

PS1 Solution Template

a. Using the matrix squaring operator create a “triangular” matrix with 1 on the main diagonal, 2 above, etc.

$$M(n) = \begin{pmatrix} 1 & 2 & \dots & n-1 & n \\ & 1 & 2 & \dots & n-1 \\ & & \ddots & \ddots & \\ & & & 1 & 2 \\ & & & & 1 \end{pmatrix}$$

```
In[1]: # The line below is a Julia function that given n computes M(n)
# If you are not using Julia please supply your function
M(n) = triu(ones(n,n))^2
# Show that it works
M(5)
```

Out[1]: # Put your output here

```
In[2]: # Show that it works for n=1,2,3,4,5,6
{M(n) for n=1:6}
```

Out[2]: # Put your output here

b. You very likely have heard of the triangular numbers: (see wikipedia if not)

$$T_n = 1 + 2 + \dots + n.$$

```
In[3]: #Here they are
        cumsum(1:10)'
        # If not using Julia, how would you do this in your language?
```

```
Out[3]: 1x10 Array{Int64,2}:
         1  3  6  10  15  21  28  36  45  55
```

Don't use cumsum, or sum or "+", just matrix operations to create the matrix that has the triangular numbers on the diagonals: Explain roughly (not too formal a proof), why your idea works.

$$M(n) = \begin{pmatrix} 1 & 3 & \dots & (n-1)n/2 & n(n+1)/2 \\ & 1 & 3 & \dots & (n-1)n/2 \\ & & \ddots & \ddots & \\ & & & 1 & 3 \\ & & & & 1 \end{pmatrix}$$

```
In[4]: # Put your input code here, put in a function and show that it
        works, just like In[1] and Out[1]
```

```
Out[4]:
```

c. Don't stop. Keep going, and get the tetrahedral numbers. (see wikipedia) Explain briefly why this worked.

```
In[5]: # This is hardly much different from In[4] and Out[4]
```

```
Out[5]:
```

d. Let  $A = \begin{bmatrix} 1 \\ 2 \\ 3 \\ 1 \end{bmatrix}$  and  $B = \begin{bmatrix} -1 & 2 & 1 & 4 \end{bmatrix}$ .

Compute  $(AB)^{10}$  on your computer. Explain why it's possible to get this without a computer!

```
In[6]: A=[1;2;3;1]
```

```
Out[6]: 4-element Array{Int64,1}:
 1
 2
 3
 1
```

```
In[7]: B=[-1 2 1 4]
```

```
Out[7]: 1x4 Array{Int64,2}:
 -1  2  1  4
```

```
In[8]: (A*B)^10
```

```
Out[8]: # Put your solution here
```

```
In[9]: B*A
```

```
Out[9]: # Put your solution here
```

and see if you can see and tell us what is going on