

97.4
75
77 pts

If Anderson isn't sure how to solve it,
you can always just Gauss and check! Per: 6

Questions 1 - 4 are multiple choice. Circle the BEST answer. (4 pts each)

1. If the dimensions of A is 4×3 , the dimensions of B is 4×5 , and the dimensions of C is 7×3 , then the dimensions of $(A^T B)^T C^T$ is

a) 5×3 b) 4×5 c) 5×7 d) 4×3

2. If $A^2 - 2A - I = 0$, and the inverse of A exists, then the inverse of A is

a) I b) $A + 2I$ c) $A - 2I$ d) A

3. Which statement is NOT always true for matrix multiplication?

a) $A(BC) = (AB)C$ b) $A(B + C) = AB + AC$
c) $AB = 0$ if either A or B is 0 d) $AB = BA$

4. For the matrix $P = \begin{bmatrix} 3 & -2 & 2 \\ 0 & -2 & 1 \\ 0 & 0 & 1 \end{bmatrix}$ one of the eigenvalues is -2. Which of the following is the corresponding eigenvector?

a) $\begin{bmatrix} 3 \\ -2 \\ 1 \end{bmatrix}$ b) $\begin{bmatrix} 1 \\ -2 \\ 3 \end{bmatrix}$ c) $\begin{bmatrix} 3 \\ 2 \\ -1 \end{bmatrix}$ d) $\begin{bmatrix} 2 \\ 5 \\ 0 \end{bmatrix}$

$Av = \lambda v$
 $\begin{bmatrix} 3 & -2 & 2 \\ 0 & -2 & 1 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} -2x \\ -2y \\ 2z \end{bmatrix}$

$3x - 2y + 2z = 0$
 $z = 0$

Questions 5-12 are FREE RESPONSE. Show all your work.

5. Consider the following matrices

$$A = \begin{bmatrix} 1 & -3 & 4 \\ 1 & -3 & 3 \\ 2 & -2 & 2 \end{bmatrix}$$

3x3

$$B = \begin{bmatrix} 2 & 8 & -6 \end{bmatrix}$$

1x3

$$C = \begin{bmatrix} 0 & 6 & -21 \\ 2 & 4 & -9 \\ 5 & -7 & 1 \end{bmatrix}$$

3x3

$$D = \begin{bmatrix} 5 \\ -2 \\ 3 \end{bmatrix}$$

3x1

Find each of the following, or explain why the operation cannot be performed: [3 pts a-c, 4 pts d, e]

a. $BA =$

$$\begin{bmatrix} -2 & -18 & 20 \end{bmatrix} \checkmark$$

0 9 12 16

d. A^{-1}

$$\begin{bmatrix} 0 & -4 & 4 \\ 2 & -6 & 4 \\ 3 & -4 & 0 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 4 & 4 \\ -2 & -6 & -4 \\ 3 & -4 & 0 \end{bmatrix}$$

$$\begin{bmatrix} 0 & -2 & 3 \\ 4 & -6 & 1 \\ 4 & -4 & 0 \end{bmatrix} \cdot \frac{1}{64}$$

$$\begin{bmatrix} 0 & \frac{1}{2} & \frac{3}{4} \\ 1 & -\frac{3}{2} & \frac{1}{4} \\ 1 & -1 & 0 \end{bmatrix}$$

$$0 + 12 + 16 = 28$$

b. $2C - 6A =$

$$\begin{bmatrix} 0 & 12 & -42 \\ 4 & 8 & -18 \\ 10 & -14 & 2 \end{bmatrix} - \begin{bmatrix} 6 & -18 & 24 \\ 6 & -18 & 18 \\ 12 & -12 & 12 \end{bmatrix}$$

$$= \begin{bmatrix} -6 & 30 & -66 \\ -2 & 26 & -36 \\ -2 & -2 & -10 \end{bmatrix} \checkmark$$

e. D^{-1}

-1 not possible why?

c. $B^T + D =$

$$\begin{bmatrix} 2 \\ 8 \\ -6 \end{bmatrix} + \begin{bmatrix} 5 \\ -2 \\ 3 \end{bmatrix} = \begin{bmatrix} 7 \\ 6 \\ -3 \end{bmatrix} \checkmark$$

