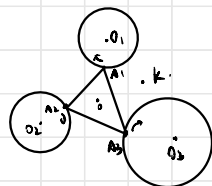


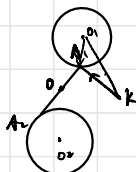
HW 1

6.



simplified segment case

\Leftarrow



$$\vec{k_0} = \frac{1}{3} (\vec{kA_1} + \vec{kA_2} + \vec{kA_3})$$

$$= \frac{1}{3} (\vec{kO_1} + \vec{kO_2} + \vec{kO_3}) + \frac{1}{3} (\vec{O_1A_1} + \vec{O_2A_2} + \vec{O_3A_3})$$

for abbreviation, let's see \downarrow

\vec{A} is clearly a vector w/ fixed length & direction

for \vec{A} :

\therefore for n vectors \vec{a} and \vec{b} with fixed lengths and same angular velocity



geographically, their sum should be a vector with also fixed length and angular velocity

\therefore the addition can be generalized from 2 to n

$\therefore \vec{A}$ is a vector with fixed length and constant angular velocity

same with the segment case



it forms a circle

$$\vec{k_0} = \frac{1}{2} (\vec{kA_1} + \vec{kA_2})$$

$$= \frac{1}{2} (\vec{kO_1} + \vec{O_1A_1} + \vec{kO_2} + \vec{O_2A_2})$$

$$= \frac{1}{2} (\vec{kO_1} + \vec{kO_2}) + \frac{1}{2} (\vec{O_1A_1} + \vec{O_2A_2})$$

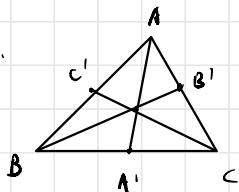
\downarrow
a vector w/ fixed length & direction

\downarrow
a vector w/ fixed length & direction changing at ω



= circle shape movement with angular velocity ω

8.



\therefore Based on Q7: $\vec{AA'} = \frac{1}{2}(\vec{AB} + \vec{AC})$

$$\therefore \vec{AA'} + \vec{BB'} + \vec{CC'} = \frac{1}{2}(\vec{AB} + \vec{AC} + \vec{BC} + \vec{BA} + \vec{CA} + \vec{CB}) = 0$$

\therefore a triangle can be formed

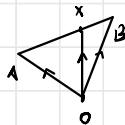
12. ① X lie on $AB \Rightarrow \vec{OX} = \lambda \vec{OA} + (1-\lambda) \vec{OB}$

Suppose $\vec{AX} = \alpha \vec{AB}$ ($0 < \alpha < 1$).

$\therefore X$ lie on AB

$$\therefore \begin{cases} \vec{OX} = \vec{OB} + \vec{BX} = \vec{OB} + (1-\lambda)(\vec{OB} - \vec{OA}) \\ \vec{OX} = \vec{OA} + \vec{AX} = \vec{OA} + \lambda(\vec{OB} - \vec{OA}) \end{cases}$$

$$\therefore \vec{OX} = \alpha \vec{OA} + (1-\alpha) \vec{OB}$$



② inverse.

$$\begin{aligned} \vec{OX} &= \alpha(\vec{OA} - \vec{OB}) + \vec{OB} \\ &= \alpha \vec{BA} + \vec{OB} \end{aligned}$$

$\therefore X$'s on AB .

11. $A(x_0, y_0)$ $B(x_b, y_b)$ C, D, E .

$$\begin{aligned} \vec{AB} &= (x_b - x_0, y_b - y_0) & M &= \left(\frac{x_0 + x_b}{2}, \frac{y_0 + y_b}{2} \right) \\ \vec{CD} &= (x_d - x_c, y_d - y_c) & N &= \left(\frac{x_c + x_d}{2}, \frac{y_c + y_d}{2} \right) \\ \vec{BC} &= (x_c - x_b, y_c - y_b) & O &= \left(\frac{x_0 + x_c}{2}, \frac{y_0 + y_c}{2} \right) \\ \vec{DE} &= (x_e - x_d, y_e - y_d) & P &= \left(\frac{x_d + x_e}{2}, \frac{y_d + y_e}{2} \right) \\ \vec{AE} &= (x_e - x_0, y_e - y_0) \\ \vec{OR} &= \left(\frac{x_e - x_0}{4}, \frac{y_e - y_0}{4} \right) = \frac{1}{4} \vec{AE} \end{aligned}$$

\therefore parallel