

2. Let $\{\vec{v}_1, \vec{v}_2, \dots, \vec{v}_k\}$ be a set of k linearly dependent vectors in \mathbb{R}^n

Let A be an arbitrary matrix $A^{n \times n}$.

$\{\vec{v}_1, \dots, \vec{v}_k\}$ being linearly dependent implies that

there exists an index i and scalars α_j 's such that

$$\vec{v}_i = \sum_{j \neq i} \alpha_j \vec{v}_j.$$

Multiplying by A on both sides :

$$A\vec{v}_i = A\left(\sum_{j \neq i} \alpha_j \vec{v}_j\right)$$

Using the properties of vector-matrix multiplication,

$$A\vec{v}_i = \sum_{j \neq i} A(\alpha_j \vec{v}_j) = \sum_{j \neq i} \alpha_j (A\vec{v}_j)$$

\therefore the set of vectors $\{A\vec{v}_1, A\vec{v}_2, \dots, A\vec{v}_k\}$

is linearly dependent again by definition.

$$4. a) \begin{bmatrix} q_x \\ q_y \end{bmatrix} = \begin{bmatrix} R_{xx} & R_{xy} \\ R_{yx} & R_{yy} \end{bmatrix} \begin{bmatrix} p_x \\ p_y \end{bmatrix} + \begin{bmatrix} T_x \\ T_y \end{bmatrix}$$

$$\begin{bmatrix} q_x \\ q_y \end{bmatrix} = \begin{bmatrix} R_{xx}p_x + R_{xy}p_y \\ R_{yx}p_x + R_{yy}p_y \end{bmatrix} + \begin{bmatrix} T_x \\ T_y \end{bmatrix}$$

You know the vector \vec{q} and the vector \vec{p} ; you don't know the \vec{T} and $R_{xx}, R_{xy}, R_{yx}, R_{yy}$ for a total of 6 unknowns. You need 6 equations to solve for all unknowns thus you need ^{at least} 3 pairs of common points \vec{p} and \vec{q} .

$$b) \begin{aligned} R_{xx}p_{x1} + R_{xy}p_{y2} + T_{x1} &= q_{x1} \\ R_{yx}p_{x1} + R_{yy}p_{y2} + T_{y1} &= q_{y1} \\ R_{xx}p_{x2} + R_{xy}p_{y3} + T_{x2} &= q_{x2} \\ R_{yx}p_{x2} + R_{yy}p_{y3} + T_{y2} &= q_{y2} \\ R_{xx}p_{x3} + R_{xy}p_{y4} + T_{x3} &= q_{x3} \\ R_{yx}p_{x3} + R_{yy}p_{y4} + T_{y3} &= q_{y3} \end{aligned}$$

c) If $\vec{p}_1, \vec{p}_2, \vec{p}_3$ are colinear that means that $(\vec{p}_2 - \vec{p}_1) = k(\vec{p}_3 - \vec{p}_1)$ for some $k \in \mathbb{R}$.

$$\vec{p}_2 - \vec{p}_1 = k\vec{p}_3 - k\vec{p}_1$$

$$\vec{p}_2 = k\vec{p}_3 + (1-k)\vec{p}_1$$

\therefore since we can write \vec{p}_2 as a linear combo of \vec{p}_3 and \vec{p}_1 we do not

have enough information to solve for all and therefore can sketch the

pictures in more than one way (for ex. rotation since points are colinear or reflection)

3.

$$\begin{aligned} a) \quad & 0.5T_1 + 0.5T_2 = P_1 \\ & 0.5T_2 + 0.5T_3 = P_2 \\ & 0.5T_3 + 0.5T_4 = P_3 \\ & 0.5T_4 + 0.5T_5 = P_4 \\ & 0.5T_5 + 0.5T_6 = P_5 \\ & 0.5T_6 + 0.5T_1 = P_6 \end{aligned}$$

$$\Rightarrow \begin{bmatrix} 0.5 & 0.5 & 0 & 0 & 0 & 0 \\ 0 & 0.5 & 0.5 & 0 & 0 & 0 \\ 0 & 0 & 0.5 & 0.5 & 0 & 0 \\ 0 & 0 & 0 & 0.5 & 0.5 & 0 \\ 0 & 0 & 0 & 0 & 0.5 & 0.5 \\ 0.5 & 0 & 0 & 0 & 0 & 0.5 \end{bmatrix}$$

$$\begin{bmatrix} 0.5 & 0.5 & 0 & 0 & 0 & 0 \\ 0 & 0.5 & 0.5 & 0 & 0 & 0 \\ 0 & 0 & 0.5 & 0.5 & 0 & 0 \\ 0 & 0 & 0 & 0.5 & 0.5 & 0 \\ 0 & 0 & 0 & 0 & 0.5 & 0.5 \\ 0.5 & 0 & 0 & 0 & -0.5 & 0 \end{bmatrix} \rightarrow \begin{bmatrix} 0.5 & 0.5 & 0 & 0 & 0 & 0 \\ 0 & 0.5 & 0.5 & 0 & 0 & 0 \\ 0 & 0 & 0.5 & 0.5 & 0 & 0 \\ 0 & 0 & 0 & 0.5 & 0.5 & 0 \\ 0 & 0 & 0 & 0 & 0.5 & 0.5 \\ 0.5 & 0 & 0 & 0.5 & 0 & 0 \end{bmatrix}$$

