

1. Mechanical Eigenvalues and Eigenvectors

a) $A\vec{x} = \lambda\vec{x}$

$(A - \lambda I)\vec{x} = \vec{0}$

$\det(A - \lambda I) = \begin{vmatrix} 5-\lambda & 0 \\ 0 & 2-\lambda \end{vmatrix} = (5-\lambda)(2-\lambda) = 0$

$\lambda = 5, 2$

for $\lambda = 5$: $\begin{bmatrix} 0 & 0 \\ 0 & -3 \end{bmatrix} \sim \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix}$

eigenspace = $\text{span} \left\{ \begin{bmatrix} 1 \\ 0 \end{bmatrix} \right\}$

for $\lambda = 2$: $\begin{bmatrix} 3 & 0 \\ 0 & 0 \end{bmatrix} \sim \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$

eigenspace = $\text{span} \left\{ \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right\}$

b) $A\vec{x} = \lambda\vec{x}$ $A\vec{x} - \lambda\vec{x} = \vec{0}$

$\det(A - \lambda I) = \begin{vmatrix} 22-\lambda & 6 \\ 6 & 13-\lambda \end{vmatrix} = (22-\lambda)(13-\lambda) - 36 = 286 - 35\lambda + \lambda^2 - 36$

$= 250 - 35\lambda + \lambda^2$

$= (\lambda - 10)(\lambda - 25)$

$\lambda = 10, 25$

for $\lambda = 10$: $\begin{bmatrix} 12 & 6 \\ 6 & 3 \end{bmatrix} \sim \begin{bmatrix} 12 & 6 \\ 0 & 0 \end{bmatrix} \sim \begin{bmatrix} 1 & \frac{1}{2} \\ 0 & 0 \end{bmatrix}$

$x_1 + \frac{1}{2}x_2 = 0$

$x_1 = -\frac{1}{2}x_2$

eigenspace = $\text{span} \left\{ \begin{bmatrix} -\frac{1}{2} \\ 1 \end{bmatrix} \right\}$

for $\lambda = 25$: $\begin{bmatrix} -3 & 6 \\ 6 & -12 \end{bmatrix} \sim \begin{bmatrix} -3 & 6 \\ 0 & 0 \end{bmatrix} \sim \begin{bmatrix} 1 & -2 \\ 0 & 0 \end{bmatrix}$

$x_1 - 2x_2 = 0$

$x_1 = 2x_2$

eigenspace = $\text{span} \left\{ \begin{bmatrix} 2 \\ 1 \end{bmatrix} \right\}$



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$$c) \quad A\vec{x} = \lambda\vec{x}$$

$$A\vec{x} - \lambda\vec{x} = \vec{0}$$

$$\det(A - \lambda I) = \begin{vmatrix} 1-\lambda & 2 \\ 2 & 4-\lambda \end{vmatrix} = (1-\lambda)(4-\lambda) - 4 = 4 - 5\lambda + \lambda^2 - 4 = \lambda^2 - 5\lambda$$

$$\lambda = 0, 5$$

$$\text{for } \lambda = 0: \begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix} \sim \begin{bmatrix} 1 & 2 \\ 0 & 0 \end{bmatrix}$$

$$\text{eigenspace} = \text{span} \left\{ \begin{bmatrix} -2 \\ 1 \end{bmatrix} \right\}$$

$$\text{for } \lambda = 5: \begin{bmatrix} -4 & 2 \\ 2 & -1 \end{bmatrix} \sim \begin{bmatrix} -4 & 2 \\ 0 & 0 \end{bmatrix} \sim \begin{bmatrix} 1 & -\frac{1}{2} \\ 0 & 0 \end{bmatrix}$$

$$x_1 = \frac{1}{2}x_2$$

$$2x_1 = x_2$$

$$\text{eigenspace} = \text{span} \left\{ \begin{bmatrix} 1 \\ 2 \end{bmatrix} \right\}$$

7. Homework Process

I worked on this homework alone. I did all practice problems on the website, read until Note 9 and was able to do the homework after that.



