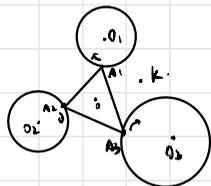
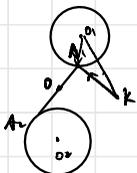


HW 1

6.



simplified segment case



$$\vec{k}_0 = \frac{1}{3} (\vec{k}_{A1} + \vec{k}_{A2} + \vec{k}_{A3})$$

$$= \frac{1}{3} (\vec{k}_{O1} + \vec{k}_{O2} + \vec{k}_{O3}) + \frac{1}{3} (\vec{O1A1} + \vec{O2A2} + \vec{O3A3})$$

for abbreviation, let's see \downarrow

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

for \vec{c} :

\therefore forms 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

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

same with the segment case



it forms a circle

$$\vec{k}_0 = \frac{1}{2} (\vec{k}_{A1} + \vec{k}_{A2})$$

$$= \frac{1}{2} (\vec{k}_{O1} + \vec{O1A1} + \vec{k}_{O2} + \vec{O2A2})$$

$$= \frac{1}{2} (\vec{k}_{O1} + \vec{k}_{O2}) + \frac{1}{2} (\vec{O1A1} + \vec{O2A2})$$

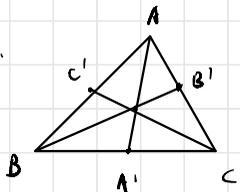
\downarrow a vector w/ fixed length & direction

\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

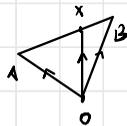
12. ① A lie on AB $\Rightarrow \vec{OX} = \lambda \vec{OA} + (1-\lambda) \vec{OB}$

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. $A(x_0, y_0)$ $B(x_1, y_1)$ C, D, E .

$$\vec{AB} = (x_1 - x_0, y_1 - y_0)$$

$$\vec{CD} = (x_d - x_c, y_d - y_c)$$

$$\vec{BC} = (x_c - x_b, y_c - y_b)$$

$$\vec{DE} = (x_e - x_d, y_e - y_d)$$

$$\vec{AE} = (x_e - x_a, y_e - y_a)$$

$$\vec{QR} = \left(\frac{x_e - x_a}{4}, \frac{y_e - y_a}{4} \right) = \frac{1}{4} \vec{AE}$$

\therefore parallel

$$M \left(\frac{x_0 + x_1}{2}, \frac{y_0 + y_1}{2} \right)$$

$$N \left(\frac{x_c - x_d}{2}, \frac{y_c - y_d}{2} \right)$$

$$O \left(\frac{x_0 + x_c}{2}, \frac{y_0 + y_c}{2} \right)$$

$$P \left(\frac{x_d + x_c}{2}, \frac{y_d + y_c}{2} \right)$$

$$\left\langle \frac{x_0 + x_1 + x_c + x_d}{4}, \frac{y_0 + y_1 + y_c + y_d}{4} \right\rangle$$

$$\left\langle \frac{x_0 + x_1 + x_c + x_d}{4}, \frac{y_0 + y_1 + y_c + y_d}{4} \right\rangle$$