EECS 16A Designing Information Devices and Systems I
Spring 2023 Discussion 1B

1. Gaussian Elimination

Use Gaussian elimination to solve the following systems. Does a solution exist? Is it unique?

(a)

$$\left[\begin{array}{ccc|c} 2 & 0 & 4 & 6 \\ 0 & 1 & 2 & -3 \\ 1 & 2 & 0 & 3 \end{array}\right]$$

(b)

$$\left[\begin{array}{ccc|c} 1 & 4 & 2 & 2 \\ 1 & 2 & 8 & 0 \\ 1 & 3 & 5 & 3 \end{array}\right]$$

(c)

$$\left[\begin{array}{ccc|c} 2 & 2 & 3 & 7 \\ 0 & 1 & 1 & 3 \\ 2 & 0 & 1 & 1 \end{array}\right]$$

(d) True or False: A system of equations with more equations than unknowns will always have either infinite solutions or no solutions.

(e) (**Practice**)

$$\left[\begin{array}{ccc|c} 3 & -1 & 2 & 1 \\ 0 & 0 & 2 & 1 \end{array}\right]$$

(f) (**Practice**)

$$\begin{bmatrix} 2x & + & 4y & + & 2z & = & 8 \\ x & + & y & + & z & = & 6 \\ x & - & y & - & z & = & 4 \end{bmatrix}$$

2. Finding The Bright Cave

Nara the one-handed druid and Kody the one-handed ranger find themselves in dire straits. Before them is a cliff with four cave entrances arranged in a square: two upper caves and two lower caves. Each entrance emits a certain amount of light, and the two wish to find exactly the amount of light coming from each cave. Here's the catch: after contracting a particularly potent strain of ghoul fever, our intrepid heroes are only able to see the total intensity of light before them (so their eyes operate like a single-pixel camera). Kody and Nara are capable adventurers, but they don't know any linear algebra – and they need your help.

Kody proposes an imaging strategy where he uses his hand to completely block the light from two caves at a time. He is able to take measurements using the following four masks (black means the light is blocked from that cave):

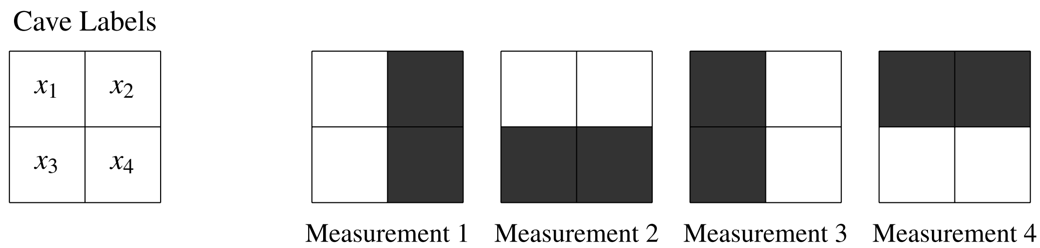


Figure 1: Four image masks.

(a) Let x_1, x_2, x_3, and x_4 represent the magnitude of light emanating from the four cave entrances shown in the image above. Write an equation for each masking process in Figure 1 which results in the four measurements of total light: m_1, m_2, m_3, and m_4. Then, create an augmented matrix that represents this system.

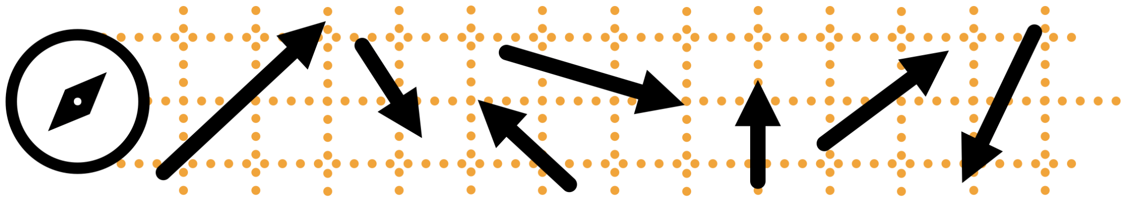
(b) Does Kody's set of masks give us a unique solution for all four caves' light intensities? Why or why not?

(c) Nara, in her infinite wisdom, places her one hand diagonally across the entrances, covering two of the cave entrances. However, her hand is not wide enough, letting in 50% of the light from the caves covered and 100% of the light from the caves not covered. The following diagram shows the percentage of light let through from each cave:

50%	100%
100%	50%

Does this additional measurement give them enough information to solve the problem? Why or why not?

3. Vectors



A vector is an ordered list of numbers. For instance, a point on a plane (x, y) is a vector! We label vectors using an arrow overhead $\vec{v}$, and since vectors can live in ANY dimension of space we'll need to leave our notation general $\vec{v} = (v_1, v_2, \ldots)$. Below are a few more examples (the left-most form is the general definition):

$$\vec{x} = \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix} \in \mathbb{R}^n \qquad \vec{a} = \begin{bmatrix} 3 \\ 1 \\ 4 \end{bmatrix} \in \mathbb{R}^3 \qquad \vec{b} = \begin{bmatrix} 2.4 \\ 5.3 \end{bmatrix} \in \mathbb{R}^2$$

Just to unpack this a bit more, $\vec{b} \in \mathbb{R}^3$ in English means "vector $\vec{b}$ lives in 3-dimensional space."

- The $\in$ symbol literally means "in"
- The $\mathbb{R}$ stands for "real numbers" (FUN FACT: $\mathbb{Z}$ means "integers" like $-2, 4, 0, \ldots$)
- The exponent $\mathbb{R}^{n \leftarrow}$ indicates the dimension of space, or the number of elements in the vector.

One last thing: it is standard to write vectors in column-form, like seen with $\vec{a}, \vec{b}, \vec{x}$ above. We call these *column vectors*, in contrast to horizontally written vectors, which we call *row vectors*. Row vectors are denoted with a transpose symbol; for instance, $\vec{x}^T$ denotes a row vector, which is simply $\vec{x}$ but expressed horizontally. This will become important later on when we discuss the importance of dimension matching.

Okay, let's dig into a few examples:

(a) Which of the following vectors lives in $\mathbb{R}^2$ space?

$$i. \begin{bmatrix} 3 \\ 6 \end{bmatrix} \qquad ii. \begin{bmatrix} 5 \\ 0 \\ 3 \\ 5 \end{bmatrix} \qquad iii. \begin{bmatrix} -4.76 \\ 1.32 \\ 0.01 \end{bmatrix} \qquad iv. \begin{bmatrix} -20 \\ 100 \end{bmatrix}$$

(b) Graphically show the vectors (either in a sketch with axes, or a plot on a computer):

$$i. \begin{bmatrix} 2 \\ 5 \end{bmatrix} \qquad ii. \begin{bmatrix} 5 \\ 2 \end{bmatrix}$$

(c) Compute the sum $\vec{a} + \vec{b} = \vec{c}$ from the vectors below, and then graphically sketch or plot these vectors. (show them in a way that forms a triangle; also, is there only one possible triangle?)

$$\vec{a} = \begin{bmatrix} 1 \\ 2 \end{bmatrix} \qquad \vec{b} = \begin{bmatrix} 4 \\ 3 \end{bmatrix}$$

