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# EE5609 Assignment 1

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Abstract—This assignment involves finding a vector which is perpendicular to given two vectors and non-perpendicular to a third vector.

The python solution code for this problem can be downloaded from

https://github.com/vimalkb007/EE5609/blob/master/Assignment\_1/codes/assignment1 solution.py

The python verification code for this problem can be downloaded from

https://github.com/vimalkb007/EE5609/ blob/master/Assignment\_1/codes/ assignment1 solution verify.py

#### 1 Problem Statement

Let 
$$\mathbf{a} = \begin{pmatrix} 1 \\ 4 \\ 2 \end{pmatrix}$$
,  $\mathbf{b} = \begin{pmatrix} 3 \\ -2 \\ 7 \end{pmatrix}$  and  $\mathbf{c} = \begin{pmatrix} 2 \\ -1 \\ 4 \end{pmatrix}$ . Find a

vector **d** such that  $\mathbf{d} \perp \mathbf{a}, \mathbf{d} \perp \mathbf{b}$  and  $\mathbf{d}^T \mathbf{c} = 15$ .

### 2 THEORY

If two vectors are perpendicular, then their dot product is 0. If we have two vectors  $\mathbf{x}$ ,  $\mathbf{y}$  is given by  $\mathbf{x} \cdot \mathbf{y} = |\mathbf{x}| |\mathbf{y}| \cos(\theta)$ .

When  $\theta = \pi/2$  (90°), then  $\cos \theta = 0 \implies \mathbf{x} \cdot \mathbf{y} = 0$ .

If we have 3 equations and 3 unknowns, we can use Guassian Elimination method in order to find the unknowns.

#### 3 Solution

Lets consider vector **d** as  $\begin{pmatrix} x \\ y \\ z \end{pmatrix}$ .

It is given that  $\mathbf{d} \perp \mathbf{a}$ , then their corresponding dot product will be 0.

$$\mathbf{d} \cdot \mathbf{a} = 0 \implies \begin{pmatrix} x \\ y \\ z \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 4 \\ 2 \end{pmatrix} = 0$$

$$x + 4y + 2z = 0 (3.0.1)$$

Similarly, as  $\mathbf{d} \perp \mathbf{b}$ ,

$$\mathbf{d} \cdot \mathbf{b} = 0 \implies \begin{pmatrix} x \\ y \\ z \end{pmatrix} \cdot \begin{pmatrix} 3 \\ -2 \\ 7 \end{pmatrix} = 0$$
$$3x - 2y + 7z = 0 \tag{3.0.2}$$

Since, it is given that  $\mathbf{d}^T \mathbf{c} = 15$ , we can write it

as 
$$(x \ y \ z) \times \begin{pmatrix} 2 \\ -1 \\ 4 \end{pmatrix} = 15.$$

$$2x - y + 4z = 15 \tag{3.0.3}$$

Using equations 3.0.1, 3.0.2, 3.0.3, we can use Guassian Elimination Method in order to find the values of x, y, z.

$$\begin{bmatrix} 1 & 4 & 2 & 0 \\ 3 & -2 & 7 & 0 \\ 2 & -1 & 4 & 15 \end{bmatrix}$$

Applying  $R_2 \leftarrow R_2 - 3R_1$ ,  $R_3 \leftarrow R_3 - 2R_1$ 

$$\begin{bmatrix} 1 & 4 & 2 & 0 \\ 0 & -14 & 1 & 0 \\ 0 & -9 & 0 & 15 \end{bmatrix}$$

Applying  $R_3 \leftarrow R_3 - \frac{9}{14}R_2$ ,

$$\begin{bmatrix} 1 & 4 & 2 & 0 \\ 0 & -14 & 1 & 0 \\ 0 & 0 & \frac{-9}{14} & 15 \end{bmatrix}$$

We get the following equations as,

$$x + 4y + 2z = 0 ag{3.0.4}$$

$$-14y + z = 0 (3.0.5)$$

$$\frac{-9}{14}z = 15\tag{3.0.6}$$

Equating the above equations we get, x = 53.333, y = -1.667, z = -23.333

The resultant vector 
$$\mathbf{d} = \begin{pmatrix} 53.333 \\ -1.667 \\ -23.333 \end{pmatrix}$$