1. Consider the linear system  $A\vec{x} = \vec{b}$  where A is a 4×4 matrix,  $\vec{b} \in \mathbf{R}^4$ ,

*P* is the 4×4 matrix for projection onto im(*A*), and 
$$Q = \frac{1}{2} \begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \end{bmatrix}$$

is the matrix for projection onto ker(A).

a. Describe a simple test, involving only P and  $\vec{b}$  to determine if the linear system above has any solutions for a given  $\vec{b}$ .

Solutions to the linear system exist if and only if  $\vec{b} \in \text{im}(A)$  if and only if  $\vec{b} = P\vec{b}$ .

b. Determine a basis for and the dimension of ker(A). The column vectors of Q span the image of Q which is ker(A). So, a

basis for  $\ker(A)$  is, by inspection,  $\begin{pmatrix} \begin{bmatrix} 1 \\ 0 \\ 1 \\ 0 \\ 1 \end{pmatrix} \end{pmatrix}$  and  $\dim(\ker(A)) = 2$ .

c. Find all solutions to the linear system above if one solution is  $\begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \end{bmatrix}$ .

The solution vectors are  $\vec{x} = \begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \end{bmatrix} + \alpha \begin{bmatrix} 1 \\ 0 \\ 1 \\ 0 \end{bmatrix} + \beta \begin{bmatrix} 0 \\ 1 \\ 0 \\ 1 \end{bmatrix}$  where  $\alpha$  and  $\beta \in \mathbf{R}$ .

2. Let 
$$S = \begin{pmatrix} 1 \\ 1 \\ 3 \\ 3 \end{pmatrix}, \begin{bmatrix} 1 \\ 2 \\ 5 \\ 6 \end{bmatrix}, \begin{bmatrix} 2 \\ 1 \\ 4 \\ 3 \end{bmatrix}$$
.

a. Find a basis for and the dimension of  $S^{\perp}$ .

We let A be the matrix whose column vectors are those in S. Then,

$$S^{\perp} = (\operatorname{im}(A))^{\perp} = \ker(A^{T}) = \ker\begin{bmatrix} 1 & 1 & 3 & 3 \\ 1 & 2 & 5 & 6 \\ 2 & 1 & 4 & 3 \end{bmatrix} = \ker\begin{bmatrix} 1 & 1 & 3 & 3 \\ 0 & 1 & 2 & 3 \\ 0 & -1 & -2 & -3 \end{bmatrix}$$

$$= \ker \begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 2 & 3 \\ 0 & 0 & 0 & 0 \end{bmatrix}. \text{ So, } (\vec{w}_1, \vec{w}_2) = \begin{pmatrix} 1 \\ 2 \\ -1 \\ 0 \end{pmatrix}, \begin{bmatrix} 0 \\ 3 \\ 0 \\ -1 \end{bmatrix} \text{ is a basis for } S^{\perp}$$

according to the Solution Algorithm and  $\dim(S^{\perp}) = 2$ .

b. From a, find an orthonormal basis for  $S^{\perp}$ .

Let 
$$\hat{u}_1 = \vec{w}_1 / \|\vec{w}_1\| = \frac{1}{\sqrt{6}} \begin{bmatrix} 1\\2\\-1\\0 \end{bmatrix}$$
. Then,  $\vec{w}_2^{\perp} = \vec{w}_2 - (\vec{w}_2 \cdot \hat{u}_1) \hat{u}_1 = \begin{bmatrix} 0\\3\\0\\-1 \end{bmatrix} - \begin{bmatrix} 1\\2\\-1\\0 \end{bmatrix}$ 

$$= \begin{bmatrix} -1 \\ 1 \\ 1 \\ -1 \end{bmatrix} \text{ and we let } \hat{u}_2 = \vec{w}_2^{\perp} / \|\vec{w}_2^{\perp}\| = \frac{1}{2} \begin{bmatrix} -1 \\ 1 \\ 1 \\ -1 \end{bmatrix}. \quad (\hat{u}_1, \hat{u}_2) \text{ is the desired basis.}$$

c. From b, find the  $4\times4$  matrix P that represents projection onto  $S^{\perp}$ .

$$P = \hat{u}_1 \hat{u}_1^T + \hat{u}_2 \hat{u}_2^T$$
 (alternately,  $P = [\hat{u}_1 | \hat{u}_2][\hat{u}_1 | \hat{u}_2]^T) =$ 

d. From c, find the vector in  $S^{\perp}$  that is closest to  $\hat{e}_1$ .

