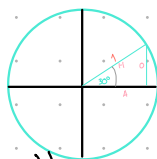


d) By hand and in Julia, compute d , $d*d$, d^2*d . Using either Julia or by hand, plot each of these points on the real-imaginary plane, like in a). What do you notice about the effect of multiplying by d ? (Hint: if you don't quite see the pattern by d^2*d , keep multiplying by d and see what you get!)

e) By hand, rewrite d in the form $re^{i\phi}$, where r is a real scalar. By hand compute $d*d$, d^2*d analytically, i.e., without solving for actual numbers on each step. How does your answer here relate to the previous answer? (Hint: in Julia, `is` `atan()`).

d) $0.966 + i0.259$
 $d = \cos(30^\circ) + i\sin(30^\circ)$



$$\cos \theta = \frac{A}{H} \quad \cos(30^\circ) = A$$

$$\cos(2\theta) = \cos^2(\theta) + \sin^2(\theta)$$

$$\sin(2\theta) = 2\sin\theta\cos\theta$$

$$d \times d = (\cos(30^\circ) + i\sin(30^\circ)) \times (\cos(30^\circ) + i\sin(30^\circ))$$

$$= \cos^2(30^\circ) + 2i\sin(30^\circ)\cos(30^\circ) - \sin^2(30^\circ) = \cos(60^\circ) + i\sin(60^\circ)$$

DOUBLE ANGLE

$$d^2 \times d = (\cos(30^\circ) + i\sin(30^\circ)) \times (\cos^2(30^\circ) + 2i\sin(30^\circ)\cos(30^\circ) - \sin^2(30^\circ))$$

$$= \cos^3(30^\circ) + 3i\sin(30^\circ)\cos^2(30^\circ) - 3\sin^2(30^\circ)\cos(30^\circ) - i\sin^3(30^\circ)$$

$$= \cos(90^\circ) + i\sin(90^\circ)$$

TRIPLE ANGLE

With every power, we are simply increasing the angle by a factor of itself \Rightarrow angle is tripped

e) $d = \cos(30^\circ) + i\sin(30^\circ)$ in $re^{i\phi}$
 $\hookrightarrow 30^\circ = \frac{\pi}{12}$

$$e^{ix} = \cos(x) + i\sin(x)$$

$$e^{i\frac{\pi}{12}} = \cos\left(\frac{\pi}{12}\right) + i\sin\left(\frac{\pi}{12}\right)$$

$$d \times d = e^{ix} \times e^{ix} = e^{i2x} \quad \text{where } x = \frac{\pi}{12}$$

$$d^2 \times d = e^{i2x} \times e^{ix} = e^{i3x}$$

$$d^3 = e^{i\frac{\pi}{4}}$$

$$\phi = \tan^{-1}\left(\frac{b}{a}\right) \quad re^{i\phi} = a + ib$$

$$re^{i\frac{\pi}{4}} = d^3$$

$$= \cos\left(\frac{\pi}{4}\right) + i\sin\left(\frac{\pi}{4}\right)$$

$$\frac{\pi}{4} = \tan^{-1}\left(\frac{\sin(\frac{\pi}{4})}{\cos(\frac{\pi}{4})}\right)$$

TRUE

$$\frac{\pi}{4} = \tan^{-1}(d^3)$$

We see the same trend here \Rightarrow angle is tripped!

$$e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \frac{x^4}{4!} \dots$$

$$\cos(x) = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} \dots$$

$$i\sin(x) = i\left(x - \frac{x^3}{3!} + \frac{x^5}{5!} \dots\right)$$

$$e^{ix} = 1 + ix - \frac{x^2}{2!} - \frac{ix^3}{3!} + \frac{x^4}{4!} \dots$$

$$e^{ix} = \cos(x) + i\sin(x) = 1 + ix - \frac{x^2}{2!} - \frac{ix^3}{3!} + \frac{x^4}{4!} \dots$$

b) By hand, use the diagonalized representation of M (i.e. $M = V \Lambda V^{-1}$, where Λ is a diagonal matrix of eigenvalues and V is a matrix whose columns are the corresponding eigenvectors) to compute $M^{1/2}$. Report the values of $\Lambda^{1/2}$. You can use Julia to compute V^{-1} . (Note: $1/\sqrt{2} \approx 0.7071$ and **1e-16** is effectively equal to 0 when using Julia (this is the residual result of rounding on a computer). Hint: you can use Julia to find the values of $\Lambda^{1/2}$ but you must show by hand that this is true).

$$M = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \quad \lambda = \begin{bmatrix} i & 0 \\ 0 & -i \end{bmatrix} \quad V = \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} \\ i/\sqrt{2} & -i/\sqrt{2} \end{bmatrix}$$

$$M^{1/2} = X \quad \text{such that} \quad X * X = M \quad V^{-1} = \begin{bmatrix} 1/\sqrt{2} & -i/\sqrt{2} \\ i/\sqrt{2} & 1/\sqrt{2} \end{bmatrix}$$

$$M = V \Lambda V^{-1}$$

$$X = V \Lambda^{1/2} V^{-1}$$

$$X * X = V \Lambda^{1/2} V^{-1} V \Lambda^{1/2} V^{-1}$$

$$M = V \Lambda^{1/2} \Lambda^{1/2} V^{-1}$$

$$M = V \Lambda V^{-1}$$

$$\Lambda^{1/2} = \begin{bmatrix} i & 0 \\ 0 & -i \end{bmatrix}^{1/2} = \begin{bmatrix} 1/\sqrt{2}(1+i) & 0 \\ 0 & 1/\sqrt{2}(1-i) \end{bmatrix}$$

$$V \Lambda^{1/2} = \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} \\ i/\sqrt{2} & -i/\sqrt{2} \end{bmatrix} \begin{bmatrix} 1/\sqrt{2}(1+i) & 0 \\ 0 & 1/\sqrt{2}(1-i) \end{bmatrix}$$

$$= \begin{bmatrix} 1/2(1+i) & 1/2(1-i) \\ 1/2(-1+i) & 1/2(-1-i) \end{bmatrix} \Rightarrow X V^{-1} = \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} \\ -1/\sqrt{2} & 1/\sqrt{2} \end{bmatrix} = M^{1/2}$$