

Sample Quiz
CS170A – Mathematical Models and Methods for Computer Science
Spring 2013
OPEN BOOK
Wednesday, April 17, 2013, 5:00pm-5:50pm

1. **Matrices**

For each of the following matrices, determine (yes/no) whether the matrix is: unitary, hermitian, invertible, positive definite. (Recall A is positive definite if it is hermitian and all of its eigenvalues are positive real values.) Assume that $i = \sqrt{-1}$.

matrix	invertible?	hermitian?	skew-hermitian?	unitary?
$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$	True <input type="checkbox"/> False <input type="checkbox"/>	True <input type="checkbox"/> False <input type="checkbox"/>	True <input type="checkbox"/> False <input type="checkbox"/>	True <input type="checkbox"/> False <input type="checkbox"/>
$\begin{pmatrix} 0 & 1 \\ -1 & 0 \end{pmatrix}$	True <input type="checkbox"/> False <input type="checkbox"/>	True <input type="checkbox"/> False <input type="checkbox"/>	True <input type="checkbox"/> False <input type="checkbox"/>	True <input type="checkbox"/> False <input type="checkbox"/>
$\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$	True <input type="checkbox"/> False <input type="checkbox"/>	True <input type="checkbox"/> False <input type="checkbox"/>	True <input type="checkbox"/> False <input type="checkbox"/>	True <input type="checkbox"/> False <input type="checkbox"/>
$\begin{pmatrix} 1 & -1 \\ -1 & 1 \end{pmatrix}$	True <input type="checkbox"/> False <input type="checkbox"/>	True <input type="checkbox"/> False <input type="checkbox"/>	True <input type="checkbox"/> False <input type="checkbox"/>	True <input type="checkbox"/> False <input type="checkbox"/>

For each of the following equations, mark whether the equation is True (valid for all specified matrices A) or False. Assume that A' denotes the transpose of A , A^* denotes the hermitian transpose of A , and $i = \sqrt{-1}$.

For full credit, if you mark it True, you must show how you derived this. If you mark it False, you must give a *counterexample* (values for these sets for which the equation does not hold).

- (a) True ☐ False ☐

Every product of two 2×2 rotation matrices is orthogonal, if we assume that the rotation matrices have the form $\begin{pmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{pmatrix}$ where θ is real.

Explanation:

- (b) True ☐ False ☐

If $A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$ then the eigenvalues of A are $\lambda = \left((a+d) \pm \sqrt{(a+d)^2 - 4(ad-bc)} \right) / 2$.

Explanation:

- (c) True ☐ False ☐

If $A = U D U'$, where D is a diagonal matrix of positive real values and U is a real unitary matrix, then A is symmetric and U is orthogonal.

- (d) True ☐ False ☐

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- (e) True ☐ False ☐

If the eigenvalues of a square matrix A are all real and positive, then A is invertible.

- (f) True ☐ False ☐

If a matrix is hermitian and also unitary, then it is the identity matrix.

2. MATLAB

Suppose you are given the following program:

```
n = 20
rotate3d on
zoom on
colormap(summer)
for i=1:n
    for j=1:n ; u(i,j) = sin(i+j) ; end
end
for iteration = 1:10
    for i=2:n-1
        for j=2:n-1
            u(i,j) = (u(i-1,j)+u(i,j-1)+u(i+1,j)+u(i,j+1))/4;
        end
    end
    surf(u)
    M(iteration) = getframe;
end
movie(M,5)
```

Please answer the following:

- show how to turn the for-loops portion of this program into a MATLAB function that takes the number of iterations (fixed at 10 above) and a square initial matrix u as input (defined by $u(i,j) = \sin(i+j)$ above), and then – after finding the value of n as the size of u – returns the movie M resulting the iteration. In other words the function should take two arguments as input, and yield M as output.
- consider the function

```
function B = shift(A, k)
    m = size(A,1);
    n = size(A,2);
    B = zeros(m,n);
    for i=1:m
        for j=max(1,1-k):min(n,n-k) % 1:(n-k) if k>0, (1-k):n if k<0
            B(i,j) = A(i,j+k);
        end
    end
end
```

First, what does this function do? For $k = -1$ and $m = n = 3$, give an example matrix A and the matrix B it produces.

- By using Matlab vector sequences (like ‘1:n’), replace both of the loops with a single statement of the form $B(\dots) = A(\dots)$;
- Similarly, convert the inner two for-loops and assignment $u(i,j) = \dots$ in the middle of the movie program above into a single matrix assignment $U = \dots$.