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2. The Dynamics of Romeo and Juliet's Love Affair

a) $A\vec{v}_1 = \lambda \vec{v}_1$

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} a+b \\ c+d \end{bmatrix}$$

(Given that $a+b=c+d$)

Since $a+b=c+d$, \vec{v}_1 is an eigenvector $((a+b) \begin{bmatrix} 1 \\ 1 \end{bmatrix})$

Corresponding eigenvalue $\lambda_1 = a+b$ or can be $\lambda_1 = c+d$

$A\vec{v}_2 = \lambda \vec{v}_2$

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} b \\ -c \end{bmatrix} = \begin{bmatrix} ab-bc \\ cb-dc \end{bmatrix} = \begin{bmatrix} b(a-c) \\ c(b-d) \end{bmatrix}$$

Since $a+b=c+d \Rightarrow a-c=d-b$

let $u = a-c = d-b$, then

$$\begin{bmatrix} b(a-c) \\ c(b-d) \end{bmatrix} = \begin{bmatrix} bu \\ -cu \end{bmatrix} = u \begin{bmatrix} b \\ -c \end{bmatrix}$$

So, \vec{v}_2 is an eigenvector of A

Corresponding eigenvalue $\lambda_2 = a-c$ or can be $\lambda_2 = d-b$

for $\lambda_1 = a+b = c+d$:

$A\vec{v}_1 = \lambda_1 \vec{v}_1$

$(A - \lambda_1 I) \vec{v}_1 = \vec{0}$

$$\begin{bmatrix} a-a-b & b \\ c & d-c-d \end{bmatrix} \sim \begin{bmatrix} -b & b \\ c & -c \end{bmatrix} \sim \begin{bmatrix} 1 & -1 \\ 0 & 0 \end{bmatrix}$$

eigenspace = $\text{span} \left\{ \begin{bmatrix} 1 \\ 1 \end{bmatrix} \right\}$

for $\lambda_2 = a-c = d-b$:

$A\vec{v}_2 = \lambda_2 \vec{v}_2$

$(A - \lambda_2 I) \vec{v}_2 = \vec{0}$

$$\begin{bmatrix} a-a+c & b \\ c & d-d+b \end{bmatrix} \sim \begin{bmatrix} c & b \\ c & b \end{bmatrix} \sim \begin{bmatrix} 1 & \frac{b}{c} \\ 0 & 0 \end{bmatrix}$$

eigenspace = $\text{span} \left\{ \begin{bmatrix} -\frac{b}{c} \\ 1 \end{bmatrix} \right\}$



b) Using answers from part (A):

$$\lambda_1 = a + b = 0.75 + 0.25 = 1$$

$$\vec{v}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\lambda_2 = a - c = 0.75 - 0.25 = 0.5$$

$$\vec{v}_2 = \begin{bmatrix} b \\ -c \end{bmatrix} = \begin{bmatrix} 0.25 \\ -0.25 \end{bmatrix}$$

c) $A\vec{z} = \vec{z}$

That is same as $A\vec{z} = 1 \cdot \vec{z}$

So, the set of all steady states is the eigenspace of $\lambda = 1$

Using answer from part (B):

$$\left\{ \alpha \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \alpha \in \mathbb{R} \right\}$$

d) $A = \begin{bmatrix} 0.75 & 0.25 \\ 0.25 & 0.75 \end{bmatrix}$ $\vec{z}[0] \in \text{span} \left\{ \begin{bmatrix} 1 \\ -1 \end{bmatrix} \right\}$