6. Let $A = \begin{bmatrix} 1 & -1 & 1 \\ 2 & 1 & -3 \\ 1 & 1 & 1 \end{bmatrix}$ and $B = \frac{1}{10} \begin{bmatrix} 4 & 2 & 2 \\ -5 & 0 & x \\ 1 & -2 & 3 \end{bmatrix}$. If B is the inverse of A, then x is: [4 pts]

$$\begin{bmatrix} 4 & 5 & 1 \\ -2 & 0 & 2 \\ 2 & -5 & 3 \end{bmatrix} \rightarrow \begin{bmatrix} 4 & -5 & 1 \\ 2 & 0 & -2 \\ 2 & 5 & 3 \end{bmatrix} \rightarrow \begin{bmatrix} 4 & 2 & 2 \\ -5 & 0 & 5 \\ 1 & -2 & 3 \end{bmatrix} \cdot \frac{1}{10}$$

$$4 + 5 + 1 = 10$$

$$\boxed{x=5} \checkmark$$

7. If $A = \begin{bmatrix} \sin b & 0 \\ 0 & \sin b \end{bmatrix}$ and $\det(A^2 - \frac{1}{2}I) = 0$, then find one possible value of b. [4 pts]

$$\begin{bmatrix} \sin b & 0 \\ 0 & \sin b \end{bmatrix} \begin{bmatrix} \sin b & 0 \\ 0 & \sin b \end{bmatrix} = \begin{bmatrix} \sin^2 b & 0 \\ 0 & \sin^2 b \end{bmatrix} - \begin{bmatrix} 1/2 & 0 \\ 0 & 1/2 \end{bmatrix} =$$

$$\det \begin{bmatrix} \sin^2 b - 1/2 & 0 \\ 0 & \sin^2 b - 1/2 \end{bmatrix} = (\sin^2 b - 1/2)(\sin^2 b - 1/2) = \sin^4 b - \sin^2 b + 1/4 = 0$$

$$x^2 - x + 1/4 = 0 \quad x = \frac{1 \pm \sqrt{1-1}}{2} = \frac{1}{2}$$

$$\sin^2 b = \frac{1}{2} \quad \sin b = \frac{\sqrt{2}}{2} \quad b = 45^\circ \checkmark$$

8. Write the system as a 3x4 matrix, then use Gauss-Jordan elimination to solve the linear system: [4 pts]

$$x + y + z = 3$$

$$2x + 3y + 4z = 11$$

$$4x + 9y + 16z = 41$$

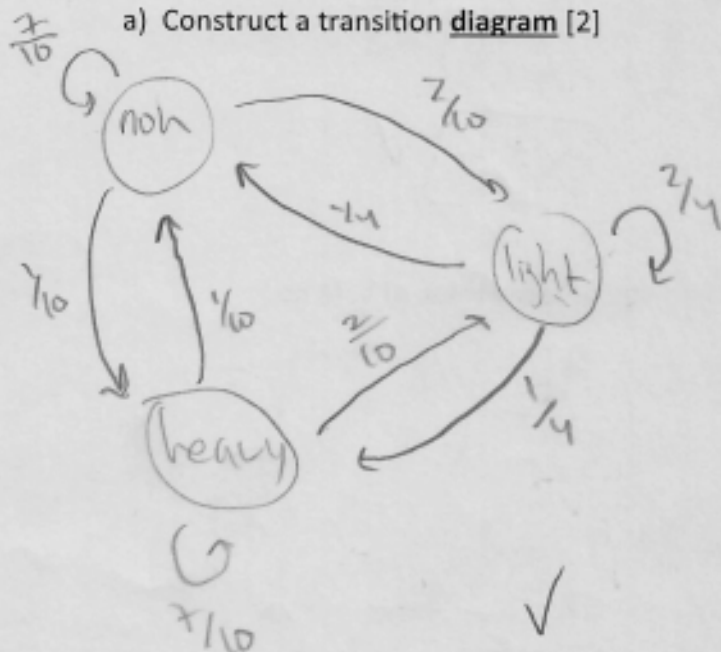
$$\begin{bmatrix} 1 & 1 & 1 & 3 \\ 2 & 3 & 4 & 11 \\ 4 & 9 & 16 & 41 \end{bmatrix} \xrightarrow{R_2 - 2R_1, R_3 - 4R_1} \begin{bmatrix} 1 & 1 & 1 & 3 \\ 0 & 1 & 2 & 5 \\ 0 & 5 & 8 & 19 \end{bmatrix} \xrightarrow{R_3 - 5R_2} \begin{bmatrix} 1 & 1 & 1 & 3 \\ 0 & 1 & 2 & 5 \\ 0 & 0 & 2 & 4 \end{bmatrix} \xrightarrow{R_1 - R_2} \begin{bmatrix} 1 & 0 & -1 & -2 \\ 0 & 1 & 2 & 5 \\ 0 & 0 & 2 & 4 \end{bmatrix} \xrightarrow{R_1 + R_3, R_3/2} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 2 & 5 \\ 0 & 0 & 1 & 2 \end{bmatrix} \xrightarrow{R_2 - 2R_3} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 2 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 & 1 & 3 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 2 & 4 \end{bmatrix} \xrightarrow{R_1 - R_2} \begin{bmatrix} 1 & 0 & 1 & 2 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 2 & 4 \end{bmatrix} \xrightarrow{R_1 - R_3/2} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 2 & 4 \end{bmatrix} \xrightarrow{R_3/2} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 2 \end{bmatrix}$$

