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23i-2623
DS-B

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ASSIGNMENT #2

Q1: $T(p(x)) = \begin{bmatrix} p(1) - p(0) & p(2) - p(0) \\ p(-1) - p(0) & p(-2) - p(0) \end{bmatrix}$ $T: P_2 \rightarrow M_{2 \times 2}$

(a) Matrix of Transformation:

Basis of $P_2 = \{1, x, x^2\}$

$$T(1) = \begin{bmatrix} 1-1 & 1-1 \\ 1-1 & 1-1 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$$

$$T(x) = \begin{bmatrix} 1-0 & 2-0 \\ -1-0 & -2-0 \end{bmatrix} = \begin{bmatrix} 1 & 2 \\ -1 & -2 \end{bmatrix}$$

$$T(x^2) = \begin{bmatrix} 1-0 & 4-0 \\ 1-0 & 4-0 \end{bmatrix} = \begin{bmatrix} 1 & 4 \\ 1 & 4 \end{bmatrix}$$

$$M_{OT} : \begin{vmatrix} 0 & 1 & 1 \\ 0 & 2 & 4 \\ 0 & -1 & 1 \\ 0 & -2 & 4 \end{vmatrix}$$

(b) Linearity:

Check additivity and scalar multiplicity.

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1. Additivity:

$$\text{Let } p(x) = a_0 + a_1x + a_2x^2$$

$$\text{Let } q(x) = b_0 + b_1x + b_2x^2$$

Hence

$$T(p(x) + q(x)) = \begin{bmatrix} (p+q)(1) - (p+q)(0) & (p+q)(2) - (p+q)(0) \\ (p+q)(-1) - (p+q)(0) & (p+q)(-2) - (p+q)(0) \end{bmatrix}$$

$$= \begin{bmatrix} p(1) + q(1) - p(0) - q(0) & p(2) + q(2) - p(0) - q(0) \\ p(-1) + q(-1) - p(0) - q(0) & p(-2) + q(-2) - p(0) - q(0) \end{bmatrix}$$

$$= \begin{bmatrix} p(1) - p(0) & p(2) - p(0) \\ p(-1) - p(0) & p(-2) - p(0) \end{bmatrix} + \begin{bmatrix} q(1) - q(0) & q(2) - q(0) \\ q(-1) - q(0) & q(-2) - q(0) \end{bmatrix}$$

$$\text{Thus, } T(p(x) + q(x)) = T(p(x)) + T(q(x))$$

2. Scalar Multiplicity:

$$T(c \cdot p(x)) = \begin{bmatrix} c \cdot p(1) - c \cdot p(0) & c \cdot p(2) - c \cdot p(0) \\ c \cdot p(-1) - c \cdot p(0) & c \cdot p(-2) - c \cdot p(0) \end{bmatrix}$$

$$= \begin{bmatrix} c(p(1) - p(0)) & c(p(2) - p(0)) \\ c(p(-1) - p(0)) & c(p(-2) - p(0)) \end{bmatrix}$$

$$T(c \cdot p(x)) = c \cdot \begin{bmatrix} p(1) - p(0) & p(2) - p(0) \\ p(-1) - p(0) & p(-2) - p(0) \end{bmatrix}$$

$$\text{Thus, } T(c \cdot p(x)) = c \cdot T(p(x))$$

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As both additivity and scalar multiplicity hold, T is a linear transformation.

Manual

(c) $\text{Ker}(T) : T(p(x)) = 0$

~~$a + bx + cx^2 = 0$~~

$$p(1) = a + b + c \quad p(-1) = a - b + c$$

$$p(2) = a + 2b + 4c \quad p(-2) = a - 2b + 4c$$

$$p(0) = a$$

$$T(p(x)) = \begin{bmatrix} (a+b+c) - (a) & (a+2b+4c) - (a) \\ (a-b+c) - (a) & (a-2b+4c) - (a) \end{bmatrix}$$

$$= \begin{bmatrix} b+c & 2b+4c \\ -b+c & -2b+4c \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$$

$$b+c=0 \rightarrow 2b=0 \rightarrow b=0$$

$$-b+c=0 \rightarrow c=b \leftrightarrow c=0$$

$$2b+4c=0$$

$$-2b+4c=0$$

For any values of a , and $b=c=0$, $\text{Ker } T = \{\vec{0}\}$

$\text{Ker } T = \{p(x) = a \mid a \in \mathbb{R}\}$ as $b=c=0$ but

there is no restriction on a . hence

$$\dim \text{Ker } T = 1$$

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(d) Range:

Ans

$$T = \left[\begin{array}{ccc|c} 0 & 1 & 1 & \\ 0 & 2 & 4 & \\ 0 & -1 & 1 & \\ 0 & -2 & 4 & \end{array} \right] \sim \left[\begin{array}{ccc|c} 0 & 1 & 1 & \\ 0 & 0 & 2 & R_2 - 2R_1 \\ 0 & 0 & 2 & R_3 + R_1 \\ 0 & 0 & 6 & R_4 + 2R_1 \end{array} \right]$$

$$\sim \left[\begin{array}{ccc|c} 0 & 1 & 1 & \\ 0 & 0 & 2 & \\ 0 & 0 & 0 & R_3 - R_2 \\ 0 & 0 & 0 & R_4 - 3R_2 \end{array} \right]$$

We can see that x_1 is within the span of x_2 and x_3 as it doesn't have a pivot column.

Hence $\text{Dim Range}(T) = 2$

$$\text{Basis: } \left\{ \left[\begin{array}{cc} 1 & 2 \\ -1 & -2 \end{array} \right], \left[\begin{array}{cc} 1 & 4 \\ 1 & 4 \end{array} \right] \right\}$$

$$\text{Rank } T = \text{Dim Ker}(T) + \text{Dim Range}(T)$$

$$3 = \text{Dim Ker}(T) + 2$$

$$\text{Dim Ker}(T) = 1$$

(e) As the transformation is neither one to one ($\text{Ker } T \neq 0$) nor onto ($\text{Basis} \neq M_{2 \times 2}$), it is not an isomorphism

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f) Rank Nullity Theorem

Thrust

$$\text{Dim } V = \text{Dim Ker } T + \text{Rank } T$$

$$\text{Dim } V = \text{Dim}(\text{Ker } T) + \text{Dim}(\text{Range } T)$$

$$3 = 1 + 2$$

$3 = 3 \therefore \text{Verified}$

~~Q: $T(x, y, z) \rightarrow 0(0, 0, 0) \rightarrow \text{Camera. P and 2D img act as d}$~~
~~where $d > 0$~~

~~(a) $x' = \frac{d}{z} x \rightarrow y' = \frac{d}{z} y$~~

~~$P = (x, y, z, 1)$~~

~~Projection Matrix:~~

$$M_1 = \begin{bmatrix} \frac{d}{z} & 0 & 0 & 0 \\ 0 & \frac{d}{z} & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

$$M_2 = \begin{bmatrix} d - z_c & 0 & -x_c & x_d \\ 0 & d - z_c & -y_c & y_d \\ 0 & 0 & d & -dz_c \\ 0 & 0 & 1 & -z_d \end{bmatrix}$$

~~to apply $M_1 M_2$ to $(x, y, z, 1)^T$~~

$$\begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix} = \begin{bmatrix} dx/z \\ dy/z \\ d \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \frac{1}{d} \begin{bmatrix} x \\ y \\ z \end{bmatrix}$$

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Q2: Homogeneous Coordinates: $P_h = \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$

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$$P' = P_o \cdot P_h$$

$$P' = \begin{bmatrix} d-z_c & 0 & x_c & -dx_c \\ 0 & d-z_c & y_c & -dy_c \\ 0 & 0 & d & -dz_c \\ 0 & 0 & 1 & -z_c \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

• P' in terms of x', y', z' and w'

$$x' = (d-z_c)(x) + (0)(y) + (x_c)z - dx_c$$

$$x' = (d-z_c)x + x_c z - dx_c$$

$$y' = (d-z_c)(y) + (0)(x) + (y_c)z - dy_c$$

$$y' = (d-z_c)y + y_c z - dy_c$$

$$z' = (0)x + (0)y + dz - dz_c$$

$$z' = dz - dz_c$$

$$w' = (0)x + (0)y + z - z_c$$

$$w' = z - z_c$$

$$P' = \begin{bmatrix} (d-z_c)x + x_c z - dx_c \\ (d-z_c)y + y_c z - dy_c \\ dz - dz_c \\ z - z_c \end{bmatrix}$$

\bar{x}_o : Normalized Coordinates

$$\bar{x}_o = \frac{x'}{w'} = \frac{(d-z_c)x + x_c z - dx_c}{z - z_c}$$

$$\bar{y}_o = \frac{y'}{w'} = \frac{(d-z_c)y + y_c z - dy_c}{z - z_c}$$

$$\begin{bmatrix} -1 & 1 & 1 & 1 & 0 \end{bmatrix}$$

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(b) Objects that are farther from the camera appear smaller due to the scaling factor $\frac{d}{z}$. As z -increases scale factor decreases so x' and y' decrease & image appears farther away and smaller.