Let $\vec{z}[0] = \alpha \begin{bmatrix} 1 \\ -1 \end{bmatrix}$, $\alpha \in \mathbb{R}$

$$\vec{z}[1] = A\vec{z}[0] = \begin{bmatrix} 0.75 & 0.25 \\ 0.25 & 0.75 \end{bmatrix} \begin{bmatrix} \alpha \\ -\alpha \end{bmatrix} = \alpha \begin{bmatrix} 0.75 - 0.25 \\ 0.25 - 0.75 \end{bmatrix} = \alpha \begin{bmatrix} 0.5 \\ -0.5 \end{bmatrix}$$

$$\vec{z}[2] = A\vec{z}[1] = \begin{bmatrix} 0.75 & 0.25 \\ 0.25 & 0.75 \end{bmatrix} \begin{bmatrix} 0.5\alpha \\ -0.5\alpha \end{bmatrix} = \alpha \begin{bmatrix} 0.5(0.75 - 0.25) \\ -0.5(0.25 - 0.75) \end{bmatrix}$$

$$\vec{z}[2] = \alpha \begin{bmatrix} 0.25 \\ 0.25 \end{bmatrix}$$

This pattern continues and as $n \rightarrow \infty$, $\vec{z}[n]$ will approach $\vec{0}$

So, as $n \rightarrow \infty$ $\vec{z}[n] \rightarrow \vec{0}$

Means their relationship will come to a neutral stand over time.

$$A = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$$

e) Using answers from part (A):

$$\lambda_1 = a + b = 2$$

$$\vec{v}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\lambda_2 = a - c = 0$$

$$\vec{v}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

f) If $\vec{z}[0] \in \text{span}\left\{\begin{bmatrix} 1 \\ -1 \end{bmatrix}\right\}$,
let $\vec{z}[0] = \alpha \begin{bmatrix} 1 \\ -1 \end{bmatrix}$, $\alpha \in \mathbb{R}$

$$A\vec{z}[0] = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} \alpha \\ -\alpha \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} = \vec{0} = \vec{z}[1]$$

Since $\vec{z}[1] = \vec{0}$, $A\vec{z}[1] = \vec{z}[2] = \vec{0}$

So, as $n \rightarrow \infty$, $\vec{z}[n] = \vec{0}$

Over time, their relationship will come to neutral stance

g) Given $\vec{z}[0] \in \text{span}\left\{\begin{bmatrix} 1 \\ 1 \end{bmatrix}\right\}$, let $\vec{z}[0] = \alpha \begin{bmatrix} 1 \\ 1 \end{bmatrix}$, $\alpha \in \mathbb{R}$

$$\vec{z}[1] = A\vec{z}[0] = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} \alpha \\ \alpha \end{bmatrix} = \begin{bmatrix} 2\alpha \\ 2\alpha \end{bmatrix} = 2\alpha \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\vec{z}[2] = A\vec{z}[1] = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 2\alpha \\ 2\alpha \end{bmatrix} = \begin{bmatrix} 4\alpha \\ 4\alpha \end{bmatrix} = 4\alpha \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

Since multiplying A by $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$ just adds, 1 of 2 can happen

if $\alpha > 0$, then as $n \rightarrow \infty$, $\vec{z}[n] \rightarrow +\infty$

Over time, they will like each other more

if $\alpha < 0$, then as $n \rightarrow \infty$, $\vec{z}[n] \rightarrow -\infty$

Over time, they will hate each other more



$$h) A = \begin{bmatrix} 1 & -2 \\ -2 & 1 \end{bmatrix}$$

Using $\text{part}(A)$:

$$\lambda_1 = a + b = -1$$

$$\vec{v}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\lambda_2 = a - c = 3$$

$$\vec{v}_2 = \begin{bmatrix} -2 \\ 2 \end{bmatrix}$$

i) Given $\vec{z}[0] \in \text{span}\left\{\begin{bmatrix} 1 \\ -1 \end{bmatrix}\right\}$

$$\text{let } \vec{z}[0] = \alpha \begin{bmatrix} 1 \\ -1 \end{bmatrix}, \alpha \in \mathbb{R}$$

$$\vec{z}[1] = A\vec{z}[0] = \begin{bmatrix} 1 & -2 \\ -2 & 1 \end{bmatrix} \begin{bmatrix} \alpha \\ -\alpha \end{bmatrix} = \alpha \begin{bmatrix} 3 \\ -3 \end{bmatrix}$$

$$\vec{z}[2] = A\vec{z}[1] = \begin{bmatrix} 1 & -2 \\ -2 & 1 \end{bmatrix} \begin{bmatrix} 3\alpha \\ -3\alpha \end{bmatrix} = \alpha \begin{bmatrix} 9 \\ -9 \end{bmatrix}$$

if $\alpha > 0$, then $R[0] > 0$ and $J[0] < 0$, then
as $n \rightarrow \infty$, Romeo will like Juliet more and
Juliet will have hate Romeo over time.

