(1) **Permutation Matrices**

(6.1 # 34) Consider the following *permutation matrix*:

$$P = \begin{bmatrix} 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

Let's examine where the name of P comes from and the eigenvalues and eigenvectors of P.

- (a) What is the effect of multiplying the vector $\mathbf{x} = (x_1, x_2, x_3, x_4)^{\mathsf{T}}$ by the matrix P, i.e., what is $P\mathbf{x}$?
- (b) Write down the permutation matrix of the permutation 1324.
- (c) Compute all eigenvalues of the matrix P shown above.
- (d) For each eigenvalue find a corresponding eigenvector. You shouldn't have to do any tedious computations such as finding nullspaces.

(2) **Product and sum of eigenvalues**

Let A be an $n \times n$ matrix with eigenvalues $\lambda_1, \ldots, \lambda_n$ (maybe not all distinct).

- (a) (i) (6.2 #20) Suppose A is diagonalizable. Then show that $det(A) = \lambda_1 \lambda_2 \cdots \lambda_n$.
 - (ii) (6.1 #16) Argue that for any matrix A, det(A) = $\lambda_1 \lambda_2 \cdots \lambda_n$. **Hint:** Recall that det(A - λI) = $(-1)^n (\lambda - \lambda_1) (\lambda - \lambda_2) \cdots (\lambda - \lambda_n)$
- (b) (6.2 #20, #21) The *trace* of a square matrix is the sum of its diagonal entries. For example, if $A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$, then trace(A) = a + d.
 - (i) Argue that trace (PQ) = trace(QP) for any two $n \times n$ matrices P and Q. **Hint**: To prove the general case, write down $P = (p_{ij})$ and $Q = (q_{ij})$ symbolically and compute the trace of PQ and QP symbolically. The trace expression will be a sum of sums. You then need to argue that these sums are the same. You might first check the statement for two symbolic 2×2 matrices to understand what is happening.
 - (ii) Whether you can do (a) or not, use the result to show that if A is diagonalizable, then the trace of A is the sum of the eigenvalues of A.
 - (iii) In general, the trace of any n×n matrix is the sum of its eigenvalues. (No need to argue this.)
 Show that the trace of any 3×3 matrix is the sum of its eigenvalues. (This requires starting with a symbolic 3×3 matrix.) **Hint:** Here is a hint for general n that you can also use for the n = 3 case. Recall that the characteristic polynomial p(λ) = (-1)ⁿ(λ - λ₁)…(λ - λ_n) and also p(λ) = det(A - λI). Think about where you might see the sum of the eigenvalues of A if you expanded the product and where you might see it if you computed det(A - λI) using permutations.
- (3) \dagger (6.2 #25) Recall that the column space of a $n \times n$ matrix A, denoted Col(A), is the span of the columns of A. Suppose A is a non-zero $n \times n$ matrix such that $A^2 = A$.
 - (a) Show that $\lambda = 1$ is an eigenvalue of A with eigenspace equal to Col(A).
 - (b) What is the eigenspace of $\lambda = 1$ if A is invertible? Is A diagonalizable in this case? If yes, write its diagonalization.

(c) If A is not invertible, what are its eigenvalues and their eigenspaces? Is A diagonalizable in this case? If yes, write its diagonalization. **Note:** If you can write its diagonalization, it will not be with explicit vectors, but rather a general diagonalization in terms of vectors coming from the various eigenspaces that you have found.

There will be a series of problems in this class with *†* that all relate to projections.

- (4) (6.2 # 24, # 29)
 - (a) Consider the set of all 4×4 matrices that are diagonalized by the same eigenvector matrix U:

 $S_U = \left\{ U \Lambda U^{-1} \in \mathbb{R}^{4 \times 4} : \Lambda \text{ is a diagonal matrix } \right\}.$

Show that S_U is a subspace of $\mathbb{R}^{4\times 4}$. (Check the properties of a subspace.)

- (b) What is S_I where I is the identity matrix?
- (c) Suppose the same U diagonalizes A and B, i.e., $A = U\Lambda_1 U^{-1}$ and $B = U\Lambda_2 U^{-1}$. Argue that AB = BA. (Recall that in general matrix multiplication is not commutative, i.e., $AB \neq BA$.)
- (5) * How to find a triangle in a graph. A graph G is a collection of nodes labeled $1, 2, \ldots, n$ and edges which are pairs of nodes. Shown below is a graph with 5 nodes labeled $1, \ldots, 5$ and edges $\{1, 2\}, \{1, 3\}, \{2, 4\}, \{3, 4\}, \{3, 5\}, \{4, 5\}$. A triangle in a graph G is a triple of nodes i, j, k such that all edges $\{i, j\}, \{i, k\}, \{j, k\}$ are present in G. For example 3, 4, 5 forms a triangle in the graph below. Two nodes i and j are neighbors in G if $\{i, j\}$ is an edge in G.



If the graph G is very large it becomes hard to decide if there is a triangle in it by simply looking at the graph. In this problem we will see that linear algebra can be used to decide if a graph contains a triangle.

(a) The adjacency matrix A of a graph G with n nodes is a n×n matrix defined as follows. The rows and columns of A are indexed by the node labels 1,...,n and the (i, j)-entry of A is 1 if the pair {i, j} is an edge in G and 0 otherwise. (An example can be seen in Problem 2.4A on page 76 in Strang's book. See also Chapter 3 of the lecture notes.)
Write down the adjacency matrix of the graph G shown above.

- (b) Let $B = A^2$ where A is the adjacency matrix of G. The entry b_{ij} in B is the dot product of two vectors sitting in A. Which vectors are they? In our example, how is b_{23} formed?
- (c) For three nodes i, j, k from G, argue that $a_{ik}a_{kj}$ is 1 exactly when k is a common neighbor of i and j.
- (d) Using the above, what does b_{ij} count?
- (e) The nodes i, j, k form a triangle if and only if i and j are neighbors and k is a common neighbor of i and j. If i, j, k is a triangle what property must a_{ij} and b_{ij} have?

- (f) Putting all this together can you construct an algorithm that takes as input two indices i, j, and determines whether or not there exists a triangle with the edge between i and j as one of the sides. Justify your algorithm. Think of an algorithm that uses A and B. If you use only A you will likely have a less efficient algorithm. You don't need to write computer code, just writing out the steps in words is enough.
- (g) (optional) If you know about running times of algorithms, do you see how fast this algorithm runs? Is it faster than checking all triples of nodes in G?