$$\boxed{\begin{matrix} x=0 \\ y=1 \\ z=2 \end{matrix}} \checkmark$$

9. A credit card company classifies its customers in a given month in three groups: nonusers, light users, and heavy users. Over the course of a month 70% of nonusers remain nonusers and 20% become light users, 25% of light users become nonusers and 50% remain light users, and 10% of heavy users become nonusers and 20% become light users.

a) Construct a transition diagram [2]



b) Construct a transition matrix. Label your rows and columns using N, L, H [2]

$$T = \begin{matrix} & \begin{matrix} N & L & H \end{matrix} \\ \begin{matrix} N \\ L \\ H \end{matrix} & \begin{bmatrix} \frac{7}{10} & \frac{2}{10} & \frac{1}{10} \\ \frac{1}{4} & \frac{2}{4} & \frac{2}{10} \\ \frac{1}{10} & \frac{2}{10} & \frac{7}{10} \end{bmatrix} \end{matrix}$$

- c) Is the Markov Chain described above Regular, Absorbing, or Neither? Give evidence to support your answer. [2]

Not Absorbing (no absorbing states)

Yes regular (any exponent of T will have all positive non-zero)
(all ones are already + non zero) ✓

- d) Write a system of 3 equations and 3 unknowns that could be used to solve for the equilibrium distribution, where x , y , and z are the number of users in each category, out of a population of 5000 people. YOU DO NOT NEED TO SOLVE THE SYSTEM. [2]

$$VT = V \quad 1 \times 3 \quad 3 \times 3 \quad 1 \times 3$$

$$\begin{bmatrix} x & y & z \end{bmatrix} \begin{bmatrix} \frac{7}{10} & \frac{2}{10} & \frac{1}{10} \\ \frac{1}{4} & \frac{2}{4} & \frac{2}{10} \\ \frac{1}{10} & \frac{2}{10} & \frac{7}{10} \end{bmatrix} = \begin{bmatrix} x & y & z \end{bmatrix}$$

$$-\frac{3}{10}x + \frac{y}{4} + \frac{z}{10} = 0$$

$$\frac{x}{5} = \frac{y}{2} + \frac{z}{5} \quad 20 \rightarrow [x \ y \ z] \cdot 5000$$

$$\frac{x}{10} + \frac{y}{4} - \frac{3z}{10} = 0$$

$$x + y + z = 5000$$

10. You are playing a game with a spinner which lands green 75% of the time and yellow 25% of the time. You win as soon as you spin the ordered sequence of green, yellow, yellow. The transition matrix is given on the right.

- a) Partition the matrix into canonical form, and label the submatrices Q, R, I and O. [1]

$$\left[\begin{array}{c|c} Q & R \\ \hline O & I \end{array} \right] \quad \checkmark$$

	Q			R	
	0	g	gy	gyy	
0	.25	.75	0	0	
g	0	.75	.25	0	
gy	0	.75	0	.25	
gyy	0	0	0	1	I

- b) Compute the Fundamental Matrix N. [4]

$$N = (I - Q)^{-1}$$

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} - \begin{bmatrix} 1/4 & 3/4 & 0 \\ 0 & 3/4 & 1/4 \\ 0 & 3/4 & 0 \end{bmatrix} = \begin{bmatrix} 3/4 & -3/4 & 0 \\ 0 & 1/4 & -1/4 \\ 0 & -3/4 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\begin{array}{l} A+B \\ C+3E \end{array} \left[\begin{array}{ccc|ccc} 3/4 & -3/4 & 0 & 1 & 0 & 0 \\ 0 & 1/4 & -1/4 & 0 & 1 & 0 \\ 0 & 0 & 1/4 & 0 & 3 & 1 \end{array} \right]$$