if $\alpha < 0$, then $R[0] < 0$ and $J[0] > 0$,
then as $n \rightarrow \infty$, Romeo will hate Juliet more
over time ($R[n] \rightarrow -\infty$) and Juliet will love
Romeo more over time ($J[n] \rightarrow +\infty$)

j) let $\vec{z}[0] = \alpha \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \alpha \in \mathbb{R}$

$$\vec{z}[1] = A\vec{z}[0] = \begin{bmatrix} 1 & -2 \\ -2 & 1 \end{bmatrix} \begin{bmatrix} \alpha \\ \alpha \end{bmatrix} = \begin{bmatrix} -\alpha \\ -\alpha \end{bmatrix}$$

$$\vec{z}[2] = A\vec{z}[1] = \begin{bmatrix} 1 & -2 \\ -2 & 1 \end{bmatrix} \begin{bmatrix} -\alpha \\ -\alpha \end{bmatrix} = \begin{bmatrix} \alpha \\ \alpha \end{bmatrix} \Rightarrow \vec{z}[2] = \vec{z}[0]$$

It's an oscillation! Over time, they will keep liking
and hating each other. So, $s[n]$ is undefined as
 $n \rightarrow \infty$



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3. Noisy Images

$$\begin{aligned} \vec{z} &= H\vec{z} + \vec{w} \\ H\vec{z} &= \vec{z} - \vec{w} \\ \vec{z} &= H^{-1}(\vec{z} - \vec{w}) \end{aligned}$$

$$b) \text{ Given } \vec{w} = \alpha_1 \vec{b}_1 + \dots + \alpha_N \vec{b}_N$$

$$\hat{\vec{w}} = H^{-1} \vec{w} = \lambda \vec{w}$$

λ eigenvalue of H^{-1}

Since \vec{b}_1 is eigenvector of H^{-1} , it will be scaled by λ_1 , and similar for all eigenvectors of H^{-1} .

$$\hat{\vec{w}} = H^{-1} \vec{w} = \lambda (\alpha_1 \vec{b}_1 + \dots + \alpha_N \vec{b}_N)$$

$$\hat{\vec{w}} = \lambda_1 \alpha_1 \vec{b}_1 + \dots + \lambda_N \alpha_N \vec{b}_N$$

For large eigenvalues, noise will be amplified and it'll be attenuated for small eigenvalues.

c) H_1 performs the best because it has the largest eigenvalue. H_1 is an identity matrix.

Regarding the eigenvalues, $\lambda_{H_1} > \lambda_{H_2} > \lambda_{H_3}$.

Small eigenvalues on the noise results in larger noise on the image. This is due to the fact that small eigenvalues of H turns into large eigenvalues of H^{-1} .

$$\begin{aligned} d) \quad H\vec{v} &= \lambda \vec{v} \\ H^{-1}(H\vec{v}) &= H^{-1}(\lambda \vec{v}) \end{aligned}$$

$$\vec{v} = H^{-1} \lambda \vec{v}$$

$$\frac{1}{\lambda} \vec{v} = \frac{1}{\lambda} (H^{-1} \lambda \vec{v})$$

$$\frac{1}{\lambda} \vec{v} = \frac{1}{\lambda} \cdot \lambda H^{-1} \vec{v}$$

$$\frac{1}{\lambda} \vec{v} = H^{-1} \vec{v}$$

$\frac{1}{\lambda}$ is an eigenvalue of H^{-1} .

4. Cubic Polynomials

a) Prove that $S = \{p_0 + p_1 t + p_2 t^2 + p_3 t^3 \mid p_0, p_1, p_2, p_3 \in \mathbb{R}\}$ is a vector space.