(c) Given $P(4, 3, 8)$, $z=4$

$$x' = \frac{dx}{z} = \frac{16}{8} = 2, y' = \frac{dy}{z} = \frac{12}{8} = 1.5$$

So new coordinate $P_0 = (2, 3/2)$

$$\text{Q3: } A = \begin{bmatrix} 2 & 1 & 3 \\ 4 & 4 & 7 \\ 6 & 3 & 9 \end{bmatrix} \sim \begin{bmatrix} 2 & 1 & 3 \\ 0 & 2 & 1 \\ 0 & 0 & 0 \end{bmatrix} \text{ R2/2}$$

$$\text{(a)} \quad \left[\begin{array}{ccc} 2 & 1 & 3 \\ 0 & 2 & 1 \\ 0 & 0 & 0 \end{array} \right] \quad \begin{array}{l} \text{• Zero row} \\ \text{R2-2R1} \\ \text{R3-4R1} \end{array}$$

$$E_1 = \begin{bmatrix} 1 & 0 & 0 \\ 2 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}, E_2 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ -3 & 0 & 1 \end{bmatrix}, E_3 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1/2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$A = E_3^{-1} E_2^{-1} E_1^{-1} \cdot A^{\sim}$$

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(b) $A = \begin{vmatrix} 2 & 1 & 3 \\ 4 & 4 & 7 \\ 6 & 3 & 9 \end{vmatrix}$ $\sim A = \begin{vmatrix} 2 & 1 & 3 \\ 0 & 1 & 1/2 \\ 0 & 0 & 0 \end{vmatrix}$

Ans

As $\sim A$ has a zero row, matrix is not invertible.

so not in

$\therefore \det A = 2 \begin{vmatrix} 4 & 7 \\ 3 & 9 \end{vmatrix} - 1 \begin{vmatrix} 4 & 7 \\ 6 & 9 \end{vmatrix} + 3 \begin{vmatrix} 4 & 4 \\ 6 & 3 \end{vmatrix} = 0$

As $\det A = 0$, matrix is not invertible.

(ii) $\det A = \frac{1}{4}$, $\det 2A = 2^6 \cdot \frac{1}{4} = 16$, $\det (-A) = (-1)^6 \cdot \frac{1}{4} = \frac{1}{4}$, $\det (A^2) = \frac{1^2}{4} = \frac{1}{16}$

$\det A^{-1} = \frac{1}{\det A} = 4$

(iii) ~~$B = \frac{1}{13}$~~ $\det B = \frac{1}{13}$, $V_{cone} = 26$, $A = \begin{bmatrix} 1 & 3 & -1 \\ 2 & 3 & 1 \\ 4 & 0 & -5 \end{bmatrix}$

$V'_{cone} = \det AB^2 \cdot V_{cone}$

$\det AB^2 = \det A \cdot \det B^2 = 39 \times \frac{1}{169} = \frac{3}{13}$

$V'_{cone} = 6 \text{ cm}^3$

Q4: $A = \begin{bmatrix} 1 & 1 & 0 \\ 1 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$

$\begin{bmatrix} -1 & 1 & 1 & 1 & 0 \end{bmatrix}$

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(i) Eigenvalues :

Ans

$$\det(A - \lambda I) = 0$$

$$A - \lambda I = \begin{bmatrix} 1-\lambda & 1 & 0 \\ 1 & 1-\lambda & 0 \\ 0 & 0 & -\lambda \end{bmatrix}$$

$$\det(A - \lambda I) = 0 = 1-\lambda \begin{vmatrix} 1-\lambda & 0 \\ 0 & -\lambda \end{vmatrix} - 1 \begin{vmatrix} 1 & 0 \\ 0 & -\lambda \end{vmatrix} + 0 \begin{vmatrix} 1 & 1-\lambda \\ 0 & 0 \end{vmatrix}$$

