

Chapter 1.2

$$\mathbf{u} = \begin{bmatrix} -0.6 \\ 0.8 \end{bmatrix}$$

$$\mathbf{v} = \begin{bmatrix} 3 \\ 4 \end{bmatrix}$$

$$\mathbf{w} = \begin{bmatrix} 8 \\ 6 \end{bmatrix}$$

2. Compute the lengths $||\mathbf{u}||$ and $||\mathbf{v}||$ and $||\mathbf{w}||$ of those vectors. Check the Schwarz inequalities $| \mathbf{u} \cdot \mathbf{v} | \leq ||\mathbf{u}|| ||\mathbf{v}||$ and $| \mathbf{v} \cdot \mathbf{w} | \leq ||\mathbf{v}|| ||\mathbf{w}||$.

$$\begin{aligned} ||\mathbf{u}|| &= \sqrt{(-0.6)^2 + 0.8^2} \\ &= \sqrt{0.36 + 0.64} \\ &= \sqrt{1} \\ &= 1 \end{aligned}$$

$$\begin{aligned} ||\mathbf{v}|| &= \sqrt{3^2 + 4^2} \\ &= \sqrt{9 + 16} \\ &= \sqrt{25} \\ &= 5 \end{aligned}$$

$$\begin{aligned} ||\mathbf{w}|| &= \sqrt{8^2 + 6^2} \\ &= \sqrt{64 + 36} \\ &= \sqrt{100} \\ &= 10 \end{aligned}$$

$$\begin{aligned} | \mathbf{u} \cdot \mathbf{v} | &= (-0.6 * 3) + (0.8 * 4) \\ &= -1.8 + 3.4 \\ &= 1.6 \\ | \mathbf{u} \cdot \mathbf{v} | &\leq ||\mathbf{u}|| ||\mathbf{v}|| \\ 1.6 &\leq 1 * 5 \\ 1.6 &\leq 5 \end{aligned}$$

$$\begin{aligned} | \mathbf{v} \cdot \mathbf{w} | &= (3 * 8) + (4 * 6) \\ &= 24 + 24 \\ &= 48 \\ | \mathbf{v} \cdot \mathbf{w} | &\leq ||\mathbf{v}|| ||\mathbf{w}|| \\ 48 &\leq 5 * 10 \\ 48 &\leq 50 \end{aligned}$$

3. Find unit vectors in the directions of \mathbf{v} and \mathbf{w} in Problem 1, and the cosine of the angle θ . Choose vectors \mathbf{a} , \mathbf{b} , \mathbf{c} , that make 0° , 90° , and 180° angles with \mathbf{w} .

$$\begin{aligned}\hat{\mathbf{v}} &= \mathbf{v} / ||\mathbf{v}|| \\ &= 0.2 * \begin{bmatrix} 3 \\ 4 \end{bmatrix}\end{aligned}$$

$$= \begin{bmatrix} 0.6 \\ 0.8 \end{bmatrix}$$

$$\begin{aligned}\hat{\mathbf{w}} &= \mathbf{w} / ||\mathbf{w}|| \\ &= 1/10 * \begin{bmatrix} 8 \\ 6 \end{bmatrix}\end{aligned}$$

$$= \begin{bmatrix} 0.8 \\ 0.6 \end{bmatrix}$$

$$\begin{aligned}\theta &= 90^\circ = \pi \\ \cos(\pi) &= 0\end{aligned}$$

$$\mathbf{a} = \begin{bmatrix} 8 \\ 6 \end{bmatrix}$$

$$\mathbf{b} = \begin{bmatrix} 6 \\ 8 \end{bmatrix}$$

$$\mathbf{c} = \begin{bmatrix} -8 \\ -6 \end{bmatrix}$$

8. True or false:

a. If \mathbf{u} is perpendicular (in three dimensions) to \mathbf{v} and \mathbf{w} , those vectors \mathbf{v} and \mathbf{w} are parallel.

False. \mathbf{u} only needs to be perpendicular to the plane formed by \mathbf{v} and \mathbf{w} .

b. If \mathbf{u} is perpendicular to \mathbf{v} and \mathbf{w} , then \mathbf{u} is perpendicular to $\mathbf{v} + 2\mathbf{w}$.

True.

c. If \mathbf{u} and \mathbf{v} are perpendicular unit vectors, then $||\mathbf{u} - \mathbf{v}|| = \sqrt{2}$.

True.

Chapter 1.3

1. Find the linear combination $2s_1 + 3s_2 + 4s_3 = b$. Then write b as a matrix vector multiplication $S \cdot x$. Compute the dot products (row of S) $\cdot x$:

$$s_1 = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} \quad s_2 = \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix} \quad s_3 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$\begin{aligned} & 2 * s_1 + 3 * s_2 + 4 * s_3 \\ & \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} \quad \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix} \quad \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \\ & = 2 \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} + 3 \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} + 4 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \end{aligned}$$

$$\begin{aligned} & \begin{bmatrix} 2 \\ 2 \\ 2 \end{bmatrix} \quad \begin{bmatrix} 0 \\ 3 \\ 3 \end{bmatrix} \quad \begin{bmatrix} 0 \\ 0 \\ 4 \end{bmatrix} \\ & = \begin{bmatrix} 2 \\ 2 \\ 2 \end{bmatrix} + \begin{bmatrix} 0 \\ 3 \\ 3 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 4 \end{bmatrix} \end{aligned}$$

