#### 1

# Math Document Template

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## Download all python codes from

svn co https://github.com/SiddharthPh/ Summer2020/trunk/geometry/LinearAlgebra/ codes

#### and latex-tikz codes from

svn co https://github.com/SiddharthPh/ Summer2020/trunk/geometry/LinearAlgebra/ figs

#### 1 Triangle Exercise.

#### 1.0.1 Problem:

1. Draw the graphs of the equations

$$(1 -1)\mathbf{x} + 1 = 0$$
 (1.0.1.1)

$$(3 2)\mathbf{x} - 12 = 0 (1.0.1.2)$$

Determine the coordinates of the vertices of the triangle formed by these lines and the x-axis, and shade the triangular region.

#### 1.1 Solution

1. Let

$$\mathbf{x} = \begin{pmatrix} a \\ 0 \end{pmatrix} \tag{1.1.1.1}$$

Substituting in (1.0.1.1),

$$(1 -1)\binom{a}{0} = -1$$
 (1.1.1.2)

$$\implies a = -1 \tag{1.1.1.3}$$

Simiarly, substituting

$$\mathbf{x} = \begin{pmatrix} 0 \\ b \end{pmatrix}, \tag{1.1.4}$$

in (1.0.1.1),

$$b = 1 \tag{1.1.1.5}$$

The intercepts on the x and y-axis from above are

$$\mathbf{A} = \begin{pmatrix} -1\\0 \end{pmatrix} \mathbf{B} = \begin{pmatrix} 0\\1 \end{pmatrix} \tag{1.1.1.6}$$

The python code for the Problem (1.0.1.1) can be used to plot Fig. 1.1.1.

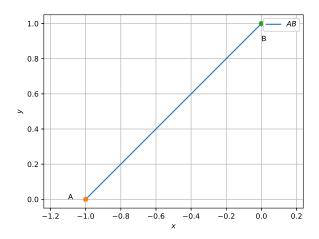


Fig. 1.1.1: Intercept 1

**A** is the x-intercept of the line and is the point where it meets x-axis.

Using the above method, the intercepts on x and y-axis for the equation .(1.0.1.2) are

$$\mathbf{C} = \begin{pmatrix} 4 \\ 0 \end{pmatrix} \mathbf{D} = \begin{pmatrix} 0 \\ 6 \end{pmatrix} \tag{1.1.1.7}$$

C is the x-intercept of the line and is the point where it meets x-axis. The python code for the Problem (1.0.1.2) can be used to plot Fig. 1.1.1.

The above equations can be expressed as the matrix equation

$$\begin{pmatrix} 1 & -1 \\ 3 & 2 \end{pmatrix} \mathbf{x} = \begin{pmatrix} -1 \\ 12 \end{pmatrix} \tag{1.1.1.8}$$

The augmented matrix for the above equation

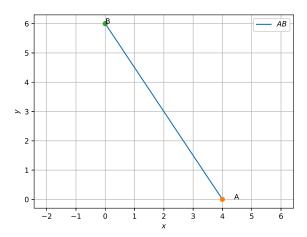


Fig. 1.1.1: Intercept 2

is row reduced as follows

$$\begin{pmatrix} 1 & -1 & -1 \\ 3 & 2 & 12 \end{pmatrix} \xleftarrow{R_2 \leftarrow \frac{R_2 - 3R_1}{5}} \begin{pmatrix} 1 & -1 & -1 \\ 0 & 1 & 3 \end{pmatrix}$$

$$(1.1.1.9)$$

$$\xrightarrow{R_1 \leftarrow R_1 + R_2} \begin{pmatrix} 1 & 0 & 2 \\ 0 & 1 & 3 \end{pmatrix}$$

$$(1.1.1.10)$$

 $\Rightarrow$   $\mathbf{x} = \begin{pmatrix} 2 \\ 3 \end{pmatrix}$  The equivalent python code is codes/triangle/line intersect.py

