1. Social Media

As a tech-savvy Berkeley student, the distractions of social media are always calling you away from productive stuff like homework for your classes. You’re curious—are you the only one who spends hours switching between Facebook or YouTube? How do other students manage to get stuff done and balance pursuing Insta-fame? You conduct an experiment, collect some data, and notice Berkeley students tend to follow a pattern of behavior similar to the figure below. So, for example, if 100 students are on Facebook, in the next timestep, 30 of them will click on a link and move to YouTube.

![Transition Diagram](image-url)

(a) What is the corresponding transition matrix?

Answer:

\[
\begin{bmatrix}
0.4 & 0.2 & 0 & 0 \\
0.3 & 0.6 & 0 & 0 \\
0 & 0 & 0.6 & 0 \\
0.3 & 0.2 & 0.4 & 1 \\
\end{bmatrix}
\]

(b) There are 150 of you in the class. Suppose on a given Sunday evening (the day when HW is due), there are 70 EE16A students on Facebook, 45 on YouTube, 20 on Instagram, and 15 actually doing work. In the next timestep, how many people will be doing each activity? In other words, after you apply the matrix once to reach the next timestep, what is the state vector?

Answer:

\[
\begin{bmatrix}
37 \\
48 \\
12 \\
53 \\
\end{bmatrix}
\]
(c) If the entries in each of the column vectors of your state transition matrix summed to 1, what would this mean with respect to the students on social media? (What is the physical interpretation?)

**Answer:**

We aren’t losing students—that is, at a given timestep, a student on a given website either stays on the same website or travels to a different website. No students “disappear,” and at the end of many timesteps, we would still have 150 students in the system! This is good—we don’t want to be losing students as the semester progresses!

(d) You want to predict how many students will be on each website \( n \) timesteps in the future. How would you formulate that mathematically? Without working it out, can you predict roughly how many students will be in each state 1000 timesteps/days in the future?

**Answer:**

\[
\begin{bmatrix}
0.4 & 0.2 & 0 & 0 \\
0.3 & 0.6 & 0 & 0 \\
0 & 0 & 0.6 & 0 \\
0.3 & 0.2 & 0.4 & 1 \\
\end{bmatrix}
\]

\[
\vec{x}[0] = \vec{x}[n]
\]

All of them will be working! Yay! With this particular system, ‘Work’ is called a ‘final accepting state’ or an ‘absorbing state.’ This means all the students, after jumping around and being distracted for some amount of time, will eventually end up working. Why is this? ‘Work’ is the only state where 100% of students who are working remain working. So as time passes, a student has some probability of landing in Work but 0 probability of leaving Work. If you actually calculate \( A^{100} \), you’ll see that all the “mass” in the problem transfers to the bottom row, numerically reflecting the fact that ‘Work’ is absorbing all of the students.

\[
\begin{bmatrix}
0.4 & 0.2 & 0 & 0 \\
0.3 & 0.6 & 0 & 0 \\
0 & 0 & 0.6 & 0 \\
0.3 & 0.2 & 0.4 & 1 \\
\end{bmatrix}^{100}
\begin{bmatrix}
6.83599885 \cdot 10^{-13} \\
1.24611759 \cdot 10^{-12} \\
0 \\
6.53318624 \cdot 10^{-23} \\
\end{bmatrix}
= 
\begin{bmatrix}
6.30745059 \cdot 10^{-13} \\
1.51434494 \cdot 10^{-12} \\
0 \\
6.53318624 \cdot 10^{-23} \\
\end{bmatrix}
\]

The above was calculated using IPython notebook.

(e) **Challenging Practice Problem:** Suppose, instead of having ‘Work’ as an explicit state, we assume that any student not on Facebook/Youtube/Instagram is working. Work is like the “void,” and if a student is “leaked” from any of the other states, we assume s/he has gone to work and will never come back. How would you reformulate this problem? Redraw the figure and rewrite the appropriate transition matrix. What are the major differences between this problem and the previous one?

**Answer:**

\[
\begin{bmatrix}
0.4 & 0.2 & 0 \\
0.3 & 0.6 & 0 \\
0 & 0 & 0.6 \\
0.3 & 0.2 & 0.4 \\
\end{bmatrix}
\]

Since we don’t track students who have gone to work, the entries in the columns of the state transition matrix no longer sum to 1.
2. Visualizing Matrices as Operations

This problem is going to help you visualize matrices as operations. For example, when we multiply a vector by a “rotation matrix,” we will see it “rotate” in the true sense here. Similarly, when we multiply a vector by a “reflection matrix,” we will see it be “reflected.” The way we will see this is by applying the operation to all the vertices of a polygon and seeing how the polygon changes.

Your TA will now show you how a unit square can be rotated, scaled, or reflected using matrices!

Part 1: Rotation Matrices as Rotations

(a) We are given matrices $T_1$ and $T_2$, and we are told that they will rotate the unit square by 15° and 30°, respectively. Design a procedure to rotate the unit square by 45° using only $T_1$ and $T_2$, and plot the result in the IPython notebook. How would you rotate the square by 60°?

