Unit 8

Linearity (with solution)

Question 1: Vector Space

Consider the set of all binary n-vectors, $\{0, 1\}^n$

Addition of two vectors is defined by

$$(x_1, ..., x_n) + (y_1, ..., y_n) = (x_1 + y_1, ..., x_n + y_n),$$

where the addition of two bits is defined by modulo-2 addition (i.e., logical XOR).

Scalar multiplication is defined by

$$c(x_1, ..., x_n) = (cx_1, ..., cx_n), \text{ for } c \in \{0, 1\},\$$

where multiplication of two bits is defined by usual multiplication (i.e., $0 \cdot 0 = 0 \cdot 1 = 0$ and $1 \cdot 1 = 1$).

Is it a vector space?

Q.1 (solution)

- Commutative and associative conditions are satisfied because of the property of XOR.
- \square Zero condition is satisfied since x + 0 = x.
- □ Inverse condition is satisfied since x + x = 0.
- Associative and Unitarity conditions for scale multiplication are satisfied due to the property of usual multiplication.
- ☐ It is straightforward to check that the two distributive conditions are also satisfied.

Question 2: Subspace

The set of all real polynomials (with usual addition and scalar multiplication) is a vector space.

 The degree of a polynomial is the highest of the degrees of its monomials (individual terms) with *non-zero* coefficients.

Is each of the following sets its subspaces? Why?

- a) The set of all real polynomials with degree less than n;
- b) The set of all real polynomials with degree equal to n.

Q.2 (solution)

- The set consists of all real polynomials in the form of $p = a_0 + a_1x + \cdots + a_{n-1}x^{n-1}$.

 (Note: some coefficients a_i may be zero)
- Closed under addition:

$$p + q = (a_0 + b_0) + (a_1 + b_1)x + \dots + (a_{n-1} + b_{n-1})x^{n-1}$$
 is still in the set.

Closed under scalar multiplication:

$$cp = (ca_0 + ca_1x + \dots + ca_{n-1}x^{n-1})$$
 is still in the set.

Therefore, it is a subspace.

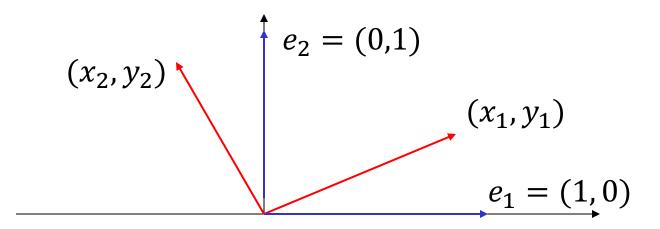
Q.2 (solution)

- b) The set consists of all real polynomials in the form of $p = a_0 + a_1 x + \dots + a_n x^n$, $a_n \neq 0$.
- Not closed under addition if $a_n = -b_n$: $p + q = (a_0 + b_0) + (a_1 + b_1)x + \dots + (a_n + b_n)x^n$ $= (a_0 + b_0) + (a_1 + b_1)x + \dots + (a_{n-1} - b_{n-1})x^{n-1}$, whose degree is at most n - 1.
- Not closed under scalar multiplication if c = 0: 0p = 0, whose degree is 0.
- ☐ Therefore, it is **not** a subspace.

Additional Explanation on Q.2(b)

- To better understand the solution (which applies to any value of n), you may consider a concrete example, say, n = 2.
- □ The set of all polynomials with degree equal to 2 is $\{ax^2 + bx + c : a > 0\}$.
 - Note that *a* must be positive, for otherwise the degree of the polynomial is less than 2.
- □ Consider x^2 and $-x^2$, which are both in the above set. The set is **not closed under addition** because $x^2 + (-x^2) = 0$, which has degree 0.
- ☐ It can also be proved that the set is **not closed under** scalar multiplication by choosing the scalar to be 0.

Question 3: Rotation



Consider anti-clockwise rotations of e_1 and e_2 by 30^o .

- a) Find (x_1, y_1) and (x_2, y_2) .
- b) Consider an arbitrary vector v = (x, y). Express v as a linear combination of e_1 and e_2 .
- c) What is the resultant vector after rotating v by 30° ?
- d) What is the corresponding rotation matrix?

Q.3 (solution)

$$e_{2} = (0,1)$$

$$(x_{1}, y_{1})$$

$$e_{1} = (1,0)$$

a)
$$(x_1, y_1) = \left(\frac{\sqrt{3}}{2}, \frac{1}{2}\right), (x_2, y_2) = \left(-\frac{1}{2}, \frac{\sqrt{3}}{2}\right)$$

b)
$$v = xe_1 + ye_2$$

c)
$$v' = x\left(\frac{\sqrt{3}}{2}, \frac{1}{2}\right) + y\left(-\frac{1}{2}, \frac{\sqrt{3}}{2}\right)$$
 (by linearity)
$$= \left(\frac{\sqrt{3}}{2}x - \frac{1}{2}y, \frac{1}{2}x + \frac{\sqrt{3}}{2}y\right)$$

d)
$$A = \begin{bmatrix} \frac{\sqrt{3}}{2} & -\frac{1}{2} \\ \frac{1}{2} & \frac{\sqrt{3}}{2} \end{bmatrix}$$

Question 4: Projection

Consider the straight line $y = \frac{x}{2}$ in the 2-dimensional space.

- a) Find the matrix that projects any vector to the above line.
- b) Hence, find the projection of (3, 2) onto the above line.

Q.4 (solution)

a) The slope is $\frac{1}{2}$. Consider a right-angled triangle with base 2, height 1, and hypotenuse $\sqrt{5}$. Therefore, $\cos \theta = \frac{2}{\sqrt{5}}$ and $\sin \theta = \frac{1}{\sqrt{5}}$.

The projection matrix is

$$P = \begin{bmatrix} c^2 & cs \\ cs & s^2 \end{bmatrix} = \frac{1}{5} \begin{bmatrix} 4 & 2 \\ 2 & 1 \end{bmatrix}.$$

b) The vector after projection is

$$\frac{1}{5} \begin{bmatrix} 4 & 2 \\ 2 & 1 \end{bmatrix} \begin{bmatrix} 3 \\ 2 \end{bmatrix} = \frac{1}{5} \begin{bmatrix} 16 \\ 8 \end{bmatrix}.$$

Question 5: Geometric Transformations

□ Consider the vector (3, 17, 12). First, it is reflected across the *y-z* plane. Next, it is projected onto the *x-y* plane. Lastly, it is rotated anti-clockwise by 60° on the *x-y* plane. What is the *x*-component of the resultant vector? Round your answer to 2 decimal places.

Q5. Solution

□ Solution:

- \circ Reflection across the *y-z* plane: (-3, 17, 12).
- \circ Projection onto the *x-y* plane: (-3, 17, 0).
- Rotation anti-clockwise by 60° on the *x-y* plane:

$$\begin{bmatrix} \cos 60^o & -\sin 60^o \\ \sin 60^o & \cos 60^o \end{bmatrix} \begin{bmatrix} -3 \\ 17 \end{bmatrix} = \begin{bmatrix} -16.22 \\ 5.90 \end{bmatrix}.$$

 \circ Hence, the *x*-component is -16.22.