which plots Fig. 1.1.1, intersect at  $\binom{2}{3}$ 

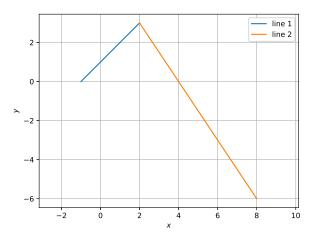


Fig. 1.1.1: Line intercept

2. And the vertices of triangle (1.1.2) formed due to the intersection of lines and x-axis are:

$$\mathbf{A} = \begin{pmatrix} 2\\3 \end{pmatrix} \tag{1.1.2.1}$$

$$\mathbf{B} = \begin{pmatrix} -1\\0 \end{pmatrix} \tag{1.1.2.2}$$

$$\mathbf{C} = \begin{pmatrix} 4 \\ 0 \end{pmatrix} \tag{1.1.2.3}$$

Where **B** and **C** are X-intercepts of line (1.0.1.1) and (1.0.1.2) respectively (from (1.1.1) and (1.1.1)). The equivalent python

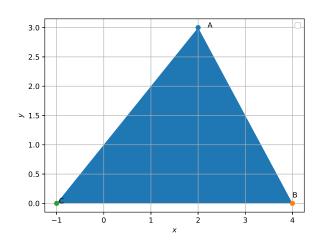


Fig. 1.1.2: Shaded Triangle

code for figure (1.1.2) is codes/triangle/shaded.py

## 2 Quadrilateral Exercise

## 2.1 Problem

The angles of quadrilateral are in the ratio 3:5:9:13. Find all the angles of the quadrilateral.

## 2.2 Solution

1. Let the measure of angles <u>/A</u>, <u>/B</u>, <u>/C</u>, <u>/D</u> of a quadrilateral are 3x, 5x, 9x and 13x respectively, where x is a real number.

Using angle sum property, the sum of interior angles of a quadrilateral is 360 degree.

$$3x + 5x + 9x + 13x = 360^{\circ}$$
 (2.2.1.1)

$$30x = 360^{\circ}$$
 (2.2.1.2)

$$x = 12^{\circ}$$
 (2.2.1.3)

From the above calculations,

$$A = 3x = 3(12) = 36^{\circ}$$
 (2.2.1.4)

$$\underline{B} = 5x = 5(12) = 60^{\circ}$$
 (2.2.1.5)

$$\underline{/C} = 9x = 9(12) = 108^{\circ}$$
 (2.2.1.6)

$$\underline{D} = 13x = 13(12) = 156^{\circ}$$
 (2.2.1.7)

## 3 Line Exercises

#### 3.1 Point and Vector Exercise

#### 3.1.1 Problem:

- 1. Find the distance between the following pairs of points
  - a)

$$\binom{2}{3}, \binom{4}{1}$$
 (3.1.1.1)

b)

$$\begin{pmatrix} -5\\7 \end{pmatrix}, \begin{pmatrix} -1\\3 \end{pmatrix} \tag{3.1.1.1.2}$$

c)

$$\begin{pmatrix} a \\ b \end{pmatrix}, \begin{pmatrix} -1 \\ b \end{pmatrix}$$
 (3.1.1.1.3)

## 3.1.2 Solution:

1. The distance between two vectors is given by

$$\|\mathbf{A} - \mathbf{B}\|$$
 (3.1.2.1.1)

a) The distance between  $\mathbf{A} = \begin{pmatrix} 2 \\ 3 \end{pmatrix}$  and  $\mathbf{B} = \begin{pmatrix} 4 \\ 1 \end{pmatrix}$   $\begin{vmatrix} \mathbf{i} & \mathbf{g} \\ 3 & 1 \end{vmatrix} = 2.828 \text{ (From } (3.1.2.1.1))$ 

b) The distance between 
$$\mathbf{A} = \begin{pmatrix} -5 \\ 7 \end{pmatrix}$$
 and  $\mathbf{B} = \begin{pmatrix} -1 \\ 3 \end{pmatrix}$  is  $\left\| \begin{pmatrix} -5 \\ 7 \end{pmatrix} - \begin{pmatrix} -1 \\ 3 \end{pmatrix} \right\| = 5.656$  (From (3.1.2.1.1))

c) The distance between 
$$\mathbf{A} = \begin{pmatrix} a \\ b \end{pmatrix}$$
 and  $\mathbf{B} = \begin{pmatrix} -1 \\ b \end{pmatrix}$ 

$$\begin{vmatrix} \mathbf{a} \\ b \end{pmatrix} - \begin{pmatrix} -1 \\ b \end{vmatrix} = a + 1 \text{ (From (3.1.2.1.1))}$$

#### 3.2 Point on a line

3.2.1 Problem: Find the coordinates of the point which divides the join of

$$\begin{pmatrix} -1\\7 \end{pmatrix}, = \begin{pmatrix} 4\\-3 \end{pmatrix} \tag{1.1}$$

in the ratio 2:3.