1) let $\vec{u}, \vec{v} \in S$, then

$$\vec{u} = u_0 + u_1 t + u_2 t^2 + u_3 t^3$$

$$\vec{v} = v_0 + v_1 t + v_2 t^2 + v_3 t^3$$

$$\vec{u} + \vec{v} = u_0 + v_0 + u_1 t + v_1 t + u_2 t^2 + v_2 t^2 + u_3 t^3 + v_3 t^3$$

$$\vec{u} + \vec{v} = \vec{v} + \vec{u}$$

Commutative

2) If $p_0 = p_1 = p_2 = p_3 = 0$, then

$$0 + 0 \cdot t + 0 \cdot t^2 + 0 \cdot t^3 = \vec{0}$$

$\vec{0}$ exists in S

3) let $\vec{u}, \vec{v} \in S$

$$\vec{u} = u_0 + u_1 t + u_2 t^2 + u_3 t^3$$

$$\vec{v} = v_0 + v_1 t + v_2 t^2 + v_3 t^3$$

$$\vec{u} + \vec{v} = u_0 + u_1 t + u_2 t^2 + u_3 t^3 + v_0 + v_1 t + v_2 t^2 + v_3 t^3$$

$$\vec{u} + \vec{v} = (u_0 + v_0) + (u_1 + v_1)t + (u_2 + v_2)t^2 + (u_3 + v_3)t^3$$

$$\vec{u} + \vec{v} \in S$$

Closed under vector addition

4) let $\vec{u}, \vec{v}, \vec{w} \in S$,

$$\vec{u} = u_0 + u_1 t + u_2 t^2 + u_3 t^3$$

$$\vec{v} = v_0 + v_1 t + v_2 t^2 + v_3 t^3$$

$$\vec{w} = w_0 + w_1 t + w_2 t^2 + w_3 t^3$$

$$\vec{u} + (\vec{v} + \vec{w}) = \vec{u} + (v_0 + v_1 t + v_2 t^2 + v_3 t^3 + w_0 + w_1 t + w_2 t^2 + w_3 t^3)$$

$$\vec{u} + (\vec{v} + \vec{w}) = (\vec{u} + v_0 + v_1 t + v_2 t^2 + v_3 t^3) + w_0 + w_1 t + w_2 t^2 + w_3 t^3$$

$$\vec{u} + (\vec{v} + \vec{w}) = (\vec{u} + \vec{v}) + \vec{w}$$

Associative



5) let $\vec{v} \in S$ and we proved $\vec{0} \in S$

Since we also proved closure under vector addition
 $\vec{v} + \vec{0} \in S$

Additive Identity

6) let $\vec{u} \in S$ and $\alpha \in \mathbb{R}$

$$\alpha \vec{u} = \alpha u_0 + \alpha u_1 t + \alpha u_2 t^2 + \alpha u_3 t^3$$

$$\alpha u_0, \alpha u_1, \alpha u_2, \alpha u_3 \in \mathbb{R}$$

Closed under scalar multiplication

7) let $\vec{v} \in S$

$$\text{If } \alpha = -1, \quad \alpha \vec{v} = (-1) \vec{v} = -\vec{v} \in S$$

$$\vec{v} + (-\vec{v}) = v_0 + v_1 t + v_2 t^2 + v_3 t^3 - v_0 - v_1 t - v_2 t^2 - v_3 t^3$$

$$\vec{v} + (-\vec{v}) = \vec{0}$$

Additive Inverse

8) let $\vec{u}, \vec{v} \in S, \alpha \in \mathbb{R}$

$$\alpha (\vec{u} + \vec{v}) = \alpha (u_0 + u_1 t + u_2 t^2 + u_3 t^3 + v_0 + v_1 t + v_2 t^2 + v_3 t^3)$$

$$\alpha (\vec{u} + \vec{v}) = \alpha u_0 + \alpha u_1 t + \alpha u_2 t^2 + \alpha u_3 t^3 + \alpha v_0 + \alpha v_1 t + \alpha v_2 t^2 + \alpha v_3 t^3$$