The vector in 
$$S^{\perp}$$
 closest to  $\hat{e}_1$  is  $\hat{e}_1$ 's projection onto  $S^{\perp}$ ,  $P\hat{e}_1 = \frac{1}{12} \begin{bmatrix} 5\\1\\-5\\3 \end{bmatrix}$ .

3. 
$$\mathcal{B} = (\hat{u}_1, \ \hat{u}_2, \ \hat{u}_3) = \begin{pmatrix} \frac{1}{3} \\ 2 \\ 2 \end{pmatrix}, \ \frac{1}{3} \begin{pmatrix} 2 \\ 1 \\ -2 \end{pmatrix}, \ \frac{1}{3} \begin{pmatrix} -2 \\ 2 \\ -1 \end{pmatrix}$$
 is an orthonormal basis for

 $\mathbf{R}^3$ .  $T: \mathbf{R}^3 \to \mathbf{R}^3$  is linear and  $T(\vec{u}_1) = \vec{u}_1$ ,  $T(\vec{u}_2) = 2\vec{u}_2$ ,  $T(\vec{u}_3) = 3\vec{u}_3$ .

a. Find the matrix B for T in  $\mathcal{B}$ -coordinates. In other words, find B so that  $\left[T(\vec{x})\right]_{\mathcal{B}} = B\left[\vec{x}\right]_{\mathcal{B}}$  for any  $\vec{x} \in \mathbf{R}^3$ .

$$B = \left[ [T(\hat{u}_1)]_{\mathcal{B}} | [T(\hat{u}_2)]_{\mathcal{B}} | [T(\hat{u}_3)]_{\mathcal{B}} \right] = \left[ [\hat{u}_1]_{\mathcal{B}} | [2\hat{u}_2]_{\mathcal{B}} | [3\hat{u}_3]_{\mathcal{B}} \right] = \left[ \hat{e}_1 | 2\hat{e}_2 | 3\hat{e}_3 \right]$$

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

b. Find the matrix A for T in standard coordinates. In other words, find A so that  $T(\vec{x}) = A\vec{x}$  for any  $\vec{x} \in \mathbf{R}^3$ .

The coordinate transformation matrix is  $S = [\hat{u}_1 | \hat{u}_2 | \hat{u}_3] = \frac{1}{3} \begin{bmatrix} 1 & 2 & -2 \\ 2 & 1 & 2 \\ 2 & -2 & -1 \end{bmatrix}$ 

and, since the vectors in  $\mathcal{B}$  are orthonormal, S is orthogonal. So,

$$S^{-1} = S^{T}$$
 and  $A = SBS^{-1} = SBS^{T} =$ 

$$\frac{1}{3} \begin{bmatrix} 1 & 2 & -2 \\ 2 & 1 & 2 \\ 2 & -2 & -1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 3 \end{bmatrix} \frac{1}{3} \begin{bmatrix} 1 & 2 & 2 \\ 2 & 1 & -2 \\ -2 & 2 & -1 \end{bmatrix} = \frac{1}{3} \begin{bmatrix} 7 & -2 & 0 \\ -2 & -2 & -2 \\ 0 & -2 & 5 \end{bmatrix}.$$

4. Determine the straight line in  $\mathbb{R}^2$  that fits the following data best in the least squares sense: (0, 1), (1, 0), (1, 3).

