Problem 10.3.26

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Problem

Find the point at which the tangent to the curve $y=\sqrt{4x-3}-1$ has its slope $\frac{2}{3}$

Equation

Given curve

$$y^{2} + 2y + 1 = 4x - 3$$
$$y^{2} - 4x + 2y + 4 = 0$$

 $y + 1 = \sqrt{4x - 3} \implies (y + 1)^2 = 4x - 3$

 $v = \sqrt{4x - 3} - 1$

Equation (4) in matrix form

$$y^2 + 2(-2x + y) + 4 = 0$$

$$\mathbf{x}^{\top} \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix} \mathbf{x} + 2 \begin{pmatrix} -2 & 1 \end{pmatrix} \mathbf{x} + 4 = 0$$

The general equation of conic

$$\mathbf{x}^{\mathsf{T}}\mathbf{V}\mathbf{x} + 2\mathbf{u}^{\mathsf{T}}\mathbf{x} + f = 0$$

On comparing (6) with (7)

(3.1)

(3.2)

(3.3)

(3.4)

(3.5)

(3.6)

Simplify

$$\mathbf{V} = \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}, \mathbf{u} = \begin{pmatrix} -2 \\ 1 \end{pmatrix}, f = 4 \tag{3.8}$$

Given slope

$$m = \frac{2}{3} \tag{3.9}$$

The normal vector to the given tangent is

$$\mathbf{n} = \begin{pmatrix} -m \\ 1 \end{pmatrix} \implies \mathbf{n} = \begin{pmatrix} -\frac{2}{3} \\ 1 \end{pmatrix} \tag{3.10}$$

$$|\mathbf{V} - \lambda \mathbf{I}| = 0$$

$$\left| \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix} - \lambda \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \right| = 0 \implies \left| \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix} - \begin{pmatrix} \lambda & 0 \\ 0 & \lambda \end{pmatrix} \right| = 0$$

$$\left| \begin{pmatrix} -\lambda & 0 \\ 0 & 1 - \lambda \end{pmatrix} \right| = 0 \implies (-\lambda)(1 - \lambda) = 0 \tag{3.13}$$

(3.11)

(3.12)

Finding the variables

Finding eigen vector for $\lambda_1 = 0$

$$(\mathbf{V} - \lambda \mathbf{I}) \, \mathbf{p} = \mathbf{0} \tag{3.15}$$

$$\begin{pmatrix} -\lambda & 0 \\ 0 & 1 - \lambda \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = 0 \implies \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$
(3.16)

$$0 = 0, y = 0 \implies \mathbf{p_1} = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \tag{3.17}$$

For a given normal vector ${\bf n}$, the point of contact ${\bf q}$ for a given curve is given by the matrix equation

$$\begin{pmatrix} (\mathbf{u} + \kappa \mathbf{n})^{\top} \\ \mathbf{V} \end{pmatrix} \mathbf{q} = \begin{pmatrix} -f \\ \kappa \mathbf{n} - \mathbf{u} \end{pmatrix} \quad \text{where } \kappa = \frac{\mathbf{p_1}^{\top} \mathbf{u}}{\mathbf{p_1}^{\top} \mathbf{n}}$$
(3.18)

$$\kappa = \frac{\begin{pmatrix} 1 & 0 \end{pmatrix} \begin{pmatrix} -2 \\ 1 \end{pmatrix}}{\begin{pmatrix} 1 & 0 \end{pmatrix} \begin{pmatrix} -\frac{2}{3} \\ 1 \end{pmatrix}} = \frac{-2}{-\frac{2}{3}} = 3 \tag{3.19}$$

Conclusion

From (8)

$$\begin{pmatrix}
\begin{pmatrix}
\begin{pmatrix} -2 \\ 1 \end{pmatrix} + 3 \begin{pmatrix} -\frac{2}{3} \\ 1 \end{pmatrix} \end{pmatrix}^{\top} \\
\begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}^{\top} \end{pmatrix} \mathbf{q} = \begin{pmatrix} -4 \\ 3 \begin{pmatrix} -\frac{2}{3} \\ 1 \end{pmatrix} - \begin{pmatrix} -2 \\ 1 \end{pmatrix} \end{pmatrix} \quad (3.20)$$

