

Solution. Quiz 1.

$$\textcircled{1} \alpha \begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix} + \beta \begin{pmatrix} 3 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 8 \\ 2 \\ 2 \end{pmatrix} \Leftrightarrow \begin{cases} 2\alpha + 3\beta = 8 \\ 0\alpha + 1\beta = 2 \end{cases}$$

$$\Downarrow \begin{cases} \beta = 2, & 2\alpha + 3 \cdot 2 = 8 \\ \alpha = 1 \end{cases}$$

$$\textcircled{2} \begin{pmatrix} 2 \\ 1 \\ 4 \end{pmatrix} \begin{pmatrix} 3 \\ 4 \end{pmatrix} = 2 \cdot 3 + 1 \cdot 4 = 10$$

$$\begin{pmatrix} 1 \\ 2 \\ 3 \\ 4 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} = 1 \cdot 0 + 2 \cdot 1 + 3 \cdot 2 + 4 \cdot 3 = 20$$

$$\left| \begin{pmatrix} 1 \\ 2 \\ 3 \\ 4 \end{pmatrix} \right| = \sqrt{\begin{pmatrix} 1 \\ 2 \\ 3 \\ 4 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 3 \\ 4 \end{pmatrix}} = \sqrt{1^2 + 2^2 + 3^2 + 4^2} = \sqrt{30}$$

$$\textcircled{3} \vec{a} = \begin{pmatrix} 1 \\ 2 \\ 3 \\ x \end{pmatrix}, \vec{b} = \begin{pmatrix} x \\ 1 \\ 2 \\ 3 \end{pmatrix}. \text{ How much is } x, \text{ if } \vec{a} \perp \vec{b}?$$

$$0 = \vec{a} \cdot \vec{b} = 1 \cdot x + 2 \cdot 1 + 3 \cdot 2 + x \cdot 3 = 4x + 8 \Rightarrow x = 2$$

$$\textcircled{5} \begin{pmatrix} 2x+3y \\ 4x+5y \end{pmatrix} = A \begin{pmatrix} x \\ y \end{pmatrix} \Rightarrow A = \begin{pmatrix} 2 & 3 \\ 4 & 5 \end{pmatrix}$$

$$\begin{pmatrix} y \\ x \end{pmatrix} = A \begin{pmatrix} x \\ y \end{pmatrix} \Rightarrow A = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \mid \begin{pmatrix} x \\ y \end{pmatrix} = E \begin{pmatrix} x \\ y \end{pmatrix} \Rightarrow E = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

$(x+2y) = A \begin{pmatrix} x \\ y \end{pmatrix} \Rightarrow A = \begin{pmatrix} 1 & 2 \\ 0 & 0 \end{pmatrix}$ Identity (unit) matrix

$$\varphi \left[\begin{pmatrix} x \\ y \\ 4 \end{pmatrix} \right] = \begin{pmatrix} x \\ 2x \\ x+y \end{pmatrix} = A \begin{pmatrix} x \\ y \end{pmatrix} \Rightarrow A = \begin{pmatrix} 1 & 0 \\ 2 & 0 \\ 1 & 1 \end{pmatrix}$$

$$\textcircled{6} \begin{pmatrix} -1 & -2 \\ -3 & -4 \end{pmatrix} \begin{pmatrix} 5 & 6 \\ 7 & 8 \end{pmatrix} = \begin{pmatrix} 1 \cdot 5 + 2 \cdot 7 & 1 \cdot 6 + 2 \cdot 8 \\ 3 \cdot 5 + 4 \cdot 7 & 3 \cdot 6 + 4 \cdot 8 \end{pmatrix}$$

$$\begin{pmatrix} -1 & -2 \\ 3 & 4 \end{pmatrix} \begin{pmatrix} 1 \\ 3 \end{pmatrix} = (1 \cdot 3 + 2 \cdot 4) = 1 \cdot 3 + 2 \cdot 4$$