3.2.2 Solution:

1. 
$$\mathbf{A} = \begin{pmatrix} -1 \\ 7 \end{pmatrix}, \mathbf{B} = \begin{pmatrix} 4 \\ -3 \end{pmatrix}$$

Then C that divides A, B in the ratio k: 1 is

$$\mathbf{C} = \frac{k\mathbf{A} + \mathbf{B}}{k+1}$$
 (3.2.2.1.1)

For the given problem k=2:3

Using the equation 3.2.2.1.1, the desired point is

$$\mathbf{C} = \frac{\frac{2}{3} \begin{pmatrix} -1\\7 \end{pmatrix} + \begin{pmatrix} 4\\-3 \end{pmatrix}}{\frac{2}{3} + 1}$$
 (3.2.2.1.2)

$$\therefore \mathbf{C} = \begin{pmatrix} 2 \\ 1 \end{pmatrix} \tag{3.2.2.1.3}$$

The following code plots the figure ??

codes/line/section.py

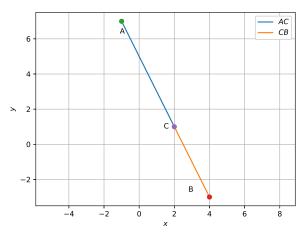


Fig. 3.2.2.1

## 3.3 Lines and Planes

# 3.3.1 Problem:

1. Verify whether the following are zeroes of the polynomial, indicated against them.

a) 
$$p(x) = 3x + 1, x = \frac{1}{3}$$

b) 
$$p(x) = 5x - \pi, x = \frac{4}{5}$$

c) 
$$p(x) = 5lx + m, x = -\frac{m}{l}$$

d) 
$$p(x) = 2x + 1, x = \frac{1}{2}$$

# 3.3.2 Solution:

## 1. Let

$$y = 3x + 1 \implies (3 - 1)\mathbf{x} = -1 \quad (3.3.2.1.1)$$

Thus,

$$y = 0 (3.3.2.1.2)$$

$$\implies 3x + 1 = 0 \tag{3.3.2.1.3}$$

or, 
$$x = -\frac{1}{3}$$
 (3.3.2.1.4)

Hence  $\mathbf{x} = \frac{1}{3}$  is not a zero. This is verified in Fig. 3.3.2.1.

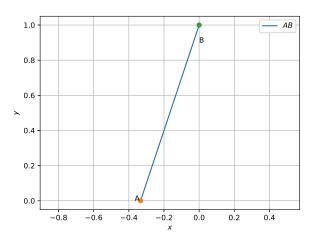


Fig. 3.3.2.1

## 2. Let

$$y = 5x - \pi \implies (5 - 1)\mathbf{x} = \pi \quad (3.3.2.2.1)$$

Thus,

$$y = 0 (3.3.2.2.2)$$

$$\implies 5x - \pi = 0 \tag{3.3.2.2.3}$$

$$\implies 5x - \pi = 0$$
 (3.3.2.2.3)  
or,  $x = \frac{\pi}{5}$  (3.3.2.2.4)

Hence  $\mathbf{x} = \frac{4}{5}$  is not a zero. This is verified in Fig. 3.3.2.2.

## 3. Let

$$y = 5lx + m \implies (5l -1)\mathbf{x} = -m$$
(3.3.2.3.1)

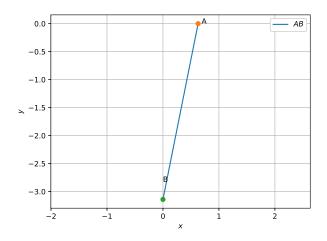


Fig. 3.3.2.2

Thus,

$$y = 0 (3.3.2.3.2)$$

$$\implies 5lx + m = 0 \tag{3.3.2.3.3}$$

or, 
$$x = -\frac{m}{5l}$$
 (3.3.2.3.4)

Hence  $\mathbf{x} = -\frac{m}{l}$  is not a zero. This is verified in Fig. 3.3.2.3.

