

EECS 16A Designing Information Devices and Systems I

Fall 2020 Discussion 6A

1. (Optional) The Romulan Ruse While scanning parts of the galaxy for alien civilization, the starship USS Enterprise NC-1701D encounters a Romulan starship that is known for advanced cloaking devices.

(a) *Concept: Matrix Transformations*

The Romulan illusion technology causes a point (x_0, y_0) to transform or *map* to (u_0, v_0) . Similarly, (x_1, y_1) is mapped to (u_1, v_1) . Figure 1 and Table 1 show two points on a Romulan ship and the corresponding *mapped* points.

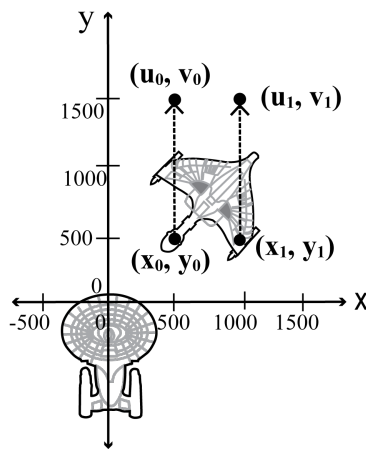


Figure 1: Figure for part (a)

| Original Point | Mapped Point |
|----------------------------|-----------------------------|
| $(x_0, y_0) = (500, 500)$ | $(u_0, v_0) = (500, 1500)$ |
| Original Point | Mapped Point |
| $(x_1, y_1) = (1000, 500)$ | $(u_1, v_1) = (1000, 1500)$ |

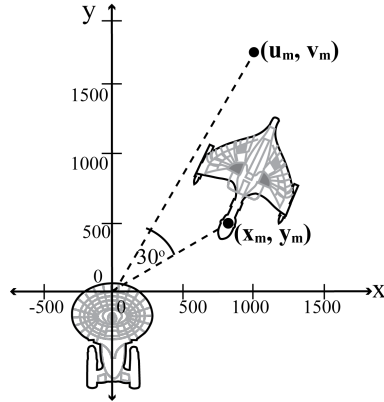
Table 1: Original and Mapped Points

Find a transformation matrix \mathbf{A}_0 such that

$$\begin{bmatrix} u_0 \\ v_0 \end{bmatrix} = \mathbf{A}_0 \begin{bmatrix} x_0 \\ y_0 \end{bmatrix}, \text{ and } \begin{bmatrix} u_1 \\ v_1 \end{bmatrix} = \mathbf{A}_0 \begin{bmatrix} x_1 \\ y_1 \end{bmatrix}.$$

(b) *Concept: Matrix Transformations*

In this scenario, every point on the Romulan ship (x_m, y_m) is mapped to (u_m, v_m) , such that vector $\begin{bmatrix} x_m \\ y_m \end{bmatrix}$ is rotated counterclockwise by 30° and then scaled by 2 in the x- and y-directions. This transformation is shown in Figure 2.



| θ | $\sin \theta$ | $\cos \theta$ | $\tan \theta$ |
|------------|----------------------|----------------------|----------------------|
| 0° | 0 | 1 | 0 |
| 30° | $\frac{1}{2}$ | $\frac{\sqrt{3}}{2}$ | $\frac{1}{\sqrt{3}}$ |
| 45° | $\frac{1}{\sqrt{2}}$ | $\frac{1}{\sqrt{2}}$ | 1 |
| 60° | $\frac{\sqrt{3}}{2}$ | $\frac{1}{2}$ | $\sqrt{3}$ |
| 90° | 1 | 0 | ∞ |

Table 2: Trigonometric Table

Figure 2: Figure for part (b)

Find a transformation matrix \mathbf{R} such that $\begin{bmatrix} u_m \\ v_m \end{bmatrix} = \mathbf{R} \begin{bmatrix} x_m \\ y_m \end{bmatrix}$.

The Romulan ship has launched a probe into space and the Enterprise is trying to destroy the probe by firing a photon torpedo along a straight line from point $(0,0)$ towards the probe.

(c) *Concept: Gaussian Elimination, Systems of Equations*

The Romulan generals found a clever way to hide the probe by transforming (mapping) its position with a *cloaking* (transformation) matrix \mathbf{A}_p :

$$\mathbf{A}_p = \begin{bmatrix} 1 & 3 \\ 2 & 6 \end{bmatrix}.$$

They positioned the probe at (x_p, y_p) so that it maps to

$$(u_p, v_p) = (0, 0), \text{ where } \begin{bmatrix} u_p \\ v_p \end{bmatrix} = \mathbf{A}_p \begin{bmatrix} x_p \\ y_p \end{bmatrix}.$$

This scenario is shown in Figure 3. The initial position of the torpedo is $(0,0)$ and the torpedo cannot be fired on its initial position! Impressive trick indeed!

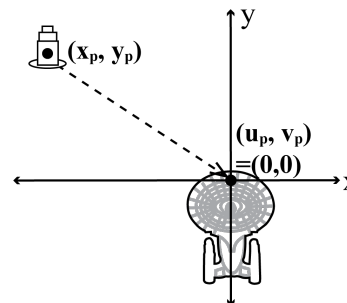


Figure 3: Figure for part (c)

Find the possible positions of the probe (x_p, y_p) so that $(u_p, v_p) = (0, 0)$.

(d) *Concept: Eigenspaces/Eigenvectors/Eigenvalues*

It turns out the Romulan engineers were not as smart the Enterprise engineers. Their calculations did not work out and they positioned the probe at (x_q, y_q) such that the *cloaking* (transformation) matrix, \mathbf{A}_p , mapped it to (u_q, v_q) , where

$$\begin{bmatrix} u_q \\ v_q \end{bmatrix} = \mathbf{A}_p \begin{bmatrix} x_q \\ y_q \end{bmatrix}, \text{ and } \mathbf{A}_p = \begin{bmatrix} 1 & 3 \\ 2 & 6 \end{bmatrix}.$$

As a result, the torpedo while traveling along a straight line from $(0,0)$ to (u_q, v_q) , hit the probe at (x_q, y_q) on the way!

The scenario is shown in Figure 4. For the torpedo to hit the probe, we must have $\begin{bmatrix} u_q \\ v_q \end{bmatrix} = \lambda \begin{bmatrix} x_q \\ y_q \end{bmatrix}$, where λ is a real number.

Find the possible positions of the probe (x_q, y_q) so that $(u_q, v_q) = (\lambda x_q, \lambda y_q)$. Remember that the torpedo cannot be fired on its initial position $(0,0)$.

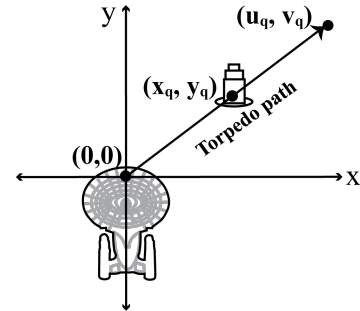


Figure 4: Figure for part (d)

2. (Optional) Proof

Concept: Null Spaces, Invertibility

Consider a square matrix \mathbf{A} . Prove that if \mathbf{A} has a non-trivial nullspace, i.e. if the nullspace of \mathbf{A} contains more than just $\vec{0}$, then matrix \mathbf{A} is not invertible.