

4.7.46

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Question

The equations of the lines passing through the point $(1, 0)$ and at a distance $\frac{\sqrt{3}}{2}$ from the origin, are

Theoretical Solution

Given:

$$\mathbf{A} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}, p = \frac{\sqrt{3}}{2} \quad (1)$$

where p is the perpendicular distance from origin to line and \mathbf{A} lies on the line.

∴ The equation of line in normal form:

$$(\cos \theta \quad \sin \theta) \mathbf{x} = p \quad (2)$$

substituting \mathbf{A} and p in line equation gives you:

$$(\cos \theta \quad \sin \theta) \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \frac{\sqrt{3}}{2} \quad (3)$$

(4)

Theoretical Solution

we get

$$\cos \theta = \frac{\sqrt{3}}{2} \implies \theta = \frac{\pi}{6} \quad \text{or} \quad \frac{-\pi}{6} \quad (5)$$

Substituting $\theta = \frac{\pi}{6}$ and $\frac{-\pi}{6}$ in (0.2), we get

The equations of lines are:

$$\left(\frac{\sqrt{3}}{2} \quad \frac{1}{2} \right) \mathbf{x} = \frac{\sqrt{3}}{2} \quad (6)$$

$$\left(\frac{\sqrt{3}}{2} \quad -\frac{1}{2} \right) \mathbf{x} = \frac{\sqrt{3}}{2} \quad (7)$$

OR

$$\left(\sqrt{3} \quad 1 \right) \mathbf{x} = \sqrt{3}, \left(\sqrt{3} \quad -1 \right) \mathbf{x} = \sqrt{3} \quad (8)$$

```
#include<stdio.h>
#include<math.h>
int calculate_line_normals(double px, double py, double d,
                           double* out_a1, double* out_b1,
                           double* out_a2, double* out_b2) {

    // 1. Construct the symmetric matrix  $M = P \cdot P^T - d^2 \cdot I$ 
    double M11 = px*px - d*d;
    double M12 = px*py;
    double M22 = py*py - d*d;

    // 2. Find the eigenvalues of M by solving the characteristic
    // equation:
    //  $\lambda^2 - \text{trace}(M) \cdot \lambda + \det(M) = 0$ 
    double trace = M11 + M22;
    double det = M11 * M22 - M12 * M12;

    double discriminant_lambda = trace*trace - 4*det;
```

```
if (discriminant_lambda < 0) {  
    // This should not happen for a real symmetric matrix  
    return -1;  
}  
  
double sqrt_discriminant_lambda = sqrt(discriminant_lambda);  
double lambda1 = (trace + sqrt_discriminant_lambda) / 2.0; //  
    Larger eigenvalue  
double lambda2 = (trace - sqrt_discriminant_lambda) / 2.0; //  
    Smaller eigenvalue  
  
// 3. Check for real solutions. If det > 0, eigenvalues have  
    the same sign.  
// This means -lambda2/lambda1 is negative, leading to no  
    real solution.  
// This corresponds to the point P being inside the circle of  
    radius d.
```

```
if (det > 0.0) {  
    return -1; // No real lines exist  
}  
  
// 4. Find the (non-normalized) eigenvector v1 for lambda1  
double v1_x = M12;  
double v1_y = lambda1 - M11;  
// Normalize v1  
double norm_v1 = sqrt(v1_x*v1_x + v1_y*v1_y);  
if (norm_v1 < 1e-9) { // Handle case where eigenvector is  
    zero (M is diagonal)  
    v1_x = 1.0; v1_y = 0.0; // A valid eigenvector  
} else {  
    v1_x /= norm_v1; v1_y /= norm_v1;  
}  
  
// 5. Find the (non-normalized) eigenvector v2 for lambda2.  
Since M is
```

```
// symmetric, v2 is orthogonal to v1.
double v2_x = -v1_y;
double v2_y = v1_x;

// 6. The solution vectors (our normals) are a specific
    linear combination
// of the normalized eigenvectors.
double sqrt_l1 = sqrt(lambda1);
double sqrt_neg_l2 = sqrt(-lambda2);

double n1_x = sqrt_neg_l2 * v1_x + sqrt_l1 * v2_x;
double n1_y = sqrt_neg_l2 * v1_y + sqrt_l1 * v2_y;

double n2_x = sqrt_neg_l2 * v1_x - sqrt_l1 * v2_x;
double n2_y = sqrt_neg_l2 * v1_y - sqrt_l1 * v2_y;

// 7. Set the output values.
*out_a1 = n1_x;
```



```
*out_b1 = n1_y;  
*out_a2 = n2_x;  
*out_b2 = n2_y;  
  
return 0; // Success  
}
```

Python code through Shared Output

```
import ctypes
import numpy as np
import matplotlib.pyplot as plt
from libs.funcs import line_dir_pt
from libs.params import omat
import os

# --- 1. Load the C Shared Library ---
try:
    # Construct the full path to the library file
    lib_path = os.path.join(os.path.dirname(os.path.abspath(
        __file__)), 'line.so')
    line_lib = ctypes.CDLL(lib_path)
except OSError as e:
    print(fError loading shared library: {e})
    print(Please compile the C code first using 'make'.)
    exit()
```