$$\alpha (\vec{u} + \vec{v}) = \alpha \vec{u} + \alpha \vec{v}$$

Distributive in vector addition

9) let any $\vec{v} \in S$

$$1 \cdot \vec{v} = 1 \cdot v_0 + 1 \cdot v_1 t + 1 \cdot v_2 t^2 + 1 \cdot v_3 t^3$$

$$1 \cdot \vec{v} = \vec{v}$$

Multiplicative Identity

10) let $\alpha, \beta \in \mathbb{R}$ and $\vec{v} \in S$

$$\alpha (\beta \vec{v}) = \alpha (\beta v_0 + \beta v_1 t + \beta v_2 t^2 + \beta v_3 t^3)$$

$$\alpha (\beta \vec{v}) = \alpha \beta v_0 + \alpha \beta v_1 t + \alpha \beta v_2 t^2 + \alpha \beta v_3 t^3$$

$$\alpha (\beta \vec{v}) = (\alpha \beta) \vec{v}$$

Associative for scalars

Thus, S is a vector space.

Dimension = 4



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$$b) \quad p(t) = p_0 + p_1 t + p_2 t^2 + p_3 t^3, \quad p_0, p_1, p_2, p_3 \in \mathbb{R}$$

$$= [p_0 \quad p_1 \quad p_2 \quad p_3] \begin{bmatrix} 1 \\ t \\ t^2 \\ t^3 \end{bmatrix}$$

$$\text{let } p_0 = c_0, \quad p_1 = c_1, \quad p_2 = c_2, \quad p_3 = c_3 \quad \text{and}$$

$$\vec{z} = \begin{bmatrix} c_0 \\ c_1 \\ c_2 \\ c_3 \end{bmatrix} \quad \vec{\varphi}(t) = \begin{bmatrix} 1 \\ t \\ t^2 \\ t^3 \end{bmatrix}$$

$$\text{Then, } p(t) = [c_0 \quad c_1 \quad c_2 \quad c_3] \begin{bmatrix} 1 \\ t \\ t^2 \\ t^3 \end{bmatrix}$$

$$p(t) = \vec{z}^T \vec{\varphi}(t)$$

c) For vector space $S = \{p_0 + p_1 t + p_2 t^2 + p_3 t^3 \mid p_0, p_1, p_2, p_3 \in \mathbb{R}\}$
 let $\vec{p} \in S$, then the set $\{p_0, p_1 t, p_2 t^2, p_3 t^3\}$
 is linearly independent.
 And the basis would be $\text{span}\{1, t, t^2, t^3\}$
 So, the monomials $\varphi_k(t) = t^k$, for $k=0,1,2,3$
 is a basis for the cubic polynomials.

$$d) \quad \varphi_3(t) = 1 + t + t^2 + t^3$$

$$\frac{d}{dt} \varphi_3(t) = 0 + 1 + 2t + 3t^2$$

$$\frac{d}{dt} \varphi_3(t) = 1 \cdot \varphi_0(t) + 2 \cdot \varphi_1(t) + 3 \cdot \varphi_2(t)$$

$$e) \quad \frac{d}{dt} p(t) = (D\vec{z})^T \vec{\varphi}(t)$$

$$\begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} c_1 \\ c_2 \\ c_3 \\ c_4 \end{bmatrix} = \begin{bmatrix} c_2 \\ c_3 \\ c_4 \\ 0 \end{bmatrix} \Rightarrow [c_2 \quad c_3 \quad c_4 \quad 0] \begin{bmatrix} 1 \\ t \\ t^2 \\ t^3 \end{bmatrix} = \frac{d}{dt} p(t)$$

$D \nearrow$



I came up with the values for D through observation and verified that it was correct.

