MATGEO Presentation: 2.5.18

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Problem Statement

Write the direction ratios of the vector $\mathbf{a} = \hat{\imath} + \hat{\jmath} - \hat{k}$ and hence calculate its direction cosines.

Direction Ratios

Given vector:

$$\mathbf{a} = \begin{pmatrix} 1 \\ 1 \\ -1 \end{pmatrix} \tag{3.1}$$

 \therefore The direction ratios are 1, 1 and -1.

Direction Cosines

Now,

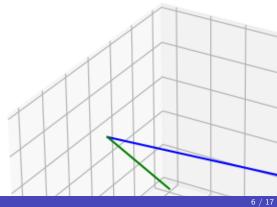
$$\|\mathbf{a}\| = \sqrt{3}$$

$$\implies \frac{\mathbf{a}}{\|\mathbf{a}\|} = \begin{pmatrix} \frac{1}{\sqrt{3}} \\ \frac{1}{\sqrt{3}} \\ \frac{-1}{\sqrt{3}} \end{pmatrix}$$

Thus we see that the direction cosines are $1/\sqrt{3}$, $1/\sqrt{3}$ and $-1/\sqrt{3}$.

Plot

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C code for generating points on line

C Code for vector operations

```
void vec_sum(const double* vec1, const double* vec2, double* sum)
    sum[0] = vec1[0] + vec2[0];
    sum[1] = vec1[1] + vec2[1];
    sum[2] = vec1[2] + vec2[2]:
void vec_diff(const double* vec1, const double* vec2, double* diff) {
    diff[0] = vec1[0] - vec2[0];
    diff[1] = vec1[1] - vec2[1]:
    diff[2] = vec1[2] - vec2[2];
```

Python code for plotting using C

```
import ctypes
import numpy as np
import numpy.linalg as LA
import matplotlib.pyplot as plt
from mpl_toolkits.mplot3d import Axes3D
libline = ctypes.CDLL("./line.so")
libvec = ctypes.CDLL("./vector.so")
get_point = libline.point_gen
get_point.argtypes = [
    ctypes.POINTER(ctypes.c_double), # P1
    ctypes.POINTER(ctypes.c_double), # P2
    ctypes.c_double, # t
    ctypes.POINTER(ctypes.c_double), # result_point
get_point.restype = None
```

```
add.argtypes = [
    ctypes.POINTER(ctypes.c_double), # vec1
    ctypes.POINTER(ctypes.c_double), # vec2
    ctypes.POINTER(ctypes.c_double), # sum
add.restype = None
diff = libvec.vec_diff
diff.argtypes = [
    ctypes.POINTER(ctypes.c_double),
    ctypes.POINTER(ctypes.c_double),
    ctypes.POINTER(ctypes.c_double)]
diff.restype = None
DoubleArray3 = ctypes.c_double * 3
o = DoubleArray3(0, 0, 0)
a = DoubleArray3(1, 2, -3)
b = DoubleArray3(3, -1, 2)
c = DoubleArray3()
d = DoubleArrav3()
```

add = libvec.vec.sum

```
add(a, b, c)
diff(a, b, d)
fig = plt.figure(figsize=(8, 6))
ax = fig.add\_subplot(111, projection="3d")
t_values = np.linspace(0, 1, 100)
line\_points\_x, line\_points\_y, line\_points\_z = [], [], []
for t in t_values:
    result_arr = DoubleArray3()
    get_point(o, c, t, result_arr)
    line_points_x.append(result_arr[0])
    line_points_y.append(result_arr[1])
    line_points_z.append(result_arr[2])
ax.plot(
    line_points_x,
    line_points_y,
    line_points_z,
    color="blue".
    label="a+b",
```

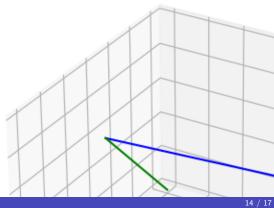
```
t_{values} = np.linspace(0, 1, 100)
line_points_x, line_points_y, line_points_z = [], [], []
for t in t_values:
    result_arr = DoubleArray3()
    get_point(o, d, t, result_arr)
    line_points_x.append(result_arr[0])
    line_points_y.append(result_arr[1])
    line_points_z.append(result_arr[2])
ax.plot(
    line_points_x,
    line_points_y,
    line_points_z,
    color="green",
    label="a-b",
```

```
ax.set_xlabel("X Axis")
ax.set_ylabel("Y Axis")
ax.set_zlabel("Z Axis")
ax.set_title("2.5.18")
ax.legend()
ax.grid(True)

plt.savefig("../figs/plot.png")
plt.show()
```

Plot

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Pure Python code

```
import numpy as np
import matplotlib.pyplot as plt
from mpl_toolkits.mplot3d import Axes3D
a = np.array([1, 2, -3]).T
b = np.array([3, -1, 2]).T
# Solving
c = a + b
d = a - b
result = (c.T) @ d
if result == 0:
    print("a+b and a-b are perpendicular")
else:
    print("a+b and a-b are not perpendicular")
```

Pure Python code

```
# Plotting
fig = plt.figure(figsize=(8, 8))
ax = fig.add_subplot(111, projection="3d")
ax.quiver(0, 0, 0, c[0], c[1], c[2], color="red", label="a+b")
ax.quiver(0, 0, 0, d[0], d[1], d[2], color="blue", label="a-b")
ax.set_xlabel("X-axis")
ax.set_ylabel("Y-axis")
ax.set_zlabel("Z-axis")
ax.set_title("2.5.18")
ax.set_xlim([-5, 5])
ax.set_ylim([-5, 5])
ax.set_zlim([-5, 5])
ax.legend()
ax.grid(True)
plt.savefig("../figs/python.png")
```

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