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

$$\lambda^2(2-\lambda) = 0$$

$$\lambda^2 = 0, \lambda = 2$$

$$\lambda_1 = \lambda_2 = 0, \lambda_3 = 2$$

$\lambda \neq 0$:

$$(A - \lambda I)\vec{v} = 0$$

$$\begin{bmatrix} 1 & 1 & 0 \\ 1 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} \vec{v}_1 \\ \vec{v}_2 \\ \vec{v}_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$\sim \begin{bmatrix} 1 & 1 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \quad \vec{v}_1 + \vec{v}_2 = 0 \quad -1 \quad \vec{v}_2, \vec{v}_3 \text{ free}$$
$$\vec{v}_3 = 0 \quad -2$$

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$$\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix} = \begin{bmatrix} -v_2 \\ v_2 \\ v_3 \end{bmatrix} = v_2 \begin{bmatrix} -1 \\ 1 \\ 0 \end{bmatrix} + v_3 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

Much

$$\text{Eigenvectors} = \left\{ \begin{bmatrix} -1 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \right\}$$

For $\lambda = 2$:

$$(A - 2I)v = 0$$

$$\begin{bmatrix} -1 & 1 & 0 \\ 1 & -1 & 0 \\ 0 & 0 & 0^2 \end{bmatrix} \sim \begin{bmatrix} 1 & -1 & 0 \\ 1 & -1 & 0 \\ 0 & 0 & 0^2 \end{bmatrix} - R1 \sim \begin{bmatrix} 1 & -1 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & -2 \end{bmatrix}$$

$$\vec{v}_1 - \vec{v}_2 = 0 \quad \textcircled{1} \rightarrow \vec{v}_1 = \vec{v}_2$$

$$-2\vec{v}_3 = 0 \quad \textcircled{2}$$

$$\vec{v} = \begin{bmatrix} \vec{v}_1 \\ \vec{v}_2 \\ \vec{v}_3 \end{bmatrix} = \begin{bmatrix} v_2 \\ v_2 \\ 0 \end{bmatrix} = v_2 \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}$$

$$\text{Eigenvector: } \left\{ \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} \right\}$$

two lin. independent vectors and it yields one so $A \cdot M = G \cdot M$.

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ii) Basis for $\lambda=0 \mapsto \left\{ \begin{bmatrix} -1 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \right\}$

thus

Basis for $\lambda=2 \mapsto \left\{ \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} \right\}$

iii) Diagonalization:

(a) $P = \begin{bmatrix} 1 & -1 & 0 & 1 \\ 1 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix} \rightarrow D = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 2 \end{bmatrix}$

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

$A = PDP^{-1} = \begin{bmatrix} -1 & 0 & 1 \\ 1 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 2 \end{bmatrix} \begin{bmatrix} -1/2 & 1/2 & 0 \\ 0 & 0 & 1 \\ 1/2 & 1/2 & 0 \end{bmatrix}$

$A = \begin{bmatrix} -1 & 0 & 1 \\ 1 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 1 & 1 & 0 \end{bmatrix}$

$A = \begin{bmatrix} 1 & 1 & 0 \\ 1 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$

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$$D = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 2 \end{bmatrix} \quad P = \begin{bmatrix} -1 & 0 & 1 \\ 1 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix}$$

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$$\lambda_1 = 0 \rightarrow v_1 = \begin{bmatrix} -1 \\ 1 \\ 0 \end{bmatrix} \quad \|v_1\| = \sqrt{(-1)^2 + (1)^2 + (0)^2} = \sqrt{2}$$

$$= \frac{v_1}{\|v_1\|} = \frac{1}{\sqrt{2}} \begin{bmatrix} -1 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} -1/\sqrt{2} \\ 1/\sqrt{2} \\ 0 \end{bmatrix}$$

$$\lambda_3 = 2 \rightarrow v_3 = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} \quad \|v_3\| = \sqrt{2}$$

$$\frac{v}{\|v\|} = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1/\sqrt{2} \\ 1/\sqrt{2} \\ 0 \end{bmatrix}$$

$$\text{Ortho } P = \begin{bmatrix} -1/\sqrt{2} & 0 & 1/\sqrt{2} \\ 1/\sqrt{2} & 0 & 1/\sqrt{2} \\ 0 & 1 & 0 \end{bmatrix}$$

iv)	A.M	G.M
0	2	2
2	1	1

} Diagonalizable

- A is diagonalizable because even though 0 is repeated, it yields two lin. independent vectors and 2 yields one so A.M = G.M.