EECS16A: Homework 5

Problem 3: Noisy Images

```
In [1]: import numpy as np
import matplotlib.pyplot as plt
%matplotlib inline
```

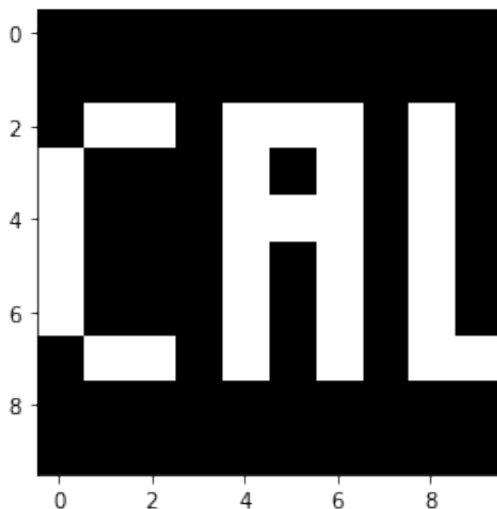
Let's load some data to start off with.

```
In [2]: H3 = np.loadtxt("cond_10e6.txt", delimiter=',').reshape(100,100)
H2 = np.loadtxt("cond_1e3.txt", delimiter=',').reshape(100,100)
H1 = np.eye(100)
img = np.loadtxt("image.txt", delimiter=',').reshape(10,10)
```

The code below displays the image.

```
In [3]: plt.figure(0)
plt.imshow(img, cmap='gray')
```

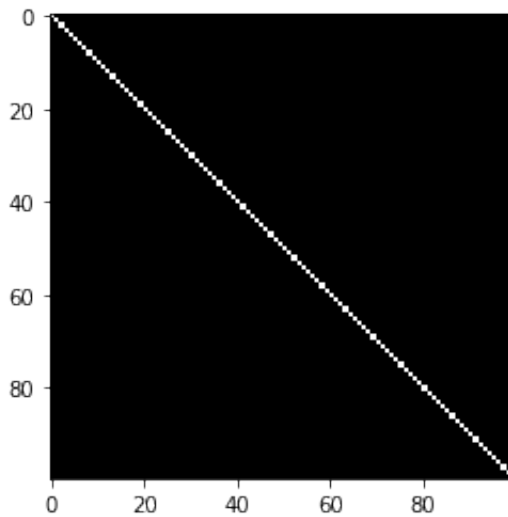
```
Out[3]: <matplotlib.image.AxesImage at 0x11e57f6d8>
```

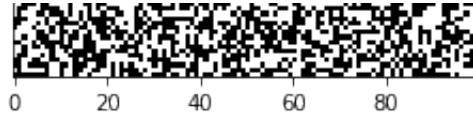


Then, lets display the set of masks

```
In [4]: plt.figure(1)
plt.imshow(H1,cmap='gray')
plt.figure(2)
plt.imshow(H2,cmap='gray')
plt.figure(3)
plt.imshow(H3,cmap='gray')
```

Out[4]: <matplotlib.image.AxesImage at 0x11e6fe278>





We'll use `numpy.random` to make some noise.

```
In [5]: noise = np.random.normal(0.5,0.1)
```

Lets compute the \vec{b} vector for each matrix and add some noise to the \vec{b} vector.

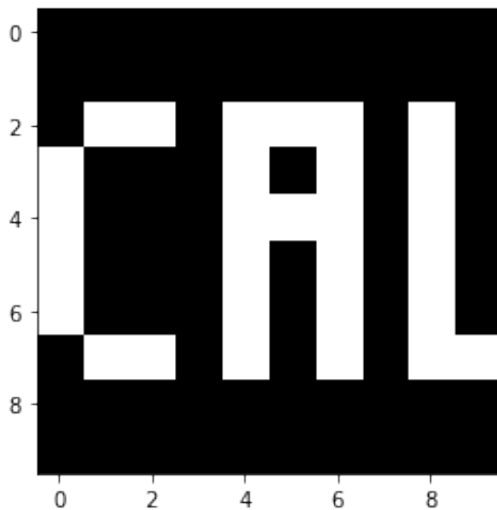
```
In [6]: b1 = H1.dot(img.reshape(100)) + noise  
b2 = H2.dot(img.reshape(100)) + noise  
b3 = H3.dot(img.reshape(100)) + noise
```

