( Line AB intersecting Plane PQR at C )
                                              4 ≥ ▶ ≥ 9 9 0 0
```

#### C Code

```
#include <stdio.h>
#include <math.h>
#define N 3
// Gaussian elimination solver
void gaussElimination(double A[N][N], double b[N],
    double x[N]) {
     int i, j, k;
     double ratio;
     // Forward elimination
     for (i = 0; i < N - 1; i++) {
         for (j = i + 1; j < N; j++) {
             if (fabs(A[i][i]) < 1e-12) return:
```

### C Code

```
ratio = A[j][i] / A[i][i];
          for (k = 0; k < N; k++) {
              A[i][k] -= ratio * A[i][k];
          }
          b[j] -= ratio * b[i];
  }
  // Back substitution
  for (i = N - 1; i >= 0; i--) {
      x[i] = b[i];
      for (j = i + 1; j < N; j++) {
          x[i] -= A[i][j] * x[j];
      x[i] /= A[i][i];
```

### C Code

```
// Exposed function for Python
void solve plane(double *out) {
     double A[N][N] = {
         \{1, 2, 3\},\
         \{4, 2, -3\},\
         {0, 4, 3}
    };
     double b[N] = \{1, 1, 1\};
     double n[N];
     gaussElimination(A, b, n);
     for (int i = 0; i < N; i++) {</pre>
         out[i] = n[i];
```

# Python and C Code

```
import ctypes
 import numpy as np
# Load shared library
lib = ctypes.CDLL( ./code.so )
# Define function signature: void solve_plane(double *
    out)
lib.solve_plane.argtypes = [ctypes.POINTER(ctypes.
    c double)]
lib.solve plane.restype = None
# Prepare output array
out = (ctypes.c double * 3)()
 lib.solve plane(out)
# Convert to numpy for convenience
 normal vec = np.array([out[i] for i in range(3)])
print( Normal vector: , normal_vec)
```

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