$$\begin{pmatrix}
\begin{pmatrix} -4 \\ 4 \end{pmatrix}^{\top} \\
\begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}
\end{pmatrix} \mathbf{q} = \begin{pmatrix} -4 \\ \begin{pmatrix} -2 \\ 3 \end{pmatrix} + \begin{pmatrix} 2 \\ -1 \end{pmatrix} \end{pmatrix} \implies \begin{pmatrix} \begin{pmatrix} -4 & 4 \\ 0 & 0 \\ 0 & 1 \end{pmatrix} \end{pmatrix} \mathbf{q} = \begin{pmatrix} -4 \\ \begin{pmatrix} 0 \\ 2 \end{pmatrix} \end{pmatrix}$$
(3.21)

$$\begin{pmatrix} -4 & 4 \\ 0 & 0 \\ 0 & 1 \end{pmatrix} \mathbf{q} = \begin{pmatrix} -4 \\ 0 \\ 2 \end{pmatrix} \tag{3.22}$$

Conclusion

Taking augmented matrix

$$\begin{pmatrix} -4 & 4 & | & -4 \\ 0 & 0 & | & 0 \\ 0 & 1 & | & 2 \end{pmatrix} \xrightarrow{R_1 \to R_1 - 4R_2} \begin{pmatrix} -4 & 0 & | & -12 \\ 0 & 0 & | & 0 \\ 0 & 1 & | & 2 \end{pmatrix} \xrightarrow{R_1 \to -\frac{1}{4}R_1} \begin{pmatrix} 1 & 0 & | & 3 \\ 0 & 0 & | & 0 \\ 0 & 1 & | & 2 \end{pmatrix}$$

$$(3.23)$$

$$\mathbf{q} = \begin{pmatrix} 3 \\ 2 \end{pmatrix} \tag{3.24}$$

Hence the point of contact is $\binom{3}{2}$

Plot

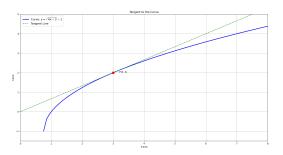


Figure:

C Code

```
#include <math.h>
void get tangent data(double* out data) {
      double tangent x = 3.0;
   double tangent y = 2.0;
       int num points = 101;
   out data[0] = tangent x;
   out data[1] = tangent y;
   int index = 2;
   for (int i = 0; i < num points; i++) {</pre>
       double x = 0.75 + (10.0 * i) / (num_points - 1);
       out data[index] = x;
       out_data[index + 1] = sqrt(4 * x - 3) - 1;
       index += 2;
```

Python Code for Solving

```
import ctypes
import numpy as np
def get_data_from_c():
   lib = ctypes.CDLL('./code.so')
   data_size = 2 + (101 * 2)
   double_array = ctypes.c_double * data_size
   lib.get_tangent_data.argtypes = [ctypes.POINTER(ctypes.
       c double)]
   out data c = double array()
   lib.get tangent data(out data c)
   all data = np.array(out data c)
   tangent point = all data[0:2]
   curve points = all data[2:].reshape((-1, 2))
   return tangent point, curve points
```

Python Code for Plotting

```
# Code by /sdcard/qithub/matgeo/codes/CoordGeoVV Sharma
# September 12, 2023
# Revised July 21, 2024
# Released under GNU GPL
# Section Formula
import sys
sys.path.insert(0, '/workspaces/urban-potato/matgeo/codes/
    CoordGeo/')
import numpy as np
import matplotlib.pyplot as plt
from call import get data from c
P, curve points = get data from c()
|slope = 2.0 / 3.0|
x_tangent = np.array([0, 8])
y tangent = slope * (x tangent - P[0]) + P[1]
fig, ax = plt.subplots(figsize=(10, 8))
ax.plot(curve points[:, 0], curve points[:, 1], 'b-', linewidth
    =2.5, label='Curve: y = \sqrt{4x-3} - 1')
```

Python Code for Plotting

```
ax.plot(x_tangent, y_tangent, 'g--', label='Tangent Line')
 ax.scatter(P[0], P[1], color='red', s=100, zorder=5)
 ax.text(P[0] + 0.2, P[1] + 0.2, f'P({P[0]:.0f}, {P[1]:.0f})')
 ax.set title('Tangent to the Curve')
 ax.set xlabel('X-axis')
 ax.set_ylabel('Y-axis')
 ax.set_xlim(0, 8)
 ax.set_ylim(-1.5, 5)
 ax.grid(True)
 ax.legend(fontsize=12)
 plt.show()
plt.savefig('fig.png')
```