

1.11.2

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Question

Unit vector along PQ, where coordinates of P and Q respectively are $\begin{pmatrix} 2 \\ 1 \\ -1 \end{pmatrix}$ and $\begin{pmatrix} 4 \\ 4 \\ -7 \end{pmatrix}$ is.

Table

Let the coordinates of the points be $\mathbf{P}(2, 1, -1)$ and $\mathbf{Q}(4, 4, -7)$.

Point	Name
$\begin{pmatrix} 2 \\ 1 \\ -1 \end{pmatrix}$	P
$\begin{pmatrix} 4 \\ 4 \\ -7 \end{pmatrix}$	Q

Table: Vectors

Theoretical Solution

To find the vector **PQ**, we subtract the matrix for P from the matrix for Q:

$$\mathbf{PQ} = \mathbf{Q} - \mathbf{P} \quad (1)$$

$$= \begin{pmatrix} 4 \\ 4 \\ -7 \end{pmatrix} - \begin{pmatrix} 2 \\ 2 \\ -2 \end{pmatrix} \quad (2)$$

$$= \begin{pmatrix} 4 - 2 \\ 4 - 2 \\ -7 - (-2) \end{pmatrix} \quad (3)$$

$$= \begin{pmatrix} 2 \\ 2 \\ -5 \end{pmatrix} \quad (4)$$

Theoretical Solution

If we represent the vector **PQ** as a column vector **a**:

$$\mathbf{a} = \begin{pmatrix} 2 \\ 3 \\ -6 \end{pmatrix}$$

The norm is the square root of the dot product of the vector with itself, which can be expressed as the matrix product of its transpose \mathbf{a}^T and \mathbf{a} .

$$\|\mathbf{a}\| = \sqrt{\mathbf{a}^T \mathbf{a}} \quad (5)$$

$$= \sqrt{(2 \ 3 \ -6) \begin{pmatrix} 2 \\ 3 \\ -6 \end{pmatrix}} \quad (6)$$

$$= \sqrt{49} \quad (7)$$

$$= 7 \quad (8)$$

Theoretical Solution

The unit vector in the direction of \mathbf{PQ} , denoted as $\{\mathbf{u}$, is found by dividing the vector by its magnitude.

$$\mathbf{u} = \frac{1}{\|\mathbf{a}\|} \mathbf{a} \quad (9)$$

$$= \frac{1}{7} \begin{pmatrix} 2 \\ 3 \\ -6 \end{pmatrix} \quad (10)$$

$$= \begin{pmatrix} 2/7 \\ 3/7 \\ -6/7 \end{pmatrix} \quad (11)$$

Thus, the unit vector along PQ is $\begin{pmatrix} 2/7 \\ 3/7 \\ -6/7 \end{pmatrix}$.

```
#include <stdio.h>
#include <math.h>

typedef struct {
    float x, y, z;
} Vector3D;

Vector3D find_unit_vector(Vector3D P, Vector3D Q) {

    Vector3D PQ;
    PQ.x = Q.x - P.x;
    PQ.y = Q.y - P.y;
    PQ.z = Q.z - P.z;
```

```
float magnitude = sqrtf(PQ.x * PQ.x + PQ.y * PQ.y + PQ.z * PQ.z);
```

```
Vector3D unit_vector = {0.0f, 0.0f, 0.0f};
```

```
if (magnitude > 0) {  
    unit_vector.x = PQ.x / magnitude;  
    unit_vector.y = PQ.y / magnitude;  
    unit_vector.z = PQ.z / magnitude;  
}
```

```
return unit_vector;
```

```
}
```



```
import ctypes
import os
import numpy as np
import matplotlib.pyplot as plt

class Vector3D(ctypes.Structure):
    _fields_ = [(x, ctypes.c_float),
                 (y, ctypes.c_float),
                 (z, ctypes.c_float)]

C_SOURCE_FILE = 'c_unit_vector_code.c'
SHARED_LIBRARY = './unit_vector.so'
```

