Assignment 1

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Download all python codes from

https://github.com/rubeenaafreen20/EE5609/tree/ master/Codes

and latex codes from

https://github.com/rubeenaafreen20/EE5609

1 Problem

A ray of light passing through the point $\begin{pmatrix} 1 \\ 2 \end{pmatrix}$ reflects on the x-axis at point A and the reflected ray passes through the point $\binom{5}{3}$. Find the coordinates of A.

2 Explanation

Let point P be $\binom{1}{2}$ and point Q be $\binom{5}{3}$ Since, point A is on x-axis, its y-coordinate is zero. Assume

$$A = \begin{pmatrix} k \\ 0 \end{pmatrix} \tag{2.0.1}$$

Incident vector

$$= \mathbf{P} - \mathbf{A} \tag{2.0.2}$$

Reflected vector

$$= \mathbf{Q} - \mathbf{A} \tag{2.0.3}$$

Vector along y-axis

$$\mathbf{e_1} = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \tag{2.0.4}$$

(2.0.5)

quadrant.

Vector along x-axis

$$\mathbf{e_2} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \tag{2.0.6}$$

Angle between AP and the x axis = 180° - angle between AQ and the x axis,

$$\frac{(\mathbf{P} - \mathbf{A})^{\mathrm{T}} \mathbf{e}_{2}}{\|\mathbf{P} - \mathbf{A}\|} = \frac{(\mathbf{Q} - \mathbf{A})^{\mathrm{T}} \mathbf{e}_{2}}{\|\mathbf{Q} - \mathbf{A}\|}$$
(2.0.7)

$$\frac{\mathbf{P}^{T}\mathbf{e}_{2} - \mathbf{A}^{T}\mathbf{e}_{2}}{\|\mathbf{P} - \mathbf{A}\|} = \frac{\mathbf{Q}^{T}\mathbf{e}_{2} - \mathbf{A}^{T}\mathbf{e}_{2}}{\|\mathbf{Q} - \mathbf{A}\|}$$
(2.0.8)

3 Solution

$$\frac{\begin{pmatrix} 1 & 2 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} - \begin{pmatrix} k & 0 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix}}{\left\| \begin{pmatrix} 1 - k \\ 2 \end{pmatrix} \right\|} = \frac{\begin{pmatrix} 5 & 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} - \begin{pmatrix} k & 0 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix}}{\left\| \begin{pmatrix} 5 - k \\ 3 \end{pmatrix} \right\|}$$

$$\implies \frac{2}{\sqrt{(1 - k)^2 + (2)^2}} = \frac{3}{\sqrt{(5 - k)^2 + (3)^2}}$$

$$\implies 5k^2 + 22k - 91 = 0$$

$$(3.0.3)$$

Solving (3.0.3) we get: k=2.6, -7Since, incident ray passes through $\begin{pmatrix} 1 \\ 2 \end{pmatrix}$ and reflected k cannot be negative as reflection takes place in first

$$k = 2.6$$
 (3.0.4)

(3.0.3)

4 Verification

Figure plotted using python code:

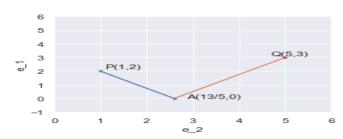


Fig. 0: Incident and reflected ray vectors plotted via Python code