(b) Try to rotate the unit square by 60° using only one matrix. What does this matrix look like?

(c) $T_1$, $T_2$, and the matrix you used in part (b) are called “rotation matrices.” They rotate any vector by an angle $\theta$. Show that a rotation matrix has the following form:

$$R = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

where $\theta$ is the angle of rotation. (Hint: Use your trigonometric identities!)

Answer:

Let’s try to derive this matrix using trigonometry. Suppose we want to rotate the vector $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$ by $\theta$.

We can use basic trigonometric relationships to see that $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$ rotated by $\theta$ becomes $\begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix}$. Similarly, rotating the vector $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ by $\theta$ becomes $\begin{bmatrix} -\sin \theta \\ \cos \theta \end{bmatrix}$.
We can also scale these pre-rotated vectors to any length we want, \( \begin{bmatrix} x \\ 0 \end{bmatrix} \) and \( \begin{bmatrix} 0 \\ y \end{bmatrix} \), and we can observe graphically that they rotate to \( \begin{bmatrix} x \cos \theta - y \sin \theta \\ x \sin \theta + y \cos \theta \end{bmatrix} \), respectively. Rotating a vector solely in the \( x \)-direction produces a vector with both \( x \) and \( y \) components, and, likewise, rotating a vector solely in the \( y \)-direction produces a vector with both \( x \) and \( y \) components.

Finally, if we want to rotate an arbitrary vector \( \begin{bmatrix} x \\ y \end{bmatrix} \), we can combine what we derived above. Let \( x' \) and \( y' \) be the \( x \) and \( y \) components after rotation. \( x' \) has contributions from both \( x \) and \( y \): \( x' = x \cos \theta - y \sin \theta \). Similarly, \( y' \) has contributions from both components as well: \( y' = x \sin \theta + y \cos \theta \).

Expressing this in matrix form:

\[
\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} x \cos \theta - y \sin \theta \\ x \sin \theta + y \cos \theta \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}
\]

Thus, we’ve derived the 2-dimensional rotation matrix.

**Alternative solution:**

The reason the matrix is called a rotation matrix is because it translates the unit vector \( \begin{bmatrix} \cos \alpha \\ \sin \alpha \end{bmatrix} \) to give \( \begin{bmatrix} \cos(\alpha + \theta) \\ \sin(\alpha + \theta) \end{bmatrix} \).

**Proof:**

\[
\begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} \cos \alpha \\ \sin \alpha \end{bmatrix} = \cos \alpha \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix} + \sin \alpha \begin{bmatrix} -\sin \theta \\ \cos \theta \end{bmatrix} = \begin{bmatrix} \cos(\alpha \cos \theta - \sin \alpha \sin \theta) \\ \cos(\alpha \sin \theta + \sin \alpha \cos \theta) \end{bmatrix} = \begin{bmatrix} \cos(\alpha + \theta) \\ \sin(\alpha + \theta) \end{bmatrix}
\]

(d) Now, we want to get back the original unit square from the rotated square in part (b). What matrix should we use to do this? *Don’t use inverses!*

**Answer:**

Use a rotation matrix that rotates by \(-60^\circ\).

\[
\begin{bmatrix} \cos(-60^\circ) & -\sin(-60^\circ) \\ \sin(-60^\circ) & \cos(-60^\circ) \end{bmatrix}
\]
(e) Use part (d) to obtain the “inverse” rotation matrix for a matrix that rotates a vector by $\theta$. Multiply the inverse rotation matrix with the rotation matrix and vice-versa. What do you get?

**Answer:**

The inverse matrix is as follows:

\[
\begin{bmatrix}
\cos(-\theta) & -\sin(-\theta) \\
\sin(-\theta) & \cos(-\theta)
\end{bmatrix} = \begin{bmatrix}
\cos \theta & \sin \theta \\
-\sin \theta & \cos \theta
\end{bmatrix}
\]

We can see from this inverse matrix that the product of the rotation matrix and its inverse is the identity matrix.

\[
\begin{bmatrix}
\cos \theta & -\sin \theta \\
\sin \theta & \cos \theta
\end{bmatrix} \begin{bmatrix}
\cos \theta & \sin \theta \\
-\sin \theta & \cos \theta
\end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}
\]

**Part 2: Commutativity of Operations**

A natural question to ask is the following: Does the *order* in which you apply these operations matter? Follow your TA to obtain the answers to the following questions!

(a) Let’s see what happens to the unit square when we rotate the matrix by 60° and then reflect it along the $y$-axis.

(b) Now, let’s see what happens to the unit square when we first reflect it along the $y$-axis and then rotate the matrix by 60°.

(c) Try to do steps (a) and (b) by multiplying the reflection and rotation matrices together (in the correct order for each case). What does this tell you?

(d) If you reflected the unit square twice (along any pair of axes), do you think the order in which you applied the reflections would matter? Why/why not?

**Answer:**

It turns out that reflections are not commutative unless the two reflection axes are perpendicular to each other. For example, if you reflect about the $x$-axis and the $y$-axis, it is commutative. But if you reflect about the $x$-axis and $x = y$, it is not commutative.