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v) $\left\{ \begin{bmatrix} -1 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} \right\}$

spans entire \mathbb{R}^3 because
3 linearly independent
vectors from \mathbb{R}^3 .

vi) Matrix of Transformation:

Eigenbasis: $T(x) = A\vec{x}$

thus

$$T(v_1) = Av_1 = \begin{bmatrix} 1 & 1 & 0 \\ 1 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} -1 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$T(v_2) = Av_2 = \begin{bmatrix} 1 & 1 & 0 \\ 1 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$T(v_3) = Av_3 = \begin{bmatrix} 1 & 1 & 0 \\ 1 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 2 \\ 2 \\ 0 \end{bmatrix} = 2 \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} = 2v_1.$$

$$[T]_{\beta} = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

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Q5: $\lambda_1 = 2, \lambda_2 = 3$

Mark

$$v_1 = \begin{bmatrix} -1 \\ 4 \end{bmatrix}, v_2 = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$$

(a) $\det A = \lambda_1 \cdot \lambda_2 = 6, \det A^n = (\det A)^n = 6^n$

(b) If $A \sim B, A = CBC^{-1} \rightarrow$ similar

$\text{trace}(B) = \text{trace}(A) = 5$

$\det(B) = \det(A) = 6$

Change of origin:

(c) Eigenvalues of $A - cI : \lambda_1 = 2 - c, \lambda_2 = 3 - c$

$$A^{-1} = \frac{1}{6}, \lambda_1 = \frac{1}{2}, \lambda_2 = \frac{1}{3}, v_2 = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$$

$$v_1 = \begin{bmatrix} -1 \\ 4 \end{bmatrix}$$

$$A^x : \lambda_1 = 2^n, \lambda_2 = 3^n$$

$$v_1 = \begin{bmatrix} -1 \\ 4 \end{bmatrix}, v_2 = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$$

(ii) (a) $a_0 = 4, a_1 = 1, a_n = a_{n-1} - \frac{a_{n-2}}{4}, n \geq 2$

$$a_n - a_{n-1} + \frac{a_{n-2}}{4} = 0 \quad \left. \begin{array}{l} \lambda_1 = \lambda_2 = \frac{1}{2} \\ \end{array} \right\}$$

$$\lambda^2 - \lambda + \frac{1}{4} = 0 \quad \left. \begin{array}{l} \end{array} \right\}$$

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Repeated roots so: $x_n = c_1 \lambda_1^n + c_2 \lambda_2^n n$

$$x_n = (c_1 + c_2) \lambda_1^n n$$

$$x_n = c_1 \left(\frac{1}{2}\right)^n + c_2 \left(\frac{1}{2}\right)^n n$$

From

$$n=0: x_0 = c_1$$

$$n=1: x_1 = \frac{c_1}{2} + \frac{c_2}{2}$$

$$\text{At } c_1=4: x_1 = \frac{4}{2} + \frac{c_2}{2} = 1$$

$$\frac{c_2}{2} = -1$$

$$c_2 = -2$$

$$x_n = 4 \left(\frac{1}{2}\right)^n + (-2) \left(\frac{1}{2}\right)^n n = \left(\frac{1}{2}\right)^n (4 - 2n)$$

$$\text{Q6: } y_{k+1} = 0.8y_k + 0.3$$

$$(b) a_n = 2a_{n-1} + a_{n-2} - 2a_{n-3}$$

$$a_0 = 2, a_1 = 2, a_2 = 4, n \geq 3$$

$$a_n - 2a_{n-1} + a_{n-2} - 2a_{n-3} = 0$$

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

$$\lambda_1 = -1$$

$$\lambda_2 = 1$$

$$\lambda_3 = 2$$

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$$x_n = c_1 \lambda_1^n + c_2 \lambda_2^n + c_3 \lambda_3^n$$

$$x_n = c_1 (-1)^n + c_2 (1)^n + c_3 (2)^n$$

$$x_0 = c_1 (-1)^0 + c_2 (1)^0 + c_3 (2)^0 = c_1 + c_2 + c_3 \quad -\textcircled{1}$$