$$\begin{aligned} & \begin{bmatrix} 2 \\ 5 \\ 9 \end{bmatrix} \\ & = \begin{bmatrix} 2 \\ 5 \\ 9 \end{bmatrix} = b \end{aligned}$$

$$\begin{aligned} & \begin{bmatrix} 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 3 \\ 4 \end{bmatrix} \\ & \begin{bmatrix} 1 & 1 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 3 \\ 4 \end{bmatrix} = b \\ & \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 2 \\ 3 \\ 4 \end{bmatrix} \end{aligned}$$

$$\begin{bmatrix} 1 & 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} 2, 3, 4 \end{bmatrix} = 2 + 0 + 0 = 2$$

$$\begin{bmatrix} 1 & 1 & 0 \end{bmatrix} \cdot \begin{bmatrix} 2, 3, 4 \end{bmatrix} = 2 + 3 + 0 = 5$$

$$\begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \cdot \begin{bmatrix} 2, 3, 4 \end{bmatrix} = 2 + 3 + 4 = 9$$

2. Solve these equations $Sy = b$ with $s_1 \cdot s_2 \cdot s_3$ in the columns of S :

$$\begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1/2 \\ 1/3 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$$

and

$$\begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix} = \begin{bmatrix} 1 \\ 4 \\ 9 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 1 \\ 4 \\ 9 \end{bmatrix}$$

Chapter 2.1

9. Compute each Ax by dot products of the rows with the column vector:

a. $\begin{bmatrix} 1 & 2 & 4 \\ -2 & 3 & 1 \\ -4 & 1 & 2 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \\ 3 \end{bmatrix}$

$$\begin{aligned} 2 * 1 + 2 * 2 + 3 * 4 &= 2 + 4 + 12 = 18 \\ 2 * -2 + 2 * 3 + 3 * 1 &= -4 + 6 + 3 = 5 \\ 2 * -4 + 2 * 1 + 3 * 2 &= -8 + 2 + 6 = 0 \end{aligned}$$

$$Ax = \begin{bmatrix} 18 \\ 5 \\ 0 \end{bmatrix}$$

b. $\begin{bmatrix} 2 & 1 & 0 & 0 \\ 1 & 2 & 1 & 0 \\ 0 & 1 & 2 & 1 \\ 0 & 0 & 1 & 2 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ 1 \\ 2 \end{bmatrix}$

$$\begin{aligned} 1 * 2 + 1 * 1 + 1 * 0 + 2 * 0 &= 2 + 1 + 0 + 0 = 3 \\ 1 * 1 + 1 * 2 + 1 * 1 + 2 * 0 &= 1 + 2 + 1 + 0 = 4 \\ 1 * 0 + 1 * 1 + 1 * 2 + 2 * 1 &= 0 + 1 + 2 + 2 = 5 \\ 1 * 0 + 1 * 0 + 1 * 1 + 2 * 2 &= 0 + 0 + 1 + 4 = 5 \end{aligned}$$

$$Ax = \begin{bmatrix} 3 \\ 4 \\ 5 \\ 5 \end{bmatrix}$$

11. Find the two components of Ax by rows or by columns:

$$\begin{bmatrix} 2 & 3 \end{bmatrix} \begin{bmatrix} 4 \\ 2 \end{bmatrix}$$

$$Ax = 4 * \begin{bmatrix} 2 \\ 5 \end{bmatrix} + 2 * \begin{bmatrix} 3 \\ 1 \end{bmatrix} = \begin{bmatrix} 8 + 6 \\ 20 + 2 \end{bmatrix} = \begin{bmatrix} 14 \\ 22 \end{bmatrix}$$

and

$$\begin{bmatrix} 3 & 6 \\ 6 & 12 \end{bmatrix} \begin{bmatrix} 2 \\ -1 \end{bmatrix}$$

$$Ax = 2 * \begin{bmatrix} 3 \\ 6 \end{bmatrix} + -1 * \begin{bmatrix} 6 \\ 12 \end{bmatrix} = \begin{bmatrix} 6 - 6 \\ 12 - 12 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

and

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

$$Ax = 3 * \begin{bmatrix} 1 \\ 2 \end{bmatrix} + 1 * \begin{bmatrix} 2 \\ 0 \end{bmatrix} + 1 * \begin{bmatrix} 4 \\ 1 \end{bmatrix} = \begin{bmatrix} 3 + 2 + 4 \\ 6 + 0 + 1 \end{bmatrix}$$

$$= \begin{bmatrix} 9 \\ 7 \end{bmatrix}$$

12. Multiplay A times x to find three components of Ax:

$$\begin{bmatrix} 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix}$$

$$\begin{bmatrix} 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix}$$

$$Ax = \begin{bmatrix} 0 + 0 + z \\ 0 + y + 0 \\ x + 0 + 0 \end{bmatrix} = \begin{bmatrix} z \\ y \\ x \end{bmatrix}$$

and

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

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

$$\begin{bmatrix} 3 & 3 & 6 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix}$$

$$Ax = 1 \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix} + 1 \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} - 1 \begin{bmatrix} 3 \\ 3 \\ 6 \end{bmatrix} = \begin{bmatrix} 2 + 1 - 3 \\ 1 + 2 - 3 \\ 3 + 3 - 6 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

and

$$\begin{bmatrix} 2 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} 3 & 3 \end{bmatrix}$$

$$Ax = 1 \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix} + 1 \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 2 + 1 \\ 1 + 2 \\ 3 + 3 \end{bmatrix} = \begin{bmatrix} 3 \\ 3 \\ 6 \end{bmatrix}$$