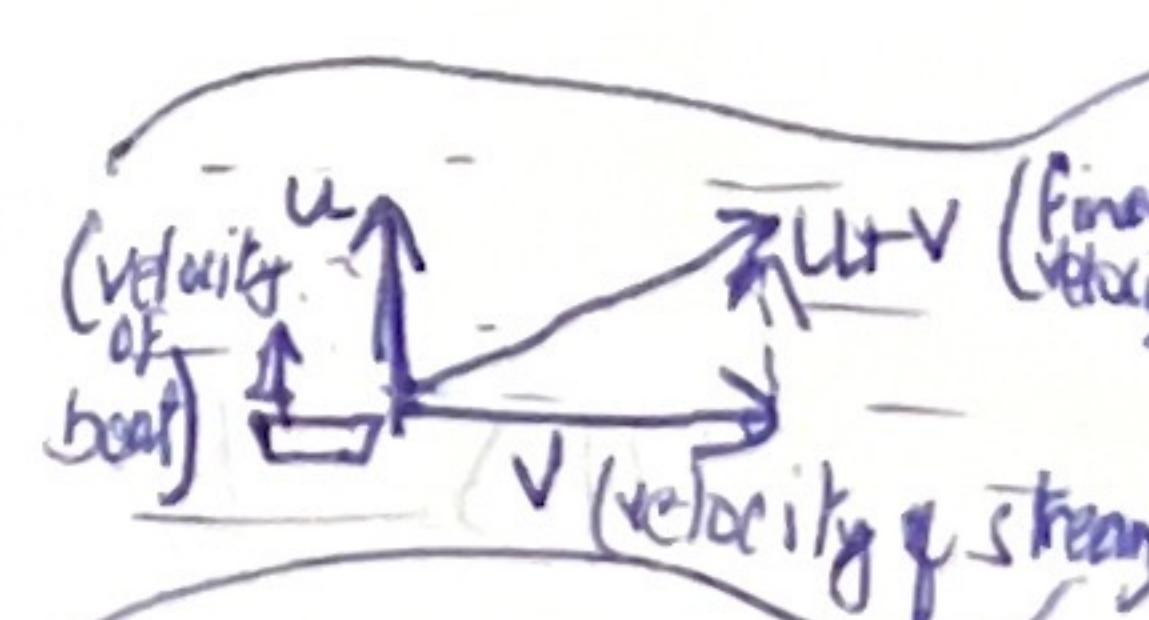


Math Assignment -2

Questionwise Questions - 1, 2, 3, 4, 7, 8, 9, 10, 11, 53

- 1) Matrices remind me of numerical columns of an SQL table (and also of my report card in school).
- Matrices denote and are used to perform linear transformations from one set of coordinates to another.
- Matrices are used to solve simultaneous linear equations, in graphics processing to perform image transformations in 3-D video games to render frames & reflections, etc.
- 2) A functⁿ with input X & output Y is an expression or rule such that for every X there is only one (unique) output of Y
- Injective function: function where one to one mapping exists. i.e., if $x_1 \neq x_2$ then $f(x_1) \neq f(x_2)$
- Surjective function: function where onto mapping exists i.e., for every $y \in Y$ there exists an $x \in X$.
- Bijective function: Both one-to-one & onto mapping exists i.e., for every $y \in Y$ there exists only 1 $x \in X$.
- 3) An example of $f: R^2 \rightarrow R^2$ function would be vector addition or summation.
 Let's say we want to calculate the velocity of a boat moving across the stream

$$f(\vec{u}, \vec{v}) = \vec{u} + \vec{v}$$
- 

4) A good example of a very nice function would be a linear transformation that shows the reflection of a vector on the X-axis.

$$\text{i.e } f(x, y) = (-x, y)$$

Represented by a linear transformation matrix

$$\begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

This function can be further enhanced to give a reflection along a point (say origin $(0, 0)$)

$$f(x, y) = (-x, -y)$$

$$\begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

Study of such matrices is very useful in photography & graphic processing applications where we need image reflections from mirrors, water bodies etc.

2) \mathbb{R}^2 is a vector space in 2 dimensions & its properties include contains all real valued points in a 2-dimensional coordinate system.