$$\begin{pmatrix} -3 \\ -4 \end{pmatrix} \begin{pmatrix} 1 \\ 4 \end{pmatrix} = \begin{pmatrix} 3 \cdot 1 & 3 \cdot 2 \\ 4 \cdot 1 & 4 \cdot 2 \end{pmatrix} = \begin{pmatrix} 3 & 6 \\ 4 & 8 \end{pmatrix}$$

$$\begin{pmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \end{pmatrix} = \begin{pmatrix} 1 \cdot 1 + 2 \cdot 2 \\ 3 \cdot 1 + 4 \cdot 2 \\ 5 \cdot 1 + 6 \cdot 2 \end{pmatrix}$$

$\textcircled{7}$ Equation of a plane:

$$\vec{r}_0 = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}; \vec{n} = \begin{pmatrix} 5 \\ 6 \\ 7 \end{pmatrix}. \vec{n} \cdot (\vec{r} - \vec{r}_0) = 0$$

$$\begin{pmatrix} 5 \\ 6 \\ 7 \end{pmatrix} \cdot \left[\begin{pmatrix} x \\ y \\ z \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \right] = \begin{pmatrix} 5 \\ 6 \\ 7 \end{pmatrix} \begin{pmatrix} x-1 \\ y-2 \\ z-3 \end{pmatrix}$$

$$= 5 \cdot (x-1) + 6 \cdot (y-2) + 7 \cdot (z-3) = 5x + 6y + 7z - 38 = 0$$

Vectors

n dim. real vector space

Prototype: $\mathbb{R}^n = \left\{ \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix} ; x_i \in \mathbb{R} \right\}$

$$\begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix} + \begin{pmatrix} y_1 \\ \vdots \\ y_n \end{pmatrix} = \begin{pmatrix} x_1 + y_1 \\ \vdots \\ x_n + y_n \end{pmatrix}, \quad \lambda \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} \lambda x_1 \\ \vdots \\ \lambda x_n \end{pmatrix}$$

A set V with two operations:

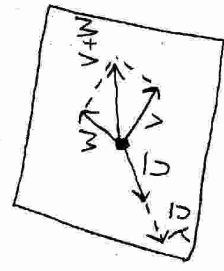
1. addition of vectors
 2. multiplication of vectors by real numbers
- is an n dim. real vector space, if it is isomorphic to \mathbb{R}^n .

Isomorphism: a one-to-one mapping φ , which is compatible with the operations:

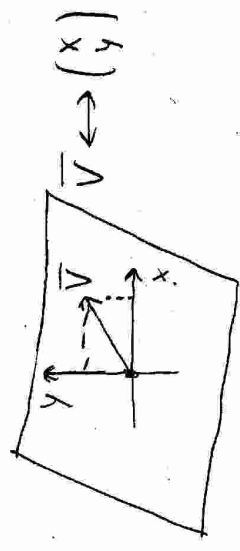
$$\varphi: V \rightarrow \mathbb{R}^n, \quad \varphi(\vec{v} + \vec{w}) = \varphi(\vec{v}) + \varphi(\vec{w}), \quad \varphi(\lambda \vec{v}) = \lambda \varphi(\vec{v})$$

or $\varphi(\alpha \vec{v} + \beta \vec{w}) = \alpha \varphi(\vec{v}) + \beta \varphi(\vec{w})$,
 i.e. φ is an invertible, linear mapping

Example: $V = \text{plane} + \text{origin}$



A coordinate system on the plane identifies V with \mathbb{R}^2 :



Econ. example:

Alice buys: 3 apples 4 oranges 2 melons 1 lemon
 Bob: 1 2 3

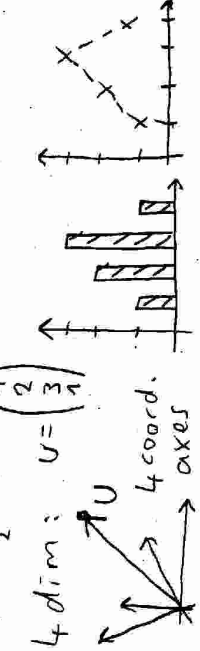
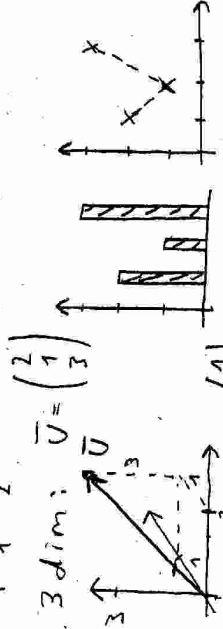
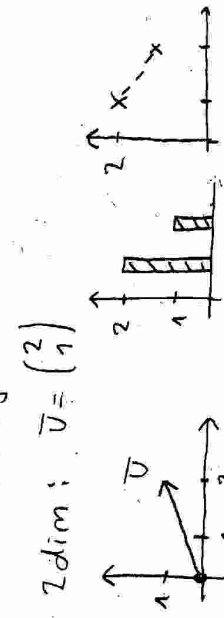
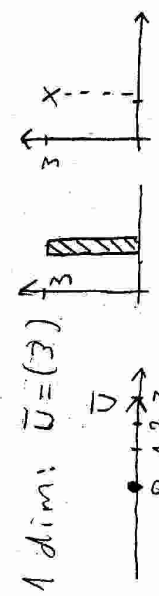
$$\vec{a} = \begin{pmatrix} 3 \\ 4 \\ 2 \\ 1 \end{pmatrix}, \quad \vec{b} = \begin{pmatrix} 2 \\ 7 \\ 1 \\ 3 \end{pmatrix} \quad \text{Alice + Bob together} \quad \vec{a} + \vec{b} = \begin{pmatrix} 3 \\ 4 \\ 2 \\ 1 \end{pmatrix} + \begin{pmatrix} 2 \\ 7 \\ 1 \\ 3 \end{pmatrix} = \begin{pmatrix} 5 \\ 11 \\ 3 \\ 4 \end{pmatrix}$$

Alice buys the same 4 times in every month:

$$4\vec{a} = 4 \cdot \begin{pmatrix} 3 \\ 4 \\ 2 \\ 1 \end{pmatrix} = \begin{pmatrix} 12 \\ 16 \\ 8 \\ 4 \end{pmatrix}$$

Dim. of the vector space can be large.

Pictures:



Geom. picture is "hard" in dim ≥ 4 , but the "chart" or "function" picture works in any dimension.

Scalar product, planes, hyperplanes.

Alice buys 4 apples, one apple costs 3 EUR.

$$\text{cost} = \text{price} \cdot \text{quantity} = 4 \cdot 3 = 12$$

Alice buys 4 apples, 2 oranges, price: apple - 5, orange - 1 EUR

$$\text{cost} = \text{price} \cdot \text{quantity} = \begin{pmatrix} 5 \\ 1 \end{pmatrix} \cdot \begin{pmatrix} 4 \\ 2 \end{pmatrix} = 5 \cdot 4 + 1 \cdot 2$$

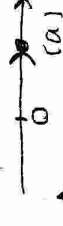
Scalar (inner, dot) product in \mathbb{R}^n :

$$\begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix} \begin{pmatrix} y_1 \\ \vdots \\ y_n \end{pmatrix} = x_1 y_1 + x_2 y_2 + \dots + x_n y_n$$

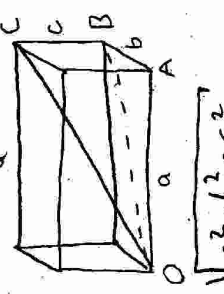
Notations:

$$\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{b} = (a, b)$$

Can be used to compute length:

1 dim:  $|(a)|^2 = (a) \cdot (a) = a^2, |(a)| = \sqrt{a^2}$

2 dim:  $|(a, b)| = \sqrt{\begin{pmatrix} a \\ b \end{pmatrix} \cdot \begin{pmatrix} a \\ b \end{pmatrix}} = \sqrt{a^2 + b^2}$

