



Assignment 1

Due: Thursday, 24th September at 5 pm

Problem 1: Change of basis

(2 + 2 points)

Part-1.1: Change of basis for a vector

Let $\mathbf{x} = \begin{bmatrix} a \\ b \end{bmatrix}$, where a and b are the last two digits of your roll number. Thus, if this is CH17B987, then $\mathbf{x} = \begin{bmatrix} 8 \\ 7 \end{bmatrix}$. (If your roll number ends in 00, then use a = 1 and b = 1).

1. Express this vector \mathbf{x} in terms of new basis, $\mathbf{v}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ and $\mathbf{v}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$.

Part-1.2: Change of bases for linear transformation

Recall that the problem of blending of two streams was a three-input-two-output problem.

The inputs were flowrates F_1 , F_2 , F_{out} and the outputs were h, x_B . The gain matrix is given by:

$$K = \begin{bmatrix} 4 & 2 & 4 \\ 0.5 & 1 & 0 \end{bmatrix}$$

2. How will this matrix change if the domain space is expressed in terms of the following bases:

$$\mathbf{v}_1 = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \quad \mathbf{v}_2 = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}, \quad \mathbf{v}_3 = \begin{bmatrix} 0 \\ 1 \\ -1 \end{bmatrix}$$

and the co-domain space is expressed in terms of

$$\mathbf{w}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \quad \mathbf{w}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

Problem 2: Linearly Dependence

(1+3 points)

Let $\mathbf{x}_1, \mathbf{x}_2, \mathbf{x}_3 \in \mathbb{R}^n$ be <u>linearly independent</u> vectors in *n*-dimensional space.

3. If the above three vectors are linearly independent, what is/are the possible value(s) of n?

(a)
$$n = 1$$

(b)
$$n = 2$$

(c)
$$n = 3$$

(d)
$$n = 4$$
 (e) $n = 5$

4. Consider the three vectors $\mathbf{u} = \mathbf{x}_1 + \mathbf{x}_2$, $\mathbf{v} = \mathbf{x}_1 + \mathbf{x}_3$, $\mathbf{w} = \mathbf{x}_2 + \mathbf{x}_3$. Are the vectors \mathbf{u} , \mathbf{v} , \mathbf{w} linearly independent? **Prove this**.

Problem 3: Null and Image Spaces

(4 points)

Consider a matrix $L = \begin{bmatrix} a & b & 4 \\ 0.5 & 1 & 0 \end{bmatrix}$, where a and b are the last two digits of your roll number.

If your roll number ends in 00, use a = 1 and b = 1.

5. Using definition, determine null space and image space of *L*.

Using MATLAB: Not Graded, For Practice Only

Also confirm the same using SVD (please use MATLAB for SVD).



July-Nov. 2020

Problem 4: Eigenvalue Decomposition and Matrix Exponent

(1+1+1+1 points)

Consider a matrix: $B = \begin{bmatrix} 1 & 0 \\ a & b \end{bmatrix}$, where a and b are the last two digits of your roll number.

Thus, if this is CH17B987, then $B = \begin{bmatrix} 1 & 0 \\ 8 & 7 \end{bmatrix}$. (If your roll number ends in 00, use a = 1 and b = 1).

- **6.** Obtain the characteristic equation and hence compute the eigenvalues of *B*.
- 7. Substitute *B* in its characteristic equation and thus verify Cayley Hamilton Theorem.
- **8.** Perform eigenvalue decomposition for the matrix B
- 9. Using eigenvalue decomposition, compute matrix exponent e^B

Using MATLAB: Not Graded, For Practice Only

Use MATLAB and compute the matrix exponent of *B*.

Problem 5: Jordan Decomposition

(2 + 2 points)

- **10.** Find the eigenvalues of the matrix, $C = \begin{bmatrix} 1 & 1 \\ -1 & 3 \end{bmatrix}$. Since eigenvalues are repeated, compute eigenvector and generalized eigenvector
- 11. Representing $C = X\Lambda X^{-1}$ in Jordan canonical form, compute the matrix exponent

Hints for Problems 4 and 5

- Please see the discussion about effect of similarity transform on exponent
- Consider the following rules

$$\exp\left(\begin{bmatrix}\lambda & 0 \\ 0 & \lambda\end{bmatrix}\right) = \begin{bmatrix}e^{\lambda} & 0 \\ 0 & e^{\lambda}\end{bmatrix}, \qquad \exp\left(\begin{bmatrix}\lambda & a \\ 0 & \lambda\end{bmatrix}\right) = \begin{bmatrix}e^{\lambda} & ae^{\lambda} \\ 0 & e^{\lambda}\end{bmatrix}$$