```
Problem 1.
                   S_1 = \{(X_1, X_2): X_1^2 + X_2^2 = 1\} not convex.
Solution
                   Counterexample: (x_1, x_2) = (1, 0) (y_1, y_2) = (0, 1) \lambda = \frac{1}{2}
                                  \frac{1}{2}(x_1, x_2) + \frac{1}{2}(y_1, y_2) = (\frac{1}{2}, \frac{1}{2}) \notin S.
            • S_2 = \{(x_1, x_2): |x_1| + |x_2| \le 1\} Convex
                  Proof: For every X = (X_1, X_2), y = (y_1, y_2) and every \lambda \in (0, 1)
                                  \lambda x + (1-\lambda)y = (\lambda x_1 + (1-\lambda)y_1, \lambda x_2 + (1-\lambda)y_2)
                             Then we compute
                                |\lambda \chi_1 + (1-\lambda) \chi_1 + |\lambda \chi_2 + (1-\lambda) \chi_2|
                                  \leq |\lambda x_1| + |(1-\lambda)y_1| + |\lambda x_2| + |(1-\lambda)y_2| [Triangular inequality]
                                  = \lambda \left( |x_1| + |x_2| \right) + \left( |-\lambda| \left( |y_1| + |y_2| \right) \right)  [rearrange terms]
                                                                                  [x,y & S]
                                  \leq \lambda + 1 - \lambda
                                  -----
                                                                                                                  #
 Problem 2.
                       View X2 as a constant
                         \frac{df}{dx_1} = 2x_1 - 4x_2, \quad \frac{d^2f}{dx_1^2} = 2 \ge 0 \quad \text{for every } x_1
                         Thus, f is convex in X1.
                       View x, as a constant
                          \frac{df}{dx_1} = 2x_2 - 4x_1, \quad \frac{d^2f}{dx_1} = 2 \ge 0 \quad \text{for every } x_2
                          Thus, f is convex in x2
                          Consider some point. for example (0,0)
                  c)
                             H(0,0) = \begin{bmatrix} 2 & -4 \\ -4 & 2 \end{bmatrix}
                            By the definition of eigenvalues, H_X = \lambda X for every X \neq 0
                                         (H - \lambda I) x = 0
```