3 dim:  $|(a, b, c)| = \sqrt{\begin{pmatrix} a \\ b \\ c \end{pmatrix} \cdot \begin{pmatrix} a \\ b \\ c \end{pmatrix}} = \sqrt{a^2 + b^2 + c^2}$

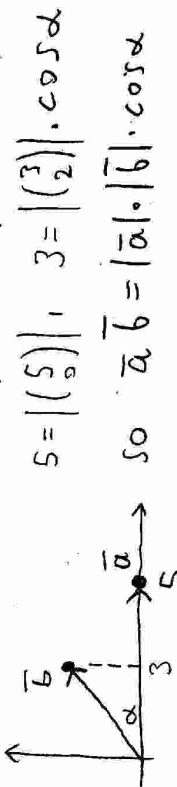
$$|OC| = \sqrt{a^2 + b^2 + c^2}$$

$$\left| \begin{pmatrix} a \\ b \\ c \end{pmatrix} \right| = \sqrt{\begin{pmatrix} a \\ b \\ c \end{pmatrix} \cdot \begin{pmatrix} a \\ b \\ c \end{pmatrix}} = \sqrt{a^2 + b^2 + c^2}$$

Higher dim: $|\vec{V}|$ is defined as $\sqrt{\vec{V} \cdot \vec{V}} = \sqrt{V^2}$

Vector space + inner product \rightarrow Euclidean Vector Space

Geom. def.: $\begin{pmatrix} 5 \\ 0 \end{pmatrix} \cdot \begin{pmatrix} 3 \\ 2 \end{pmatrix} = 5 \cdot 3 + 0 \cdot 2$

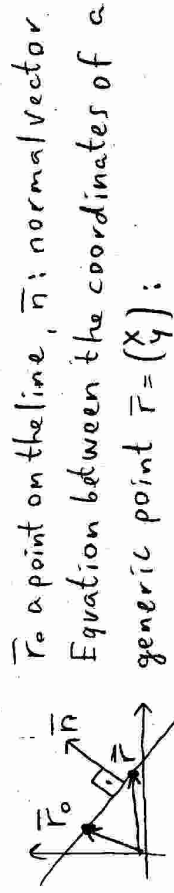


$$5 = \left| \begin{pmatrix} 5 \\ 0 \end{pmatrix} \right|, 3 = \left| \begin{pmatrix} 3 \\ 2 \end{pmatrix} \right| \cdot \cos \alpha$$

$$\text{so } \vec{a} \cdot \vec{b} = |\vec{a}| \cdot |\vec{b}| \cdot \cos \alpha$$

$\vec{a} \cdot \vec{b} = 0 \Leftrightarrow \vec{a} \perp \vec{b}$: scalar product defines orthogonality

Line in Plane (linear 1dim object in 2dim)



Ex: $\vec{r}_0 = \begin{pmatrix} 1 \\ 3 \end{pmatrix}, \vec{n} = \begin{pmatrix} 4 \\ 2 \end{pmatrix}$. $\vec{n} \perp (\vec{r} - \vec{r}_0) \Leftrightarrow \vec{n} \cdot (\vec{r} - \vec{r}_0) = 0$

$$\begin{pmatrix} 4 \\ 2 \end{pmatrix} \cdot \left[\begin{pmatrix} x \\ y \end{pmatrix} - \begin{pmatrix} 1 \\ 3 \end{pmatrix} \right] = \begin{pmatrix} 4 \\ 2 \end{pmatrix} \cdot \begin{pmatrix} x-1 \\ y-3 \end{pmatrix} = 0$$

$$4(x-1) + 2(y-3) = 4x + 2y - 10 = 0$$

Plane in 3d space

Ex: $\vec{r}_0 = \begin{pmatrix} 1 \\ 3 \\ 2 \end{pmatrix}, \vec{n} = \begin{pmatrix} 4 \\ 2 \\ 5 \end{pmatrix} \Rightarrow 4 \cdot (x-1) + 2 \cdot (y-3) + 5 \cdot (z-2) = 0$

