# Untitled1

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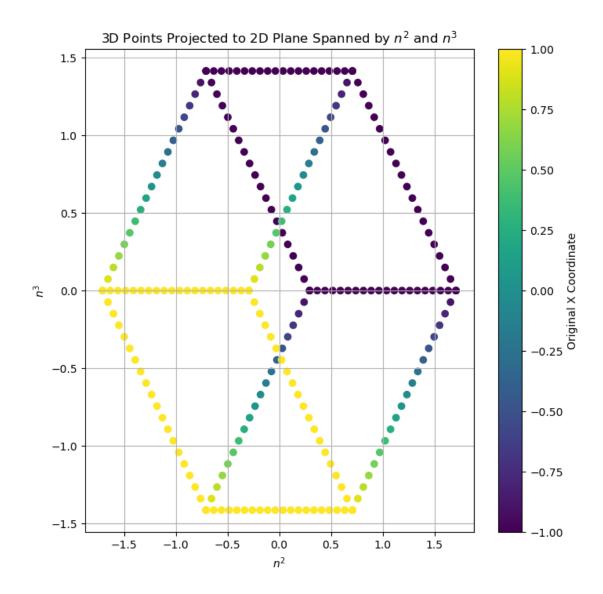
# 1 Practical Sheet 5

### 1.1 5.1

```
[]: import numpy as np
     def orthonormal_basis(theta, phi):
        # Unit vector n1
        n1 = np.array([np.sin(theta) * np.cos(phi), np.sin(theta) * np.sin(phi), np.
      ⇔cos(theta)])
        # Vector n3 parallel to the xy-plane and orthogonal to n1
        n3 = np.array([-np.sin(phi), np.cos(phi), 0])
        # Vector n2 as the cross product of n1 and n3
        n2 = np.cross(n1, n3)
        # Normalize n2 in case of any numerical errors, though it should already be
      →a unit vector
        n2 = n2 / np.linalg.norm(n2)
        return n1, n2, n3
     # Example usage
     theta = np.pi / 4 # 45 degrees
     phi = np.pi / 3 # 60 degrees
     n1, n2, n3 = orthonormal_basis(theta, phi)
     print("n1:", n1)
     print("n2:", n2)
     print("n3:", n3)
```

#### 1.2 - 5.2

```
[31]: def project_points(points, n1, n2, n3):
    transformation_matrix = np.vstack((n1, n2, n3)).T
    projected_points = points @ transformation_matrix
    return projected_points[:, :2]
```



## 1.3 5.3

```
[29]: import numpy as np
import matplotlib.pyplot as plt
from matplotlib import cm

def generate_rotation_plots(points, theta, num_plots=5):
    phi_values = np.linspace(0, np.pi/2, num_plots)

fig, axes = plt.subplots(1, num_plots, figsize=(15, 3))
    color_map = cm.ScalarMappable(cmap='viridis')

for i, phi in enumerate(phi_values):
```

```
n1, n2, n3 = orthonormal_basis(theta, phi)
    A = np.column_stack((n2, n3))
    projected_points = points @ A

    colors = points[:, 2]  # Using z-coordinate for color
    sc = axes[i].scatter(projected_points[:, 0], projected_points[:, 1],
    oc=color_map.to_rgba(colors))
    axes[i].set_title(f'phi = {phi:.2f} rad')
    axes[i].set_xlim([-3, 3])
    axes[i].set_ylim([-3, 3])
    axes[i].set_aspect('equal')

fig.colorbar(color_map, ax=axes.ravel().tolist(), label='Z-coordinate')
    plt.show()

theta = np.pi / 4
generate_rotation_plots(points, theta)
```