$$x_1 = -c_1 + c_2 + 2c_3 \quad -\textcircled{2}$$

$$x_2 = c_1 + c_2 + 4c_3 \quad -\textcircled{3}$$

$$\left[\begin{array}{ccc|c} 1 & 1 & 1 & 2 \\ -1 & 1 & 2 & 2 \\ 1 & 1 & 4 & 4 \end{array} \right] \sim \left[\begin{array}{ccc|c} 1 & 1 & 1 & 2 \\ 0 & 2 & 3 & 4 \\ 1 & 1 & 4 & 4 \end{array} \right]$$

$$\sim \left[\begin{array}{ccc|c} 1 & 1 & 1 & 2 \\ 0 & 2 & 3 & 4 \\ 0 & 0 & -3 & -2 \end{array} \right] \quad -3c_3 = -2 \quad c_3 = \frac{2}{3}$$
$$2c_2 + 3\left(\frac{2}{3}\right) = 4$$

$$2c_2 + 2 = 4$$

$$c_2 = 1$$

$$c_1 + c_2 + c_3 = 2$$

$$c_1 = \frac{1}{3}$$

$$\therefore x_n = \frac{1}{3}(-1)^n + 1(1)^n + \frac{2}{3}(2)^n$$

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Q6: $y_{k+1} = 0.8y_k + 0.3z_k \rightarrow y_0 = 0$

Ans

$$z_{k+1} = 0.2y_k + 0.7z_k, z_0 = 5$$

As $z_{k+1} = A\vec{x}_k$

$$\vec{x}_{k+1} = \begin{bmatrix} y_{k+1} \\ z_{k+1} \end{bmatrix} \quad A = \begin{bmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{bmatrix}$$

$$\vec{x}_k = \begin{bmatrix} y_k \\ z_k \end{bmatrix}$$

$$\therefore \vec{x}_k = c_1 \lambda_1^k \vec{v}_1 + c_2 \lambda_2^k \vec{v}_2$$

$$\lambda^2 - \text{tr}(A) + \det(A) = 0$$

$$\lambda^2 - 1.5\lambda + 0.5 = 0$$

$$\lambda_1 = 1, \lambda_2 = \frac{1}{2}$$

$\lambda = 1:$

$$(A - I)\vec{x} = 0$$

$$\begin{bmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{bmatrix} - \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} -0.2 & 0.3 \\ 0.2 & -0.3 \end{bmatrix}$$

$$\begin{bmatrix} -1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

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$$-0.2x_1 + 0.3x_2 = 0$$

$$+0.2x_1 = 0.3x_2$$

$$x_1 = \frac{3}{2}x_2$$

$$\begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} \frac{3}{2}x_2 \\ x_2 \end{bmatrix} = x_2 \begin{bmatrix} \frac{3}{2} \\ 1 \end{bmatrix}$$

$$\lambda = 1/2$$

$$(A - 1/2I)\vec{v} = 0$$

$$= \begin{bmatrix} 0.8 & 0.3 & 0 \\ 0.2 & 0.2 & 0 \end{bmatrix}$$

$$0.3x_1 + 0.3x_2 = 0$$

$$0.3(x_1 + x_2) = 0$$

$$x_1 + x_2 = 0$$

$$x_1 = -x_2$$

or

$$x_2 = -x_1$$

$$\begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} -x_2 \\ x_2 \end{bmatrix} = \begin{bmatrix} x_1 \\ -x_1 \end{bmatrix} = x_1 \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$x_k = c_1(1)^k \begin{bmatrix} 3 \\ 2 \end{bmatrix} + c_2 \left(\frac{1}{2}\right)^k \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$k=0: x_0 = \begin{bmatrix} y_0 \\ z_0 \end{bmatrix} = c_1 \begin{bmatrix} 3 \\ 2 \end{bmatrix} + c_2 \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

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

$$\begin{bmatrix} 0 \\ 5 \end{bmatrix} = 0c_1 \begin{bmatrix} 3 \\ 2 \end{bmatrix} + c_2 \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$\begin{bmatrix} 3 & 1 & 0 \\ 2 & -1 & 5 \end{bmatrix}$$

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

$$c_1 = 1$$

$$c_2 = -3$$

$$x_k = (1)(1)^k \begin{bmatrix} 3 \\ 2 \end{bmatrix} + (-3)\left(\frac{1}{2}\right)^k \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

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(b) $\lambda_1 = 1$ $\lambda_1 = 1$ and $\lambda_2 < 1$

$$\lambda_2 = \frac{1}{2} \quad k \rightarrow \infty, \vec{x}_k = 1 \text{ eigenspace}$$

Mixed

Corresponding to eigenvalues:

Origin is saddle point.