Plane as a two variables function

$$4x + 2y + 5z - 20 = 0 \rightarrow z(x, y) = \frac{20 - 4x - 2y}{5}$$

3d hyperplane in 4d space

Ex: $\vec{r}_0 = \begin{pmatrix} 1 \\ 3 \\ 2 \\ 4 \end{pmatrix}, \vec{n} = \begin{pmatrix} 4 \\ 2 \\ 5 \\ 6 \end{pmatrix} \Rightarrow 4 \cdot (x-1) + 2 \cdot (y-3) + 5 \cdot (z-2) + 6 \cdot (w-4) = 0$

Stochastic models (Markovian model of unemployment)

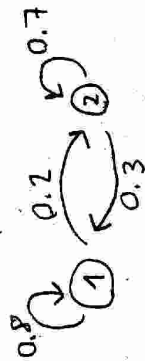
two states: 1. employed
2. unemployed

transition probability: $1 \leftarrow 1: W_{1 \leftarrow 1} = W_{11} = 0.8$

$1 \leftarrow 2: W_{1 \leftarrow 2} = W_{12} = 0.3$

$2 \leftarrow 1: W_{2 \leftarrow 1} = W_{21} = 0.2$

$2 \leftarrow 2: W_{2 \leftarrow 2} = W_{22} = 0.7$



Evolution of N_1, N_2 (empl., unempl. people)

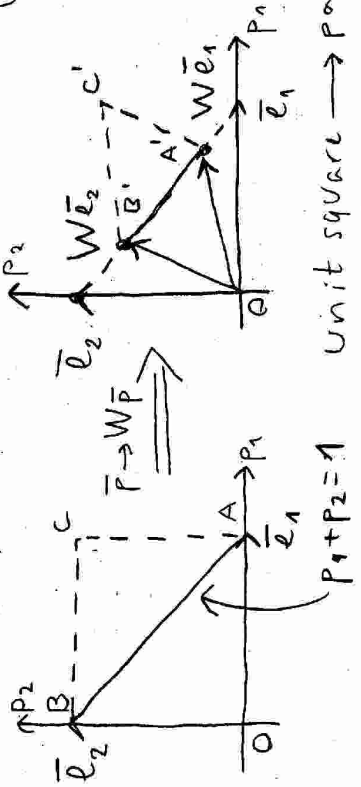
$$\varphi: \begin{pmatrix} N_1 \\ N_2 \end{pmatrix} \rightarrow \begin{pmatrix} 0.8N_1 + 0.3N_2 \\ 0.2N_1 + 0.7N_2 \end{pmatrix} = \begin{pmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{pmatrix} \begin{pmatrix} N_1 \\ N_2 \end{pmatrix}$$

probabilities $P_1 = \frac{N_1}{N_1 + N_2}, P_2 = \frac{N_2}{N_1 + N_2}$ [Note that $P_i \geq 0, P_1 + P_2 = 1$]

$\varphi: \begin{pmatrix} P_1 \\ P_2 \end{pmatrix} \rightarrow \begin{pmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{pmatrix} \begin{pmatrix} P_1 \\ P_2 \end{pmatrix}$ stochastic matrix: nonnegative entries, columns sum = 1

Standard base: $\bar{e}_1 = \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \bar{e}_2 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}; W = \begin{pmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{pmatrix}$