First, let's compute \vec{x}_1 after adding noise and find the minimum eigenvalue of \mathbf{H}_1 .

```
In [7]: x1 = np.linalg.inv(H1).dot(b1)
eigenvalues1 = np.linalg.eig(H1)[0]
print("Is the matrix invertible?", abs(np.linalg.det(H1)) > 0.5)
print("The smallest eigenvalue is:", min(np.absolute(eigenvalues1)))
print("Number of eigenvectors:", len(eigenvalues1))
plt.imshow(x1.reshape(10,10), cmap='gray')
```

```
Is the matrix invertible? True
The smallest eigenvalue is: 1.0
Number of eigenvectors: 100
```

```
Out[7]: <matplotlib.image.AxesImage at 0x11ea2d860>
```

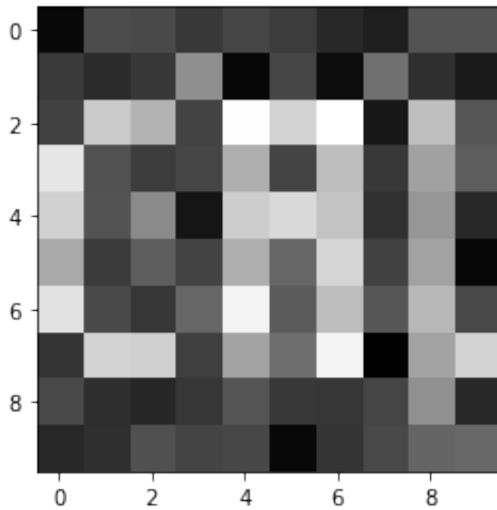


Now let's compute \vec{x}_2 and find the minimum eigenvalue of H_2 .


```
In [8]: x2 = np.linalg.inv(H2).dot(b2)
eigenvalues2 = np.linalg.eig(H2)[0]
print("Is the matrix invertible?", abs(np.linalg.det(H2)) > 0.5)
print("The smallest eigenvalue is:", min(np.absolute(eigenvalues2)))
print("Number of eigenvectors:", len(eigenvalues2))
plt.imshow(x2.reshape(10,10), cmap='gray')
```

```
Is the matrix invertible? True
The smallest eigenvalue is: 0.295163633086302
Number of eigenvectors: 100
```

```
Out[8]: <matplotlib.image.AxesImage at 0x11eb87cf8>
```

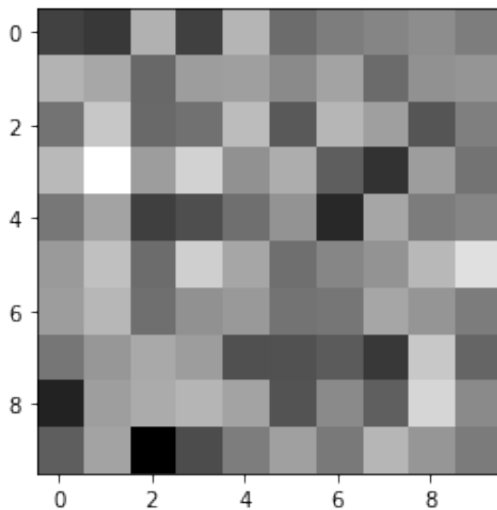


Now let's compute \vec{x}_3 and find the minimum eigenvalue of H_3 .

```
In [9]: x3 = np.linalg.inv(H3).dot(b3)
eigenvalues3 = np.linalg.eig(H3)[0]
print("Is the matrix invertible?", abs(np.linalg.det(H3)) > 0.5)
print("The smallest eigenvalue is:", min(np.absolute(eigenvalues3)))
print("Number of eigenvectors:", len(eigenvalues3))
plt.imshow(x3.reshape(10,10), cmap='gray')
```

```
Is the matrix invertible? True
The smallest eigenvalue is: 1.2184217509463857e-05
Number of eigenvectors: 100
```

Out[9]: <matplotlib.image.AxesImage at 0x11f5131d0>



Problem 5: Page Rank

```
In [1]: # Though it is not required you may use iPython for your calculations in
```

```
In [ ]:
```

```
In [ ]:
```

```
In [ ]:
```