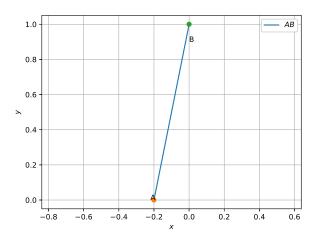


Fig. 3.3.2.3

## 4. Let

$$y = 2x + 1 \implies (2 - 1)\mathbf{x} = -1 \quad (3.3.2.4.1)$$

Thus,

$$y = 0$$
 (3.3.2.4.2)

$$y = 0$$
 (3.3.2.4.2)  
 $\implies 2x + 1 = 0$  (3.3.2.4.3)

or, 
$$x = -\frac{1}{2}$$
 (3.3.2.4.4)

Hence  $\mathbf{x} = \frac{1}{2}$  is not a zero. This is verified in Fig. 3.3.2.4.

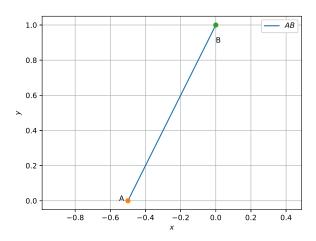


Fig. 3.3.2.4

#### 3.4 Motion in a Plane

# 3.4.1 Problem:

1. Rain is falling vertically with a speed of 35  $ms^{-1}$  after sometime with a speed of 12  $ms^{-1}$ . Winds starts blowing in east to west direction. In which direction should a boy waiting at a bus stop hold his umbrella?

## 3.4.2 Solution:

1. Let the boy be at point  $\mathbf{B} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$ 

Initially, it was initially raining downward at speed of 35  $ms^{-1}$  and when there is wind, it is raining downward at speed of  $12 \text{ ms}^{-1}$ . The angle  $\theta$  with the vertical, at which it is raining is calculated by:

$$35 \cos \theta = \frac{12}{35}$$
 (3.4.2.1.1)  

$$\Rightarrow \theta = 69.94^{\circ}$$
 (3.4.2.1.2)

$$\implies \theta = 69.94^{\circ} \tag{3.4.2.1.2}$$

∴ Boy has to hold his umbrella at angle of 20° with the ground towards east.

The code for the diagramatic (3.4.2.1) representation of the solution is

# codes/line/speed.py

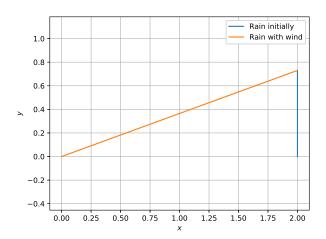


Fig. 3.4.2.1

# 3.5 Matrix Example

## 3.5.1 Problem:

1. In the matrix A=
$$\begin{pmatrix} 2 & 5 & 19 & -7 \\ 35 & -2 & \frac{5}{2} & 12 \\ \sqrt{3} & 1 & -5 & 17 \end{pmatrix}$$
, write

- a) The order of the matrix
- b) The number of elements
- c) Write the elements  $a_{31}, a_{21}, a_{33}, a_{24}, a_{23}$ .

#### 3.5.2 Solution:

- 1. a) The order of matrix for above problem is
  - b) The number of elements=12
  - c) The elements are

$$a_{31} = \sqrt{3} \tag{3.5.2.1.1}$$

$$a_{21} = 35 (3.5.2.1.2)$$

$$a_{33} = -5 \tag{3.5.2.1.3}$$

$$a_{24} = 12 \tag{3.5.2.1.4}$$

$$a_{23} = \frac{5}{2} \tag{3.5.2.1.5}$$

## 3.6 Determinents

3.6.1 *Problem:* 
$$\begin{vmatrix} 2 & 4 \\ -5 & -1 \end{vmatrix}$$

## 3.6.2 Solution:

1. The determinent of a matrix 2x2 matrix is given by:

$$\begin{vmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{vmatrix} \tag{3.6.2.1.1}$$

$$Det = a_{11}a_{22} - a_{12}a_{21} \tag{3.6.2.1.2}$$

 $\therefore$  Det = 18.