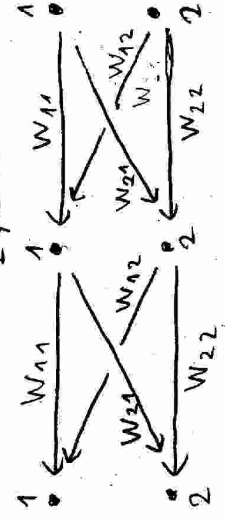
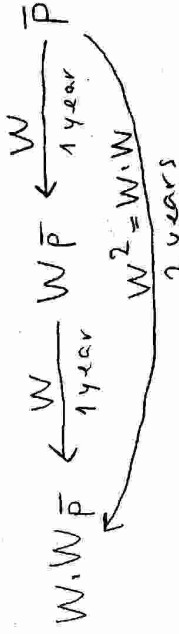
$$W\bar{e}_1 = \begin{pmatrix} 0.8 \\ 0.2 \end{pmatrix}, W\bar{e}_2 = \begin{pmatrix} 0.3 \\ 0.7 \end{pmatrix} = \begin{pmatrix} W_{11} & W_{12} \\ W_{21} & W_{22} \end{pmatrix}$$



Matrix multiplication

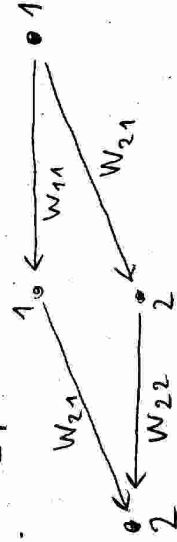
Entries of W : trans. prob. in 1 year

W^2 — " — 2 — " —



transition prob $2 \leftarrow 1$:

$$(W \cdot W)_{21} = W_{21} \cdot W_{11} + W_{22} \cdot W_{21}$$



$$(W \cdot W)_{ij} = W_{i1} \cdot W_{1j} + W_{i2} \cdot W_{2j} = \sum_k W_{ik} \cdot W_{kj}$$

So

$$(AB)_{ij} = \sum_k A_{ik} B_{kj}$$

Dynamical system

$$\bar{P} \rightarrow W\bar{P} \rightarrow W^2\bar{P} \rightarrow W^3\bar{P} \rightarrow \dots$$

Fixed point: $\bar{P}_F = W\bar{P}_F$ (steady state)

Theorem: For a stochastic matrix W there exists a nonzero vector \bar{P} such that

$$W\bar{P} = 1 \cdot \bar{P} \leftarrow \text{eigenvector of } W$$

↑
eigenvalue of W

Eigenvectors and eigenvalues of W :

$$\text{Solutions of: } W\bar{P} = \lambda\bar{P}, \bar{P} \neq \bar{0}$$

$$\begin{pmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{pmatrix} \begin{pmatrix} p_1 \\ p_2 \end{pmatrix} = 1 \cdot \begin{pmatrix} p_1 \\ p_2 \end{pmatrix}$$

$$\begin{aligned} 0.8p_1 + 0.3p_2 &= 1p_1 & \Rightarrow & 0.3p_2 = 0.2p_1 \\ 0.2p_1 + 0.7p_2 &= 1p_2 & \Rightarrow & p_2 = \frac{2}{3}p_1 \end{aligned}$$

Eigenvectors for the $\lambda=1$ eigenvalue:

$$\lambda_1 = 1, \bar{V} = \begin{pmatrix} p_1 \\ \frac{2}{3}p_1 \end{pmatrix} = p_1 \begin{pmatrix} 1 \\ \frac{2}{3} \end{pmatrix}, \bar{V}_1 = \begin{pmatrix} 3/5 \\ 2/5 \end{pmatrix}$$

The lines $\{ \begin{pmatrix} N_1 \\ N_2 \end{pmatrix} \}; N_1 + N_2 = \text{const.} \}$ are mapped onto themselves:

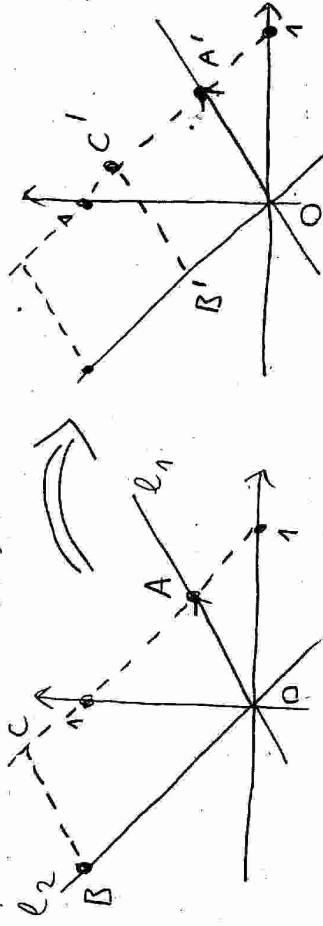
$$W \begin{pmatrix} 1 \\ -1 \end{pmatrix} = \lambda_2 \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