We seek the parameters r and s for the equation y = rx + s.

$$\begin{cases} 1 = r & 0 + s \\ 0 = r & 1 + s \\ 3 = r & 1 + s \end{cases} \text{ or } \vec{b} = A\vec{x} \text{ where } A = \begin{bmatrix} 0 & 1 \\ 1 & 1 \\ 1 & 1 \end{bmatrix}, \ \vec{x} = \begin{bmatrix} r \\ s \end{bmatrix} \text{ and } \vec{b} = \begin{bmatrix} 1 \\ 0 \\ 3 \end{bmatrix}. \text{ There}$$

is no solution to the equation  $\vec{b} = A\vec{x}$  since  $\vec{b} \notin \text{im}(A)$ ; so we seek instead,

to solve 
$$A^T \vec{b} = A^T A \vec{x}$$
. We obtain  $\vec{x} = \begin{bmatrix} r \\ s \end{bmatrix} = (A^T A)^{-1} A^T \vec{b} =$ 

$$\left( \begin{bmatrix} 0 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \right)^{-1} \begin{bmatrix} 0 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 3 \end{bmatrix} = \begin{bmatrix} 2 & 2 \\ 2 & 3 \end{bmatrix}^{-1} \begin{bmatrix} 3 \\ 4 \end{bmatrix} = \frac{1}{2} \begin{bmatrix} 3 & -2 \\ -2 & 2 \end{bmatrix} \begin{bmatrix} 3 \\ 4 \end{bmatrix} = \begin{bmatrix} \frac{1}{2} \\ 1 \end{bmatrix}.$$

So, the equation for the straight line that fits this data "best" is  $y = \frac{1}{2}r + 1$ .

- 5. True (T) or False (F)? Circle one or none. [Negative half credit is earned for incorrect responses.]
  - a. False The intersection of the image and kernel of a 4×3 matrix is a subspace.
     The kernel is a subspace of R<sup>3</sup> and the image is a subspace of R<sup>4</sup>, so their intersection is empty.
  - b. *False* If the rank of a 5×4 matrix is 3, its nullity is 2. Rank + nullity is the dimension of the domain which is 4.
  - c. False If  $T: \mathbf{R}^3 \to \mathbf{R}^3$  is linear and  $T(\hat{e}_1), T(\hat{e}_2), T(\hat{e}_3)$  each have unit length, then T is an orthogonal transformation. Preserving the lengths of the basis vectors does not guarantee preservation of the lengths of <u>all</u> vectors. That is because the magnitude of a vector is not a linear property. For example, if  $T(\hat{e}_1) = T(\hat{e}_2) = T(\hat{e}_3) = \hat{e}_1$ , T is clearly not orthogonal since, for example,  $\|T(\hat{e}_1 + \hat{e}_2)\| = \|T(\hat{e}_1) + T(\hat{e}_2)\| = \|2\hat{e}_1\| = 2$  but  $\|\hat{e}_1 + \hat{e}_2\| = \sqrt{2}$ .
  - d. False If A and B are both symmetric  $3\times3$  matrices, then AB is also a symmetric  $3\times3$  matrix.  $(AB)^T = B^T A^T = BA \text{ which differs from } AB \text{ unless } A$  and B commute.
  - e. *True* If the column vectors of a  $4\times3$  matrix A are orthonormal,  $A^TA$  is the  $3\times3$  identity matrix.

In this case,  $A = [\hat{u}_1 | \hat{u}_2 | \hat{u}_3]$  where  $\hat{u}_j \cdot \hat{u}_k = \hat{u}_j^T \hat{u}_k = \delta_{jk}$ . So,

$$A^{T}A = \begin{bmatrix} \hat{u}_{1}^{T} \\ \underline{\hat{u}_{2}^{T}} \\ \vdots \\ \hat{u}_{3}^{T} \end{bmatrix} \begin{bmatrix} \hat{u}_{1} & \hat{u}_{2} & \hat{u}_{1}^{T} & \hat{u}_{1} & \hat{u}_{1}^{T} & \hat{u}_{2} & \hat{u}_{1}^{T} & \hat{u}_{3} \\ \hat{u}_{2}^{T} & \hat{u}_{1} & \hat{u}_{2}^{T} & \hat{u}_{2} & \hat{u}_{2}^{T} & \hat{u}_{3} \\ \hat{u}_{3}^{T} & \hat{u}_{1} & \hat{u}_{3}^{T} & \hat{u}_{2} & \hat{u}_{3}^{T} & \hat{u}_{3} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$