## Computer Assignment #1

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Due: Mar. 29, 2024, 23:59:59

Please show all work in order to get full credit.

Please determine **analytically** (i.e. handwritten proof) and by graphing in Matlab the convexity of the following sets:

```
1) x, y \in \mathcal{S}, \mathcal{S} = \{x, y \in \mathbb{R}, x^2 + y^2 \le 4\}

2) x, y \in \mathcal{S}, \mathcal{S} = \{x, y, z \in \mathbb{R}, x^2 + y^2 + z^2 = 4\}

3) x, y \in \mathcal{S}, \mathcal{S} = \{x, y \in \mathbb{R}, x \ge 0, y \ge 0, 2x + 4y \le 12, x + y \le 4\}

4) x, y \in \mathcal{S}, \mathcal{S} = \{x, y \in \mathbb{R}, \sqrt{x} \ge y, y \le 2, 0 \le x \le 4\}

5) x, y \in \mathcal{S}, \mathcal{S} = \{x, y \in \mathbb{R}, x^2 \ge y, y \le 1\}

6) x, y \in \mathcal{S}, \mathcal{S} = \{x, y \in \mathbb{R}, x^2 \ge 1 - y^2\}

7) x, y \in \mathcal{S}, \mathcal{S} = \{x, y \in \mathbb{R}, \log_{10} x \ge y, x \ge 1, y \le 100, y \ge 0\}

8) x, y \in \mathcal{S}, \mathcal{S} = \{x, y \in \mathbb{R}, \sin(x) \le y, y \ge \sqrt{2}/2, -\pi/4 \le x \le \pi/4\}

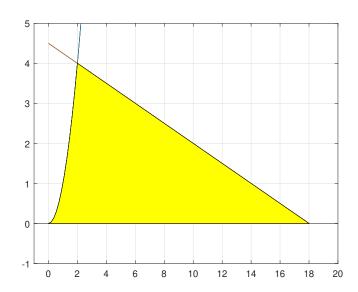
9) x, y \in \mathcal{S}, \mathcal{S} = \{x, y \in \mathbb{R}, |x| \le y, -|x| + 5 \ge y\}

10) x, y, z \in \mathcal{S}, \mathcal{S} = \{x, y \in \mathbb{R}, x + y = 11 - z\}
```

Below is the example of how to plot a given area in MATLAB.

```
clear all
x=linspace(0, 18);
y=x.^2;
y2=x.*(-1./4)+(9./2);
y3=x.*0;
plot(x,y, x,y2, x,y3); grid on;
axis([-1,20,-1,5]);
area(x, min([y; y2]), 'FaceColor','y');
```

This code produces following figure:



By looking at this figure, you should be able to tell if filled region convex.

## **Submission Policy**

- In MATLAB, write scripts(can be single script) that plots all the sets given above.
- Place all your scripts inside a folder called "codes".
- Scan the handwritten proofs and place them inside a report file (see next bullet item).
- Place all your figures with answers (proofs and Matlab scripts) about convexity of the set inside a report file (pdf or word).
- Put "codes" and report inside zip file called cal\_xxxxxx.zip, where xxxxxx is your student ID and submit it to E3.