$$\begin{pmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{pmatrix} \begin{pmatrix} 1 \\ -1 \end{pmatrix} = \lambda_2 \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

$$0.8 \cdot 1 + 0.3(-1) = \lambda_2 \cdot 1 \Rightarrow \boxed{0.5 = \lambda_2}$$

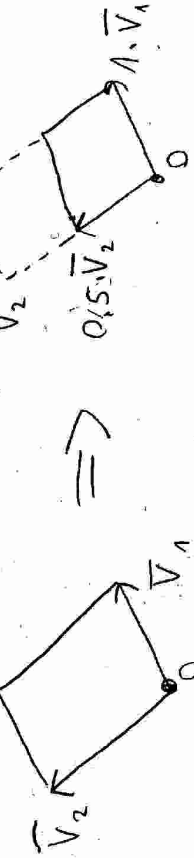
Eigensystem of W :

$$\lambda_1 = 1, \bar{V}_1 = \begin{pmatrix} 3/5 \\ 2/5 \end{pmatrix}; \lambda_2 = 0.5, \bar{V}_2 = \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$



Multiplication by W maps: $OACB \rightarrow OA'C'B'$

Transformation multiplies by $\lambda_1 = 1$ in the e_1 direction, multiplies by $\lambda_2 = 0.5$ in the e_2 direction.



If \bar{V}_1, \bar{V}_2 were plotted as the standard basis:

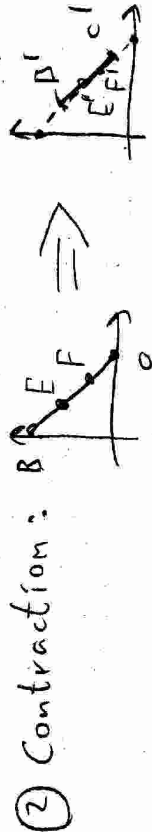


Existence of fixed point

① Detailed balance:

Steady state: (num. of $1 \rightarrow 2$) = (num. of $2 \rightarrow 1$)

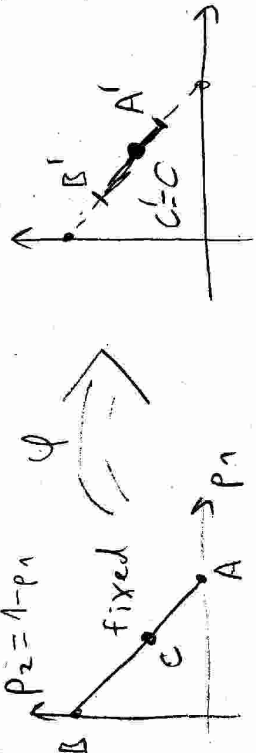
$$w_{2 \leftarrow 1} p_1 = w_{1 \leftarrow 2} p_2 \Rightarrow \begin{pmatrix} p_1 \\ p_2 \end{pmatrix} = \begin{pmatrix} 3/5 \\ 2/5 \end{pmatrix}$$



distance $(E, F) < k \cdot \text{distance}(E', F')$, for some fixed $k < 1$.
 \Rightarrow fixed point exists.

① It is true because we have only two states. True for time-reversible dynamics. (uncommon in economics).

③ Brouwer's fixed point theorem:



The Theorem states that any continuous mapping from the simplex:
 $\Delta^{n-1} = \{ (x_1, \dots, x_n) ; \sum x_i = 1, x_i \geq 0 \}$
 onto itself has a fixed point.

Proof: ($n=2$)