## 3.7 Linear inequation

3.7.1 Problem: Solve  $x \ge 3$ ,  $y \ge 2$  graphically.

#### 3.7.2 Solution:

1. Solve the following system of linear inequalities graphically.

$$\begin{array}{c}
 x \ge 3 \\
 y \ge 2
 \end{array} 
 \tag{3.7.2.1.1}$$

Let  $u_1 \ge 0, u_2 \ge 0$ . This may be expressed as

$$\mathbf{u} = \begin{pmatrix} u_1 \\ u_2 \end{pmatrix} \succeq \mathbf{0} \tag{3.7.2.1.2}$$

(3.7.2.1.1) can then be expressed as

$$\begin{array}{l}
 x \ge 5 \\
 y \ge 2
 \end{array}
 \tag{3.7.2.1.3}$$

$$\implies \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \mathbf{x} \ge \begin{pmatrix} 5 \\ 2 \end{pmatrix} \tag{3.7.2.1.4}$$

$$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \mathbf{x} - \mathbf{u} = \begin{pmatrix} 5 \\ 2 \end{pmatrix} \tag{3.7.2.1.5}$$

or, 
$$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \mathbf{x} = \begin{pmatrix} 5 \\ 2 \end{pmatrix} + \mathbf{u}$$
 (3.7.2.1.6)

resulting in

$$\mathbf{x} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}^{-1} \begin{pmatrix} 5 \\ 2 \end{pmatrix} + \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}^{-1} \mathbf{u} \quad (3.7.2.1.7)$$

or, 
$$\mathbf{x} = \begin{pmatrix} 5 \\ 2 \end{pmatrix} + \begin{pmatrix} 1 & 0 \\ 1 & 0 \end{pmatrix} \mathbf{u}$$
 (3.7.2.1.8)

after obtaining the inverse. Fig. 3.7.2.1 generated using the following python code shows the region satisfying (3.7.2.1.1)

# 4 Circle Exercise

## 4.1 Problem

Find the coordinates of point A, where AB is the diameter of circle whose centre is (2, -3) and

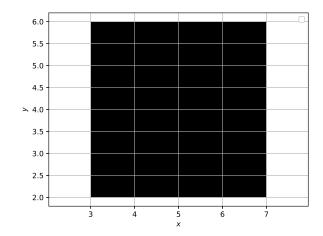


Fig. 3.7.2.1

$$\mathbf{B} = \begin{pmatrix} 1 \\ 4 \end{pmatrix}$$

# 4.2 Solution

1. The input values for the question are given in the table (4.2.1) The **A** is at the end of

Input values	
Parameters	Values
О	$\begin{pmatrix} 2 \\ -3 \end{pmatrix}$
A	$\begin{pmatrix} 1 \\ 4 \end{pmatrix}$

TABLE 4.2.1: Input Values

diameter, so the centre(**O**) is the midpoint of **AB**.

$$\mathbf{O} = \frac{\mathbf{A} + \mathbf{B}}{2} \tag{4.2.1.1}$$

$$\mathbf{A} = 2\mathbf{O} - \mathbf{B} \tag{4.2.1.2}$$

$$\therefore \mathbf{A} = \begin{pmatrix} 3 \\ -10 \end{pmatrix} \tag{4.2.1.3}$$

The python code for the figure (4.2.1) is

codes/circle/circle.py

## 5 Conics Exercise

#### 5.1 Problem

1. Verify whether the following are zeroes of the polynomial, indicated against them.

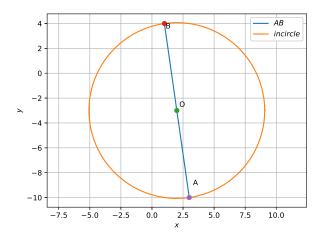


Fig. 4.2.1: Circle using python

a) 
$$p(x) = x^2 - 1, x = 1, -1$$

b) 
$$p(x) = (x+1)(x-2), x = -1, 2$$

c) 
$$p(x) = x^2, x = 0.$$

c) 
$$p(x) = x^2, x = 0.$$
  
d)  $p(x) = 3x^2 - 1, x = -\frac{1}{\sqrt{3}}, \frac{2}{\sqrt{3}}.$ 

## 5.2 Solution

1. **Proof** For a general polynomial equation of degree 2,

$$p(x, y) \implies Ax^2 + Bxy + Cy^2 + Dx + Ey + F = 0$$
  
The vector form is

$$\mathbf{x}^{T} \begin{pmatrix} A & B/2 \\ B/2 & C \end{pmatrix} \mathbf{x} + \begin{pmatrix} D & E \end{pmatrix} \mathbf{x} + F = 0$$
(5.2.0.1.1)

