Exercise 5 (Week 4)

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1. Define the bijective binary-counting function $\mathbb{B}^n \to [0, 2^n)$ and show that its inverse equals the function bin in Section 1.1.

Solution. The binary-counting function $\mathbb{B}^n \to [0, 2^n)$ is defined as

$$f(b_n b_{n-1} \dots b_1) = \sum_{i=1}^n 2^{n-i} b_i.$$

To show that its inverse equals the function bin, i.e., $f^{-1}(x) = bin(x)$, we have to prove that

$$f(bin(x)) = x \tag{1}$$

and

$$bin(f(b_n b_{n-1} \dots b_1)) = b_n b_{n-1} \dots b_1.$$
 (2)

For (1), suppose

$$bin(x) = b_n b_{n-1} \dots b_1.$$

By the conversion rule of binary numbers, we have

$$x = \sum_{i=1}^{n} 2^{n-i} b_i.$$

Then

$$f(bin(x)) = f(b_n b_{n-1} \dots b_1) = \sum_{i=1}^{n} 2^{n-i} b_i = x.$$

For (2), since

$$f(b_n b_{n-1} \dots b_1) = \sum_{i=1}^n 2^{n-i} b_i,$$

we have

$$bin(f(b_n b_{n-1} \dots b_1)) = bin(\sum_{i=1}^n 2^{n-i} b_i) = b_n b_{n-1} \dots b_1.$$

By (1) and (2), $f^{-1}(x) = bin(x)$ holds.

2. Check the matrix Λ in the cases n=1,2.

SOLUTION. We have

$$\Lambda(\chi) - E(\chi) = E(\chi) - \chi$$
$$\Lambda(\chi) = 2E(\chi) - \chi$$
$$\forall x : \mathbb{B}^n \cdot \Lambda(\chi)(x) = 2E(\chi) - \chi(x)$$

then for n=1,

$$\forall x : \mathbb{B} \cdot \Lambda(\chi)(x) = 2(\frac{1}{2} \sum_{y : \mathbb{B}} \chi(y)) - \chi(x),$$

$$\Lambda = 2 \times \frac{1}{2} \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} - \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix},$$

and for n=2,

$$\forall x : \mathbb{B}^2 \cdot \Lambda(\chi)(x) = 2(\frac{1}{4} \sum_{y : \mathbb{B}^2} \chi(y)) - \chi(x),$$

3. Check that multiplication by matrix (1) achieves rotation in the plane.

SOLUTION. Consider a point represented as $(\cos b, \sin b)$, where b is the angle between the point and the x-axis.

Then after rotation by the matrix (1), we have

$$\begin{pmatrix} \cos a & -\sin a \\ \sin a & \cos a \end{pmatrix} \begin{pmatrix} \cos b \\ \sin b \end{pmatrix} = \begin{pmatrix} \cos a \cos b - \sin a \sin b \\ \sin a \cos b + \cos a \sin b \end{pmatrix}$$
$$= \begin{pmatrix} \cos (a+b) \\ \sin (a+b) \end{pmatrix},$$

which is the point after rotation by angle a.

Therefore, multiplication by matrix (1) achieves rotation in the plane.