Python code through Shared Output

```
# --- 2. Define the C Function Signature ---
# Specify the argument types and return type for the C function
calculate_line_normals = line_lib.calculate_line_normals
calculate_line_normals.argtypes = [
    ctypes.c_double, ctypes.c_double, ctypes.c_double,
    ctypes.POINTER(ctypes.c_double), ctypes.POINTER(ctypes.
        c_double),
    ctypes.POINTER(ctypes.c_double), ctypes.POINTER(ctypes.
        c_double)
]
calculate_line_normals.restype = ctypes.c_int

# --- 3. Prepare Inputs and Outputs for the C Function ---
# Given point and distance
P_coords = (1.0, 0.0)
d = np.sqrt(3) / 2
```

Python code through Shared Output

```
# Create C-compatible double types for the outputs
a1, b1 = ctypes.c_double(), ctypes.c_double()
a2, b2 = ctypes.c_double(), ctypes.c_double()

# --- 4. Call the C Function ---
result = calculate_line_normals(
    P_coords[0], P_coords[1], d,
    ctypes.byref(a1), ctypes.byref(b1),
    ctypes.byref(a2), ctypes.byref(b2)
)

if result != 0:
    print(C function failed to find a solution.)
    exit()

# --- 5. Process the Results ---
# Convert the results from C types to NumPy arrays
n1 = np.array([a1.value, b1.value]).reshape(-1, 1)
n2 = np.array([a2.value, b2.value]).reshape(-1, 1)
```

Python code through Shared Output

```
# The point through which the lines pass
P = np.array([P_coords[0], P_coords[1]]).reshape(-1, 1)

# Calculate direction vectors by rotating the normal vectors
m1 = omat @ n1
m2 = omat @ n2

# Generate points for plotting the lines
line1 = line_dir_pt(m1, P, k1=-2, k2=2)
line2 = line_dir_pt(m2, P, k1=-2, k2=2)

# --- 6. Plotting ---
plt.figure(figsize=(8, 8))
plt.plot(line1[0, :], line1[1, :], label=r'$\sqrt{3}x + y - \sqrt{3} = 0$')
plt.plot(line2[0, :], line2[1, :], label=r'$\sqrt{3}x - y - \sqrt{3} = 0$')
plt.plot(P[0], P[1], 'o', color='red', markersize=8, label=f'Point P{P_coords}')
```

Python code through Shared Output

```
circle = plt.Circle((0, 0), d, color='gray', linestyle='--', fill
    =False, label=f'Distance d {d:.2f}')
plt.gca().add_artist(circle)

plt.axhline(0, color='black', linewidth=1)
plt.axvline(0, color='black', linewidth=1)
plt.title(r'Lines through  $(1, 0)$  at a distance of  $\frac{\sqrt{3}}{2}$  from the Origin (C Backend)')
plt.xlabel(x-axis)
plt.ylabel(y-axis)
plt.grid(True)
plt.legend()
plt.axis('equal')
plt.xlim(-1.5, 2.5)
plt.ylim(-2, 2)
plt.show()
```

Python code

```
import numpy as np
import matplotlib.pyplot as plt
from libs.funcs import line_dir_pt
from libs.params import omat # Import the rotation matrix

# --- Mathematical Setup ---
# The equation of a line is  $n.T * x = p$ .
# We are given a point  $P(1, 0)$  on the line and distance from
  origin  $d = \sqrt{3}/2$ .
# From the derivation, we found the relationship  $a^2 = 3*b^2$  for
  the normal vector  $n = [a, b].T$ .
# We choose  $a=\sqrt{3}$ , which gives  $b = +/-1$ .
n1 = np.array([np.sqrt(3), 1]).reshape(-1, 1)
n2 = np.array([np.sqrt(3), -1]).reshape(-1, 1)

# The point through which the lines pass
P = np.array([1, 0]).reshape(-1, 1)
O = np.array([0, 0]).reshape(-1, 1)
d = np.sqrt(3)/2
```

Python code

```
# --- Line Generation ---
# The direction vector 'm' of a line is perpendicular to its
  normal vector 'n'.
# We find 'm' by rotating 'n' by 90 degrees using the 'omat'
  matrix.
m1 = omat @ n1
m2 = omat @ n2

# Generate points for the two lines using the direction vector
  and the point P.
line1 = line_dir_pt(m1, P, k1=-2, k2=2)
line2 = line_dir_pt(m2, P, k1=-2, k2=2)

# --- Plotting ---
plt.figure(figsize=(8, 8))
```


Python code

```
# Plot the two lines
plt.plot(line1[0, :], line1[1, :], label=r'$\sqrt{3}x + y - \sqrt{3} = 0$')
plt.plot(line2[0, :], line2[1, :], label=r'$\sqrt{3}x - y - \sqrt{3} = 0$')

# Plot the point P and the Origin O
plt.plot(P[0], P[1], 'o', color='red', markersize=8, label='Point P(1, 0)')
plt.plot(O[0], O[1], 'o', color='black', markersize=8, label='Origin O(0, 0)')

# To verify the distance, plot a circle with radius d centered at the origin.
# The lines should appear tangent to this circle.
circle = plt.Circle((0, 0), d, color='gray', linestyle='--', fill=False, label=f'Distance d {d:.2f}')
plt.gca().add_artist(circle)
```

```
# --- Plot Customization ---
plt.axhline(0, color='black', linewidth=1)
plt.axvline(0, color='black', linewidth=1)
plt.title(rLines through (1, 0) at a distance of  $\frac{\sqrt{3}}{2}$  from the Origin)
plt.xlabel(x-axis)
plt.ylabel(y-axis)
plt.grid(True)
plt.legend()
plt.axis('equal') # Ensures correct aspect ratio
plt.xlim(-1.5, 2.5)
plt.ylim(-2, 2)
plt.show()
```

Plot By C code and Python Code