2. For eq:  $y = x^2 - 1$ Vector form is given by

$$\mathbf{x}^T \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix} \mathbf{x} + \begin{pmatrix} 0 & -1 \end{pmatrix} \mathbf{x} - 1 = 0 \quad (5.2.0.2.1)$$

(From the equation 5.2.0.1.1.) Thus,

$$y = 0 (5.2.0.2.2)$$

$$\Rightarrow x^2 - 1 = 0 \qquad (5.2.0.2.2)$$

$$\Rightarrow x^2 - 1 = 0 \qquad (5.2.0.2.3)$$

$$x = +1, -1$$
 (5.2.0.2.4)

Hence +1,-1 are zeros, which can be verified from the figure 5.2.0.2

3. For eq: y = (x + 1)(x - 2)Equation can be represented as  $y = x^2 - x - 2$ 

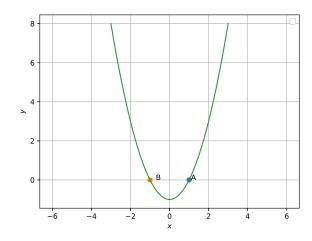


Fig. 5.2.0.2: Parabola 1

Vector form is given by

$$\mathbf{x}^T \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix} \mathbf{x} + \begin{pmatrix} -1 & -2 \end{pmatrix} \mathbf{x} - 2 = 0 \quad (5.2.0.3.1)$$

(From the equation 5.2.0.1.1.) Thus,

$$y = 0$$
 (5.2.0.3.2)

$$\implies (x+1)(x-2) = 0 (5.2.0.3.3)$$

$$x = -1, +2$$
 (5.2.0.3.4)

Hence -1,+2 are zeros, which can be verified from the figure 5.2.0.3

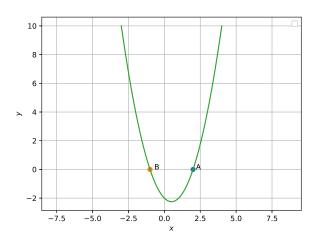


Fig. 5.2.0.3: Parabola 2

4. For eq: 
$$y = x^2$$

Vector form is given by

$$\mathbf{x}^T \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix} \mathbf{x} + \begin{pmatrix} 0 & -1 \end{pmatrix} \mathbf{x} = 0 \qquad (5.2.0.4.1)$$

(From the equation 5.2.0.1.1.) Thus,

$$y = 0 (5.2.0.4.2)$$

$$\implies x^2 = 0$$
 (5.2.0.4.3)

$$x = 0 (5.2.0.4.4)$$

Hence 0 is the zero, which can be verified from the figure 5.2.0.4

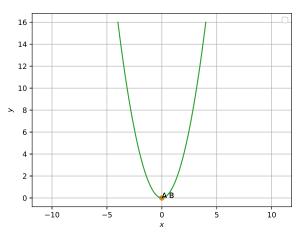


Fig. 5.2.0.4: Parabola 3

5. For eq:  $y = 3x^2 - 1$ Vector form is given by

$$\mathbf{x}^T \begin{pmatrix} 3 & 0 \\ 0 & 0 \end{pmatrix} \mathbf{x} + \begin{pmatrix} 0 & -1 \end{pmatrix} \mathbf{x} - 1 = 0 \quad (5.2.0.5.1)$$

(From the equation 5.2.0.1.1.) Thus,

$$y = 0 (5.2.0.5.2)$$

$$\implies 3x^2 - 1 = 0 \tag{5.2.0.5.3}$$

$$x = +\frac{1}{\sqrt{3}}, -\frac{1}{\sqrt{3}} \tag{5.2.0.5.4}$$

Hence  $\frac{1}{\sqrt{3}}$ ,  $-\frac{1}{\sqrt{3}}$  are the zeros, which can be verified from the figure 5.2.0.5

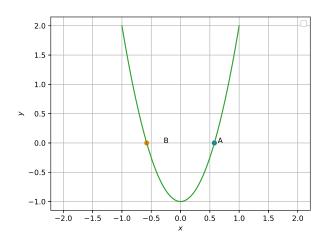


Fig. 5.2.0.5: Parabola 4