

Math 1553 Worksheet §5.5, 5.6

1. Can a 3×3 matrix A can have a non-real complex eigenvalue with multiplicity 2? Justify your answer.

Solution.

No. If c is a (non-real) complex eigenvalue with multiplicity 2, then its conjugate \bar{c} is an eigenvalue with multiplicity 2 since complex eigenvalues always occur in conjugate pairs. This would mean A has a characteristic polynomial of degree 4 or more, which is impossible for a 3×3 matrix.

2. Let $A = \begin{pmatrix} 1 & 2 \\ -2 & 1 \end{pmatrix}$. Find all eigenvalues of A . For each eigenvalue, find an associated eigenvector.

Solution.

The characteristic polynomial is

$$\lambda^2 - \text{Tr}(A)\lambda + \det(A) = \lambda^2 - 2\lambda + 5$$
$$\lambda^2 - 2\lambda + 5 = 0 \iff \lambda = \frac{2 \pm \sqrt{4 - 20}}{2} = \frac{2 \pm 4i}{2} = 1 \pm 2i.$$

For the eigenvalue $\lambda = 1 - 2i$, we use the shortcut trick you may have seen in class: the first row $(a \ b)$ of $A - \lambda I$ will lead to an eigenvector $\begin{pmatrix} -b \\ a \end{pmatrix}$ (or equivalently, $\begin{pmatrix} b \\ -a \end{pmatrix}$ if you prefer).

$$(A - (1 - 2i)I \mid 0) = \left(\begin{array}{cc|c} 2i & 2 & 0 \\ (*) & (*) & 0 \end{array} \right) \implies v = \begin{pmatrix} -2 \\ 2i \end{pmatrix}.$$

From the correspondence between conjugate eigenvalues and their eigenvectors, we know (without doing any additional work!) that for the eigenvalue $\lambda = 1 + 2i$, a corresponding eigenvector is $w = \bar{v} = \begin{pmatrix} -2 \\ -2i \end{pmatrix}$.

If you used row-reduction for finding eigenvectors, you would find $v = \begin{pmatrix} i \\ 1 \end{pmatrix}$ as an eigenvector for eigenvalue $1 - 2i$, and $w = \begin{pmatrix} -i \\ 1 \end{pmatrix}$ as an eigenvector for eigenvalue $1 + 2i$.

3. Johnny Zenith's video game offers participants the chance to play as one of three characters: Archer, Barbarian, or Cleric. The game has 72 million customers.

In 2019:

Archer is played by 22 million customers.

Barbarian is played by 36 million customers.

Cleric is played by 14 million customers.

One year later, in 2020:

- 50% of the people who started with the Archer still play with the Archer, while 30% have switched to Barbarian and 20% have switched to Cleric.
- 60% of the customers who started with the Barbarian still play with the Barbarian, while 10% have switched to Archer and 30% have switched to Cleric.
- 70% of the customers who started with the Cleric still play with the Cleric, while 10% have switched to Archer and 20% have switched to Barbarian.

- a) Write down the stochastic matrix A which represents the change in each character's popularity from 2019 to 2020, and use it to find the number of people who played with each character in 2020.
- b) Suppose the trend continues each year. In the distant future, what will be the most popular character?

You may use the fact that the 1-eigenspace of A is spanned by $\begin{pmatrix} 6 \\ 13 \\ 17 \end{pmatrix}$.

Solution.

a)

$$A = \begin{pmatrix} 0.5 & 0.1 & 0.1 \\ 0.3 & 0.6 & 0.2 \\ 0.2 & 0.3 & 0.7 \end{pmatrix}, \quad A \begin{pmatrix} 22 \\ 36 \\ 14 \end{pmatrix} = \begin{pmatrix} 16 \\ 31 \\ 25 \end{pmatrix}.$$

This means that, in 2019: the archer, barbarian, and cleric will have 16 million, 31 million, and 25 million players (respectively).

- b) Since the 1-eigenspace is spanned by $\begin{pmatrix} 6 \\ 13 \\ 17 \end{pmatrix}$, the steady-state vector for A is

$$\frac{1}{6 + 13 + 17} \begin{pmatrix} 6 \\ 13 \\ 17 \end{pmatrix} = \frac{1}{36} \begin{pmatrix} 6 \\ 13 \\ 17 \end{pmatrix} = \begin{pmatrix} 1/6 \\ 13/36 \\ 17/36 \end{pmatrix}.$$

Thus, in the long-term, about $1/6$ of the players will use the archer, $13/36$ of the players will use the barbarian, and $17/36$ of the players will play the cleric. The playerbase is 72 million, so eventually the distribution of players will approximately be the following:

$$\text{Archer} : \frac{1}{6}(72) = 12 \text{ million}$$

$$\text{Barbarian} : \frac{13}{36}(72) = 26 \text{ million}$$

$$\text{Cleric} : \frac{17}{36}(72) = 34 \text{ million.}$$

In the long run, the cleric will be the most popular character.