$$\begin{array}{l} A \cdot 4/3 \\ B \cdot 4 \\ C \cdot 4 \end{array} \left[\begin{array}{ccc|ccc} 1 & 0 & 0 & 4/3 & 0 & 0 \\ 0 & 1 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 12 & 4 \end{array} \right]$$

$$N = \begin{bmatrix} 4/3 & 0 & 0 \\ 0 & 16 & 4 \\ 0 & 12 & 4 \end{bmatrix} \quad \checkmark$$

$$\begin{array}{l} A+B+C \\ B+C \end{array} \left[\begin{array}{ccc|ccc} 3/4 & 0 & 0 & 1 & 12 & 3 \\ 0 & 1/4 & 0 & 0 & 4 & 1 \\ 0 & 0 & 1/4 & 0 & 3 & 1 \end{array} \right]$$

- c) Explain what entry $n_{1,3}$ means in your fundamental matrix. [2]

Starting with ^{state} 0, you get to the gy state average of 4 times before absorbing

- d) Suppose the game is structured so that it costs \$3 for every time you hit the spinner. And for a win in the game (one green and two yellows), the prize is \$10. Suppose you decide to start playing the game (at state 0), and you have \$150 in your pocket. You spin until you win the \$10, and then stop. How much money do you expect you have now? [4]

$$\frac{1}{3} + 20 = \frac{64}{3} \text{ steps before absorbing}$$

$$\frac{64}{3} \cdot \$3 = \$64$$

$$\begin{array}{r} \$150 \\ - \$64 \\ \hline \$86 \end{array} + \$10 = \$96 \quad \checkmark$$

11. Matrix T has eigenvectors $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$ with $\lambda = 2$ and $\begin{bmatrix} 2 \\ -1 \end{bmatrix}$ with $\lambda = -3$. Find $T \begin{bmatrix} 15 \\ 6 \end{bmatrix}$. [4]

$$V = a v_1 + b v_2$$

$$\begin{bmatrix} 15 \\ 6 \end{bmatrix} = a \begin{bmatrix} 1 \\ 1 \end{bmatrix} + b \begin{bmatrix} 2 \\ -1 \end{bmatrix}$$

$$AV = a \lambda_1 v_1 + b \lambda_2 v_2$$

$$a + 2b = 15$$

$$a - b = 6$$

$$3b = 9$$

$$b = 3$$

$$a = 9$$

$$T \begin{bmatrix} 15 \\ 6 \end{bmatrix} = 18 \begin{bmatrix} 1 \\ 1 \end{bmatrix} + -9 \begin{bmatrix} 2 \\ -1 \end{bmatrix}$$

$$\begin{bmatrix} 18 \\ 18 \end{bmatrix} + \begin{bmatrix} -18 \\ 9 \end{bmatrix}$$

$$\begin{bmatrix} 0 \\ 27 \end{bmatrix} \checkmark$$

12. Find both eigenvalues for $\begin{bmatrix} 1 & 3 \\ 4 & 2 \end{bmatrix}$. You don't need to find the eigenvectors [5]

$$\det \begin{bmatrix} 1-\lambda & 3 \\ 4 & 2-\lambda \end{bmatrix} = 0$$

$$(1-\lambda)(2-\lambda) - 12 = 0$$

$$2 - 3\lambda + \lambda^2 - 12 = 0$$

$$\lambda^2 - 3\lambda - 10 = 0$$

$$(\lambda + 2)(\lambda - 5) = 0$$

$$\boxed{\lambda = -2, \lambda = 5} \checkmark$$

Question 13 is a Multiple Choice Problem. Choose the best answer. [4 pts]

13. People moving between booths at a convention can be modeled by an Absorbing Markov Chain where booths A, B, and C are transition states, and booths D and E are absorbing states. The NR matrix is shown below.

$$\begin{array}{cc} & \begin{matrix} D & E \end{matrix} \\ \begin{matrix} A \\ B \\ C \end{matrix} & \begin{bmatrix} .2 & .8 \\ .7 & .3 \\ .4 & .6 \end{bmatrix} = NR \end{array}$$

Which of the following is true?

- a) Over the long term, 20% of the people will end up at booth D
- b) Over the long term, everyone will end up at booth E
- c) If you start at booth A, you will never visit booth B
- d) Booth E will end up with more people than booth D
- e) If you start at booth C, you are more likely to end up at booth E than booth D.

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