$$\rightarrow \begin{bmatrix} 0.5 & 0.5 & 0 & 0 & 0 & 0 \\ 0 & 0.5 & 0.5 & 0 & 0 & 0 \\ 0 & 0 & 0.5 & 0.5 & 0 & 0 \\ 0 & 0 & 0 & 0.5 & 0.5 & 0 \\ 0 & 0 & 0 & 0 & 0.5 & 0.5 \\ 0.5 & 0 & -0.5 & 0 & 0 & 0 \end{bmatrix} \rightarrow \begin{bmatrix} 0.5 & 0.5 & 0 & 0 & 0 & 0 \\ 0 & 0.5 & 0.5 & 0 & 0 & 0 \\ 0 & 0 & 0.5 & 0.5 & 0 & 0 \\ 0 & 0 & 0 & 0.5 & 0.5 & 0 \\ 0 & 0 & 0 & 0 & 0.5 & 0.5 \\ 0.5 & 0.5 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\rightarrow \begin{bmatrix} 0.5 & 0 & -0.5 & 0 & 0 & 0 \\ 0 & 0.5 & 0.5 & 0 & 0 & 0 \\ 0 & 0 & 0.5 & 0.5 & 0 & 0 \\ 0 & 0 & 0 & 0.5 & 0.5 & 0 \\ 0 & 0 & 0 & 0 & 0.5 & 0.5 \\ 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

Since the last row is linearly dependent and there are not enough pivots, the matrix is not invertible and therefore does not have a unique solution.

A counterexample would be if all odds' ordered plates that are \$6 each whereas evens' ordered plates that are \$8 each. This is indistinguishable from the reverse case where odds order \$8 each and evens' order \$6 each since the only information you have for both cases is that all plates have \$5 each.

$$\begin{aligned}
 b) \quad & 0.5 T_1 + 0.5 T_2 = P_1 \\
 & 0.5 T_2 + 0.5 T_3 = P_2 \\
 & 0.5 T_3 + 0.5 T_4 = P_3 \\
 & 0.5 T_4 + 0.5 T_5 = P_4 \\
 & 0.5 T_5 + 0.5 T_1 = P_5
 \end{aligned}
 \Rightarrow
 \begin{bmatrix}
 0.5 & 0.5 & 0 & 0 & 0 \\
 0 & 0.5 & 0.5 & 0 & 0 \\
 0 & 0 & 0.5 & 0.5 & 0 \\
 0 & 0 & 0 & 0.5 & 0.5 \\
 0.5 & 0 & 0 & 0 & 0.5
 \end{bmatrix}$$

$$\rightarrow
 \begin{bmatrix}
 0.5 & 0.5 & 0 & 0 & 0 \\
 0 & 0.5 & 0.5 & 0 & 0 \\
 0 & 0 & 0.5 & 0.5 & 0 \\
 0 & 0 & 0 & 0.5 & 0.5 \\
 0 & -0.5 & 0 & 0 & 0.5
 \end{bmatrix}
 \rightarrow
 \begin{bmatrix}
 0.5 & 0.5 & 0 & 0 & 0 \\
 0 & 0.5 & 0.5 & 0 & 0 \\
 0 & 0 & 0.5 & 0.5 & 0 \\
 0 & 0 & 0 & 0.5 & 0.5 \\
 0 & 0 & 0.5 & 0 & 0.5
 \end{bmatrix}$$

$$\rightarrow
 \begin{bmatrix}
 0.5 & 0.5 & 0 & 0 & 0 \\
 0 & 0.5 & 0.5 & 0 & 0 \\
 0 & 0 & 0.5 & 0.5 & 0 \\
 0 & 0 & 0 & 0.5 & 0.5 \\
 0 & 0 & 0 & -0.5 & 0.5
 \end{bmatrix}
 \rightarrow
 \begin{bmatrix}
 0.5 & 0.5 & 0 & 0 & 0 \\
 0 & 0.5 & 0.5 & 0 & 0 \\
 0 & 0 & 0.5 & 0.5 & 0 \\
 0 & 0 & 0 & 0.5 & 0.5 \\
 0 & 0 & 0 & 0 & 0.5
 \end{bmatrix}$$

$$\rightarrow
 \begin{bmatrix}
 0.5 & 0.5 & 0 & 0 & 0 \\
 0 & 0.5 & 0.5 & 0 & 0 \\
 0 & 0 & 0.5 & 0.5 & 0 \\
 0 & 0 & 0 & 0.5 & 0 \\
 0 & 0 & 0 & 0 & 0.5
 \end{bmatrix}
 \rightarrow
 \begin{bmatrix}
 0.5 & 0.5 & 0 & 0 & 0 \\
 0 & 0.5 & 0.5 & 0 & 0 \\
 0 & 0 & 0.5 & 0 & 0 \\
 0 & 0 & 0 & 0.5 & 0 \\
 0 & 0 & 0 & 0 & 0.5
 \end{bmatrix}
 \rightarrow$$

$$\begin{bmatrix}
 0.5 & 0.5 & 0 & 0 & 0 \\
 0 & 0.5 & 0 & 0 & 0 \\
 0 & 0 & 0.5 & 0 & 0 \\
 0 & 0 & 0 & 0.5 & 0 \\
 0 & 0 & 0 & 0 & 0.5
 \end{bmatrix}
 \Rightarrow
 \begin{bmatrix}
 0.5 & 0 & 0 & 0 & 0 \\
 0 & 0.5 & 0 & 0 & 0 \\
 0 & 0 & 0.5 & 0 & 0 \\
 0 & 0 & 0 & 0.5 & 0 \\
 0 & 0 & 0 & 0 & 0.5
 \end{bmatrix}$$

\therefore since this matrix has pivots in all columns, it is invertible and therefore has a unique solution allowing us to find individual tips from the tip plates.

c) For $n \% 2 == 1$, you can figure out everyone's tips since if it is even there are not enough pivots covering the last equation to be a linear combo of another whereas if it n is odd then there are enough pivots leading to a unique soln.

5)

I worked with Jonathan Kim (3031867008)
and I also went to OI Monday 2pm - 4pm
and worked with Nathan Bentolila (3031842100)