Python Code

```
if not os.path.exists(SHARED_LIBRARY):
    print(fShared library '{SHARED_LIBRARY}' not found.)

if os.path.exists(C_SOURCE_FILE):
    print(fAttempting to compile '{C_SOURCE_FILE}'...)

    compile_command = fgcc -shared -o {SHARED_LIBRARY} -fPIC
                        {C_SOURCE_FILE}
    print(fRunning: {compile_command})
    exit_code = os.system(compile_command)
    if exit_code != 0:
        print(\n--- COMPILATION FAILED ---)
        print(Please ensure you have a C compiler (like gcc)
              installed.)
        print(You may need to compile the C code from the
              Canvas manually.)
        exit(1)
    print(Compilation successful.)
```

```
else:
    print(f\nError: C source file '{C_SOURCE_FILE}' not found
        .)
    print(Please save the C code from the Canvas as '
          c_unit_vector_code.c' in the same directory.)
    exit(1)

try:if not os.path.exists(SHARED_LIBRARY):
    print(fShared library '{SHARED_LIBRARY}' not found.)
```

```
if os.path.exists(C_SOURCE_FILE):
    print(fAttempting to compile '{C_SOURCE_FILE}'...)

    compile_command = fgcc -shared -o {SHARED_LIBRARY} -fPIC
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              Canvas manually.)
        exit(1)
    print(Compilation successful.)
```

```
c_lib = ctypes.CDLL(SHARED_LIBRARY)
except OSError as e:
    print(fError loading shared library: {e})
    exit(1)

c_lib.find_unit_vector.argtypes = [Vector3D, Vector3D]

c_lib.find_unit_vector.restype = Vector3D

P_coords = Vector3D(x=2.0, y=1.0, z=-1.0)
Q_coords = Vector3D(x=4.0, y=4.0, z=-7.0)

unit_vector_result = c_lib.find_unit_vector(P_coords, Q_coords)

print(--- Results from C Function ---)
```

```
print(fUnit Vector x: {unit_vector_result.x:.6f})
print(fUnit Vector y: {unit_vector_result.y:.6f})
print(fUnit Vector z: {unit_vector_result.z:.6f})
print(-----\n)

print(Generating 3D plot...)

fig = plt.figure(figsize=(10, 8))
ax = fig.add_subplot(111, projection='3d')

p_np = np.array([P_coords.x, P_coords.y, P_coords.z])
q_np = np.array([Q_coords.x, Q_coords.y, Q_coords.z])
```

```
ax.scatter(*p_np, color='blue', s=100, label='Point P (2, 1, -1)')
ax.scatter(*q_np, color='red', s=100, label='Point Q (4, 4, -7)')
ax.text(*(p_np + 0.3), 'P', size=15, color='k')
ax.text(*(q_np + 0.3), 'Q', size=15, color='k')

vector_pq = q_np - p_np
ax.quiver(*p_np, *vector_pq, color='gray', linestyle='dashed',
          arrow_length_ratio=0.1, label='Vector PQ')

unit_vec_np = np.array([unit_vector_result.x, unit_vector_result.
                        y, unit_vector_result.z])
ax.quiver(0, 0, 0, *unit_vec_np, color='green', length=1.0,
          arrow_length_ratio=0.2, label='Unit Vector (from C)')
```

```
ax.set_xlabel('X-axis', fontsize=12)
ax.set_ylabel('Y-axis', fontsize=12)
ax.set_zlabel('Z-axis', fontsize=12)
ax.set_title('Visualization of Vector and its Unit Vector (
    Calculated in C)', fontsize=14)
ax.legend()
ax.grid(True)
ax.set_xlim([0, 5])
ax.set_ylim([0, 5])
ax.set_zlim([-8, 2])
ax.view_init(elev=20., azimuth=-50) # Set a nice viewing angle

plt.tight_layout()
plt.show()
```


3D Plot of Points P, Q, and Vector PQ