Properties of vector spaces

i) The addition operat^{or} of a finite set of vectors $(v_1, v_2 \dots v_k)$ can be calculated in any order (Commutative)
i.e., it is commutative

$$\vec{v}_1 + \vec{v}_2 + \vec{v}_3 = \vec{v}_3 + \vec{v}_1 + \vec{v}_2$$

ii) If $\vec{x} - \vec{y} = 0$ then $\vec{y} = -\vec{x}$

iii) Negation of negation of a vector is the vector i.e., $-(-\vec{x}) = \vec{x}$

- iv) Negation of $\vec{0}$ is $\vec{0}$.
- v) If $\vec{x} + \vec{y} = \vec{0}$, then $\vec{y} = \vec{0}$ & $\vec{0}$ is unique
- vi) Product of $\vec{0}$ with any vector is $\vec{0}$ vector.
- vii) For any real number k , $k \times \vec{0} = \vec{0}$
- viii) ~~If~~ if $c\vec{x} = \vec{0}$, then $c=0$ or $\vec{x} = \vec{0}$
- ix) Scalar -1 multiplied by vector \vec{v} is the negation of the vector

8) Let us consider $\alpha - y = 0$ or ~~$\vec{y} = \vec{\alpha}$~~ $y = \alpha$ as a subspace of \mathbb{R}^2

To prove this, we need to prove 2 conditions

i) Closure under addition

For x_1 & x_2 we have

$$(x_1, \alpha_1), (x_2, \alpha_2)$$

$$f(x_1) + f(x_2)$$

$$= (x_1 + x_2, \alpha_1 + \alpha_2)$$

→ ~~Same form as before~~ Hence, closed under additⁿ

ii) Closure under scaling

for x_1^*

$$c \times f(x_1) = c(x_1, \alpha_1)$$

$$= G(cx_1, c\alpha_1) \rightarrow \text{Same form as before - Hence, closed under scaling}$$

Since, both properties are satisfied, so $\alpha - y = 0$ is a subspace of \mathbb{R}^2

$$9) \text{ set } \{ \alpha(1, 7) \mid \alpha \in \mathbb{R} \}$$

$$\alpha = -1 \Rightarrow (-1, -7)$$

$$\alpha = 1 \Rightarrow (1, 7)$$

$$\alpha = 2 \Rightarrow (2, 14)$$

:

so on

This represents the line $y = 7x$ or $y - 7x = 0$

for Subspace,

$$i) \quad \text{given } f(\alpha) = (\alpha, 7\alpha)$$

$$f(\alpha_2) = (\alpha_2, 7\alpha_2)$$

$$f(\alpha_1) + f(\alpha_2) = (\alpha_1 + \alpha_2, 7(\alpha_1 + \alpha_2))$$

\hookrightarrow closed under addition

$$ii) \quad f(c\alpha_1) = (c\alpha_1, 7c\alpha_1)$$

\hookrightarrow closed under scalar multiplication

$$f(0) = (0, 0)$$

$\vec{0}$ is a subset of the space

Mence, the given set is a subspace of \mathbb{R}^2 .

10) \oplus \oplus

\mathbb{R}^3

To check vector space,

$$\text{lets say } P_1 = \begin{pmatrix} x_1 \\ y_1 \\ z_1 \end{pmatrix} \in \mathbb{R} \text{ and } P_2 = \begin{pmatrix} x_2 \\ y_2 \\ z_2 \end{pmatrix} \in \mathbb{R}$$

$$P_1 + P_2 = \begin{pmatrix} x_1 + x_2 \\ y_1 + y_2 \\ z_1 + z_2 \end{pmatrix} \in \mathbb{R}$$

(\because real no
+ real no
= real no)

$$CP_1 = C \begin{pmatrix} x_1 \\ y_1 \\ z_1 \end{pmatrix} = \begin{pmatrix} cx_1 \\ cy_1 \\ cz_1 \end{pmatrix} \in R \quad (\because \text{real no} \times \text{real no} = \text{real no})$$

Closed under addition & scalar multiplication

Hence, R^3 is a vector space.

1) For $(1, 2, 3)$ and $(4, 5, 7) \in R$

set $\{ \alpha(1, 2, 3) + \beta(4, 5, 7) \mid \alpha, \beta \in R \}$ ~~see~~

~~(2)~~ denotes the linear span of the set of vectors.

~~It is a~~ Linear span is always a subspace of the original vector space.

$$\begin{array}{l} (2) 53) \quad \begin{aligned} x - 2y &= 15 & - & (1) \\ x + 4y &= 19 & - & (2) \end{aligned} \\ (2) - (1) \\ \therefore 6y = 4 \\ y = \frac{2}{3} \end{array}$$

$$x = 2y + 15 = \frac{4}{3} + 15 = \frac{49}{3}$$

This is the same as

$$\begin{bmatrix} 1 & -2 \\ 1 & 4 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 15 \\ 19 \end{bmatrix}$$

In this case, we can perform row transformation or find the inverse of the matrix ~~or both~~ & multiply on both sides to get the value of x .