EECS 16A Designing Information Devices and Systems I Discussion 7A

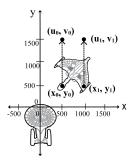
1. Matrix Multiplication Proof

- (a) Given that matrix A is square and has linearly independent columns, which of the following are true?
 - i. A is full rank
 - ii. A has a trivial nullspace
 - iii. $A\vec{x} = \vec{b}$ has a unique solution for all \vec{b}
 - iv. A is invertible
 - v. The determinant of A is non-zero

2. The Romulan Ruse

While scanning parts of the galaxy for alien civilization, the starship USS Enterprise NC-1701D encounters a Romulan starship that is known for advanced cloaking devices.

(a) The Romulan illusion technology causes a point (x_0, y_0) to transform or *map* to (u_0, v_0) . Similarly, (x_1, y_1) is mapped to (u_1, v_1) . Figure 1 and Table 1 show these points.



Original Point Mapped Point
$$(x_0, y_0) = (500, 500)$$
 $(u_0, v_0) = (500, 1500)$

Original Point Mapped Point
$$(x_1, y_1) = (1000, 500)$$
 $(u_1, v_1) = (1000, 1500)$

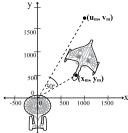
Figure 1: Figure for part (a)

Table 1: Original and Mapped Points

Find a transformation matrix \mathbf{A}_0 such that

$$\begin{bmatrix} u_0 \\ v_0 \end{bmatrix} = \mathbf{A}_0 \begin{bmatrix} x_0 \\ y_0 \end{bmatrix}, \text{ and } \begin{bmatrix} u_1 \\ v_1 \end{bmatrix} = \mathbf{A}_0 \begin{bmatrix} x_1 \\ y_1 \end{bmatrix}.$$

(b) In this scenario, every point on the Romulan ship (x_m, y_m) is mapped to (u_m, v_m) , such that vector $\begin{bmatrix} x_m \\ y_m \end{bmatrix}$ is rotated counterclockwise by 30° and then scaled by 2 in the x- and y-directions. This transformation is shown in Figure 2.



0 1,3003		$\sqrt{\frac{2}{2}}$	$\sqrt{2}$	
-500 500 1000 1500 X	60°	$\frac{\sqrt{3}}{2}$	$\frac{1}{2}$	١ ١
M	90°	ĩ	Õ	
0	'		•	'

Figure 2: Figure for part (b)

Table 2: Trigononometric Table

Find a transformation matrix R such that
$$\begin{bmatrix} u_m \\ v_m \end{bmatrix} = \mathbf{R} \begin{bmatrix} x_m \\ y_m \end{bmatrix}$$
.

The Romulan ship has launched a probe into space and the Enterprise is trying to destroy the probe by firing a photon torpedo along a straight line from point (0,0) towards the probe.

(c) The Romulan generals found a clever way to hide the probe by transforming (mapping) its position with a *cloaking* (transformation) matrix A_p :

$$\mathbf{A}_p = \begin{bmatrix} 1 & 3 \\ 2 & 6 \end{bmatrix}.$$

They positioned the probe at (x_p, y_p) so that it maps to

$$(u_p, v_p) = (0, 0)$$
, where $\begin{bmatrix} u_p \\ v_p \end{bmatrix} = \mathbf{A}_p \begin{bmatrix} x_p \\ y_p \end{bmatrix}$.
This scenario is shown in Figure 3. The initial position

This scenario is shown in Figure 3. The initial position of the torpedo is (0,0) and the torpedo cannot be fired on its initial position! Impressive trick indeed!

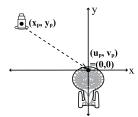


Figure 3: Figure for part (c)

Find the possible positions of the probe (x_p, y_p) so that $(u_p, v_p) = (0, 0)$.

(d) It turns out the Romulan engineers were not as smart as the Enterprise engineers. Their calculations did not work out and they positioned the probe at (x_q, y_q) such that the *cloaking* (transformation) matrix, \mathbf{A}_p , mapped it to (u_q, v_q) , where

$$\begin{bmatrix} u_q \\ v_q \end{bmatrix} = \mathbf{A}_p \begin{bmatrix} x_q \\ y_q \end{bmatrix}, \text{ and } \mathbf{A}_p = \begin{bmatrix} 1 & 3 \\ 2 & 6 \end{bmatrix}.$$

As a result, the torpedo, while traveling straight from (0,0) to (u_q,v_q) , hit the probe at (x_q,y_q) on the way! The scenario is shown in Figure 4. For the torpedo to hit the probe, we must have $\begin{bmatrix} u_q \\ v_q \end{bmatrix} = \lambda \begin{bmatrix} x_q \\ y_q \end{bmatrix}$, where λ is a real number.

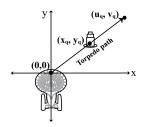


Figure 4: Figure for part (d)

Find the possible positions of the probe (x_q,y_q) so that $(u_q,v_q)=(\lambda x_q,\lambda y_q)$. Remember that the torpedo cannot be fired on (0,0). This means that $(u_q,v_q)=(\lambda x_q,\lambda y_q)$ cannot be (0,0).