Exericse 2

```
import numpy as np
#Dimention of matrix
N = 50
\# Construct \ random \ Matrix \ of \ dimention \ N
A = np.random.randint(5, size=(N, N))
############### 1.94 ################
\#Construct identity Matrix of dimention N
I = np.eye(N)
#Calculation of I : A
I_leftside = 0
for i in range(N):
    for j in range(N):
        I_{leftside} += I[i, j]*A[i, j]
#Calculation of trace of matrix A
A_trace = float(np.trace(A))
#Calculation of A : I
I_rightside = 0
for i in range(N):
    for j in range(N):
        I_rightside += A[i, j]*I[i, j]
test_1 = I_leftside == A_trace
test_2 = A_trace == I_rightside
print("Property 1.94")
print("I : A = tr(A) is %r" % test_1)
print("tr(A) = A : I is %r \n" % test_2)
################ 1.96 #################
u = np.random.randint(100, size=N)
v = np.random.randint(100, size=N)
u_cross_v = np.outer(u, v)
A_leftside = 0
A_rightside = 0
for i in range(N):
    for j in range(N):
        A_leftside += A[i, j]*u_cross_v[i, j]
        A_rightside += u_cross_v[i, j]*A[i, j]
u_Av = np.dot(u, np.dot(A,v))
test_1 = A_leftside == u_Av
test_2 = u_Av == A_rightside
print("Property 1.96")
print("A : (u (x) v) = u dot Av is %r" % test_1)
```

$print("u dot Av = (u (x) v) : A is %r" % test_2)$

```
#### TERMINAL OUTPUT ####

Property 1.94
I : A = tr(A) is True
tr(A) = A : I is True

Property 1.96
A : (u (x) v) = u dot Av is True
u dot Av = (u (x) v) : A is True
```

Exercise 3 Verify $\nabla(uv) = \nabla(u)v + u \nabla v \quad u, v \in \mathbb{R}$ $\nabla(uv) = \left(\frac{\partial uv + u\partial v}{\partial x}, \frac{\partial uv + u\partial v}{\partial y}, \frac{\partial u}{\partial y}, \frac{\partial u}{\partial z}, \frac{\partial u}{\partial z}\right)$ V(u)v+uvv-(duv+udv, duv+udv, duv+udv)

∂x dx dy dy dz dz Each component cancles out! Verify v.(ūxv)=v·v×ū-ū·v×v ū,v∈R V. uxi = (2 /2 /2). (uyvz-uzvy, uxvz-uzvx, uxvy-uyvx) Duybor + Durly - Durly - uz dry + 24 24 24 - 02 drx + White ! dustry+ undry - dustry - uydry William = log 2 le lox lox loy d veû -û v.0 - witz + widty - wyde + wydtz - wzdty + wzdy. All terms cancel out

Fractise 4

$$\vec{V} = \vec{V}(\vec{x}, t) = (-\alpha(\vec{x}, +x, \vec{x}_{2}) e^{-\beta t}, \alpha(\vec{x}_{1}, x_{2} + x_{2}) e^{-\beta t})$$

Spatial acceleration: $\vec{a} = \frac{\partial \vec{v}}{\partial t} + \vec{v}(\vec{v}, \vec{v}) \vec{v}$

$$\frac{\partial \vec{v}}{\partial t} = (+\alpha \beta e^{-\beta t}(\vec{x}_{1} + x, x_{2}), -\alpha \beta e^{-\beta t}(\vec{x}_{1}, x_{2} + x_{3}))$$

$$(\vec{v}\vec{v}) \vec{v} = (\alpha e^{-\beta t})^{2} \left(-3\vec{x}_{1}^{2} + x_{2}^{2} + 2\vec{x}_{1} + x_{2}^{2} + 2\vec{x}_{2} + x_{3}^{2} + x_{3}^{2} + x_{4}^{2} + x_{5}^{2} + x_{5}^{2}$$

 $\hat{a}((1,0,0),0) = (\alpha\beta,0) + (-3\alpha^2,0) = (-3\alpha^3\beta,0)$