### Equidistant Locus Problem

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#### Problem Statement

Find a relation between x and y such that the point

is equidistant from

#### Solution

Let

$$\mathbf{P} = \begin{pmatrix} x \\ y \end{pmatrix}, \quad \mathbf{A} = \begin{pmatrix} 7 \\ 1 \end{pmatrix}, \quad \mathbf{B} = \begin{pmatrix} 3 \\ 5 \end{pmatrix}.$$

Since **P** is equidistant from **A** and **B**,

$$\|\mathbf{P} - \mathbf{A}\| = \|\mathbf{P} - \mathbf{B}\|.$$

Squaring both sides and using the inner product,

$$(\mathbf{P} - \mathbf{A})^{\top} (\mathbf{P} - \mathbf{A}) = (\mathbf{P} - \mathbf{B})^{\top} (\mathbf{P} - \mathbf{B})$$
 (1)

$$\mathbf{P}^{\mathsf{T}}\mathbf{P} - 2\mathbf{P}^{\mathsf{T}}\mathbf{A} + \mathbf{A}^{\mathsf{T}}\mathbf{A} = \mathbf{P}^{\mathsf{T}}\mathbf{P} - 2\mathbf{P}^{\mathsf{T}}\mathbf{B} + \mathbf{B}^{\mathsf{T}}\mathbf{B}.$$
 (2)

Cancelling  $\mathbf{P}^{\top}\mathbf{P}$ ,

$$2\mathbf{P}^{\top}(\mathbf{B} - \mathbf{A}) = \mathbf{B}^{\top}\mathbf{B} - \mathbf{A}^{\top}\mathbf{A}. \tag{3}$$

### Solution (cont..)

Now,

$$\mathbf{B} - \mathbf{A} = \begin{pmatrix} 3 \\ 5 \end{pmatrix} - \begin{pmatrix} 7 \\ 1 \end{pmatrix} = \begin{pmatrix} -4 \\ 4 \end{pmatrix},$$
$$\mathbf{B}^{\mathsf{T}} \mathbf{B} = 3^2 + 5^2 = 34,$$
$$\mathbf{A}^{\mathsf{T}} \mathbf{A} = 7^2 + 1^2 = 50$$

Thus,

$$2(x \quad y)\begin{pmatrix} -4\\4 \end{pmatrix} = 34 - 50 \tag{4}$$

$$-4x + 4y = -8 (5)$$

$$y - x = -2. (6)$$

Hence, the required relation is

$$y = x - 2$$

## Python Code

```
import numpy as np
import matplotlib.pyplot as plt
A = np.array([7, 1])
B = np.array([3, 5])
x_vals = np.linspace(0, 10, 100)
y_vals = x_vals - 2
plt.plot(x_vals, y_vals, 'k-')
plt.text(9, 6, r'y=x-2', fontsize=15)
```

# Python Code(Cont..)

```
plt.scatter(*A, color='red')
plt.scatter(*B, color='blue')
plt.text(A[0]+0.3, A[1], 'A(7,1)')
plt.text(B[0]+0.3, B[1], 'B(3.5)')
plt.axhline(0, color='black', lw=0.5)
plt.axvline(0, color='black', lw=0.5)
plt.axis('equal')
plt.show()
```

#### C Code

```
#include <stdio.h>
void perpendicular_bisector(double x1, double y1,
                            double x2, double y2,
                            double *a, double *b,
                            double *c) {
    double mx = (x1 + x2) / 2.0;
    double my = (y1 + y2) / 2.0;
    double dx = x2 - x1:
    double dy = y2 - y1;
    *a = dx:
    *b = dv:
    *c = -((*a) * mx + (*b) * my);
```

### Using C Code in Python

```
import ctypes, numpy as np, matplotlib.pyplot as plt
lib = ctypes.CDLL("./info.so")
lib.perpendicular_bisector.argtypes = (
    ctypes.c_double, ctypes.c_double,
    ctypes.c_double, ctypes.c_double,
    ctypes.POINTER(ctypes.c_double),
    ctypes.POINTER(ctypes.c_double),
    ctypes.POINTER(ctypes.c_double)
A, B = (7.0, 1.0), (3.0, 5.0)
```

# Using C Code in Python(Cont..)

```
a = \text{ctypes.c_double()}
b = ctypes.c_double()
c = ctypes.c_double()
lib.perpendicular_bisector(A[0], A[1], B[0], B[1],
    ctypes.byref(a),
    ctypes.byref(b),
    ctypes.byref(c)
x = \text{np.linspace}(0, 10, 100)
y = (-a.value*x - c.value)/b.value
plt.plot(x, y, 'k-', label='Bisector')
```

# Using C Code in Python(Cont..)

```
plt.text(A[0] + 0.3, A[1], r'A(7,1)', fontsize=12, color='red')
plt.text(B[0] + 0.3, B[1], r'B(3,5)', fontsize=12, color='blue')
plt.text(7, (-a.value*6 - c.value)/b.value + 0.3,
          f''\{a.value:.0f\}x+\{b.value:.0f\}y+\{c.value:.0f\}=0''
          fontsize=12, color="black")
plt.scatter(*A, color='red', label='A(7,1)')
plt.scatter(*B, color='blue', label='B(3,5)')
plt.axhline(0, color='gray', lw=0.5)
plt.axvline(0, color='gray', lw=0.5)
plt.legend()
plt.show()
```

## Plot (Python)

