# 2.2.19

#### RATHLAVATH JEEVAN -AI25BTECH11026

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# Question

The scalar product of the vector  $\hat{i} + \hat{j} + \hat{k}$  with a unit vector along the sum of vectors  $2\hat{i} + 4\hat{j} - 5\hat{k}$  and  $\lambda\hat{i} + 2\hat{j} + 3\hat{k}$  is equal to one. Find the value of  $\lambda$ .

## Theoretical Solution

#### **Solution:**

Given:

$$\mathbf{u} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}, \quad \mathbf{a} = \begin{pmatrix} 2 \\ 4 \\ -5 \end{pmatrix}, \quad \mathbf{b} = \begin{pmatrix} \lambda \\ 2 \\ 3 \end{pmatrix} \tag{1}$$

We require:

$$\mathbf{u}^{\top} \frac{\mathbf{a} + \mathbf{b}}{\|\mathbf{a} + \mathbf{b}\|} = 1 \tag{2}$$

Sum of vectors:

$$\mathbf{a} + \mathbf{b} = \begin{pmatrix} 2 + \lambda \\ 6 \\ -2 \end{pmatrix} \tag{3}$$

### Theoretical Solution

#### Dot product:

$$\mathbf{u}^{\top}(\mathbf{a} + \mathbf{b}) = \begin{pmatrix} 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} 2 + \lambda \\ 6 \\ -2 \end{pmatrix} = (2 + \lambda) + 6 + (-2) = \lambda + 6 \quad (4)$$

Norm of the sum:

$$\|\mathbf{a} + \mathbf{b}\| = \sqrt{(2+\lambda)^2 + 6^2 + (-2)^2} = \sqrt{(2+\lambda)^2 + 40}$$
 (5)

Condition:

$$\frac{\lambda + 6}{\sqrt{(2+\lambda)^2 + 40}} = 1\tag{6}$$

### Theoretical Solution

### Simplify:

$$\lambda + 6 = \sqrt{(\lambda + 2)^2 + 40} \tag{7}$$

Squaring,

$$(\lambda + 6)^2 = (\lambda + 2)^2 + 40 \tag{8}$$

$$\lambda^2 + 12\lambda + 36 = \lambda^2 + 4\lambda + 44 \tag{9}$$

$$8\lambda = 8 \quad \Rightarrow \quad \lambda = 1 \tag{10}$$

Conclusion: The required value is

$$\lambda = 1$$
 (11)

$$a = -3 \tag{12}$$

#### C Code

```
#include <stdio.h>
#include <math.h>
int main() {
    double lambda1, lambda2;
    // Equation: (lambda + 6) / sqrt((lambda+2)^2 + 40) = 1
    // Square both sides \Rightarrow (lambda+6)^2 = (lambda+2)^2 + 40
    // Expanding manually:
    // lambda^2 + 12lambda + 36 = lambda^2 + 4lambda + 44
    // => 8lambda = 8
    // \Rightarrow lambda = 1
    lambda1 = 1;
```

# C Code

```
printf(The value of lambda is: %.2f\n, lambda1);
    return 0;
}
```

# Python Code

```
import numpy as np
 import matplotlib.pyplot as plt
 from mpl_toolkits.mplot3d import Axes3D
 # Vectors
v1 = np.array([2, 4, -5])
v2 = np.array([1, 2, 3]) # lambdai + 2j + 3k
 # lambda = 1 solution
 lam = 1
 v sum = np.array([2+lam, 6, -2])
 # Vector (i + j + k)
u = np.array([1, 1, 1])
 # Create A4 figure (8.27 * 11.7 inches)
 fig = plt.figure(figsize=(8.27, 11.7))
 ax = fig.add subplot(111, projection='3d')
```

# Python Code

```
# Plot vectors
ax.quiver(0, 0, 0, v1[0], v1[1], v1[2], color='r', label='2i+4j-5
    k')
ax.quiver(0, 0, 0, lam*v2[0], lam*v2[1], lam*v2[2], color='b',
    label='lambdai+2j+3k (lambda=1)')
ax.quiver(0, 0, 0, v sum[0], v sum[1], v sum[2], color='g', label
    ='Sum vector')
ax.quiver(0, 0, 0, u[0], u[1], u[2], color='m', label='i+j+k')
# Labels and title
ax.set xlabel('X axis')
ax.set ylabel('Y axis')
ax.set zlabel('Z axis')
ax.set_title('3D Graph of Vectors (lambda=1)', fontsize=14)
ax.legend()
```

# Python Code

# Plot

beamer/figs/matg3.jpeg