

## Question 1

[-6,-6,-6,-5,-4,-4,-1,1,2,9];

[-7,-7,-7,-6,-5,-5,-2,0,1,8]

The coefficient is 1

[-10,-7,-6,-3,0,2,3,5,10,10];

[-12,-22,-21,-18,11,13,-12,-10,8,21]

The coefficient is 0.7113

[-6,-5,-5,-2,-2,1,3,5,8,9];

[8,-7,-7,-20,-4,-17,-15,3,6,7]

The coefficient is 0.3148

[-7,-5,-1,1,3,4,4,8,9,10];

[17,-37,-5,-3,27,0,-28,4,-23,6]

The coefficient is 0.0303

[-10,-10,-10,-9,-3,-2,1,2,2,10];

[-5,-5,35,14,8,-13,-16,3,23,-5]

The coefficient is -0.2758

[-7,-7,-2,-1,0,0,4,4,6,7];

[20,11,-3,5,13,-5,9,-9,-2,-12]

The coefficient is -0.6956

[-10,-6,-4,-3,0,1,3,3,3,8];

[12,8,6,5,2,1,-1,-1,-1,-6]

The coefficient is -1

Theory I find is that the amount of noise should be the square root of the product of both vectors standard deviation.

If we want vectors have coefficient near 1, we need add no noise; if we want 0.7, add 1 times noise; if we want 0.3, add 3 times noise; if we want 0, add 5 times noise; if we want -1, we need set a vector's element equals to the others' negative.

## Question 2