(c) For $\lambda_2 = \frac{1}{2} < 1$, greatest attractor is along line spanned by $v_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$

For $\lambda_1 = 1 \neq$, direction is neutral in direction of $v_1 = \begin{bmatrix} 3 \\ 2 \end{bmatrix}$

Q7: $x'(t) = -0.8x + 0.4y$
 $y'(t) = 0.4x - 0.7y$

a) $x(t)$ as $P_y(t)$

$$x(t) = P_y(t)$$

$$y'(t) = 0.4 P_y - 0.7 y$$
$$y'(t) = (0.4P - 0.7)y$$

$$x'(t) = -0.8P_y + 0.4 y$$
$$x'(t) = (-0.8P + 0.4) y$$

$$y' = Dy$$
$$y' = (0.4P - 0.7)y$$
$$D = 0.4P - 0.7$$

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To find P, analyze system

$$A = \begin{pmatrix} -0.8 & 0.4 \\ 0.4 & -0.7 \end{pmatrix}$$

b) Population Check:

Stability of populations can be found by finding eigenvalues of matrix A.

$$\det(A - \lambda I) = 0$$

$$= \begin{bmatrix} -0.8 & 0.4 \\ 0.4 & -0.7 \end{bmatrix} - \lambda \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = 0$$

$$\begin{bmatrix} -0.8 - \lambda & 0.4 \\ 0.4 & -0.7 - \lambda \end{bmatrix}$$

$$\det = \lambda^2 + 1.5\lambda + 0.40 = 0$$

$$\lambda = \frac{-1.5 \pm 0.1}{2}, \lambda_1 = -0.7, \lambda_2 = -0.4$$

Both $\lambda < 0$ so $x(t)$ and $y(t)$ will approach equilibrium point at origin, showing both population tend to stabilize.

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c) Nature of origin: Since both are negative, origin
is attractor. *Munek*

d) Direction of greatest attraction or repulsion:

For $\lambda_1 = -0.7$:

$$(A + \lambda_1 I) \vec{v} = 0$$

$$\begin{pmatrix} (-0.1) & 0.4 \\ 0.4 & 0 \end{pmatrix} \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

$$\begin{bmatrix} -0.1 & 0.4 : 0 \\ 0.4 & 0 : 0 \end{bmatrix}$$

$$\begin{bmatrix} +1 & -4 : 0 \\ 4 & 0 : 0 \end{bmatrix}$$

$$\begin{bmatrix} 1 & -4 : 0 \\ 0 & 16 : 0 \end{bmatrix}$$

$$\begin{bmatrix} 1 & -4 : 0 \\ 0 & 1 : 0 \end{bmatrix}$$

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$$\text{Nul}(A + 0.7I) = x_1 - 4x_2 = 0$$
$$x_1 = 4x_2$$

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$$\text{Nul}(A + 0.7I) = x_2 \begin{pmatrix} 4 \\ 1 \end{pmatrix} \quad v_1 = \begin{pmatrix} 4 \\ 1 \end{pmatrix}$$

$$\gamma = -0.4$$

$$(A + 0.4I)\vec{v} = 0$$

$$\begin{bmatrix} -0.4 & 0.4 & : 0 \\ 0.4 & -0.3 & : 0 \end{bmatrix} \quad -0.4v_1 + 0.4v_2 = 0$$
$$+0.4v_1 = 0.4v_2$$

$$v_1 = v_2$$

$$\text{Nul}(A + 0.4I)\vec{v} = v_2 \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

Direction of greatest attraction correspond to these eigenvectors.

c) $e^A = ?$

$$A = PDP^{-1}$$

$$D = \begin{pmatrix} -0.7 & 0 \\ 0 & -0.4 \end{pmatrix}$$

$$e^D = \begin{pmatrix} e^{-0.7} & 0 \\ 0 & e^{-0.4} \end{pmatrix}$$

$$e^D = \begin{pmatrix} 0.4966 & 0 \\ 0 & 0.6703 \end{pmatrix}$$

$$P = \begin{pmatrix} 4 & 1 \\ 1 & 1 \end{pmatrix}$$
$$P^{-1} = \begin{pmatrix} \frac{1}{3} & -\frac{1}{3} \\ -\frac{1}{3} & \frac{4}{3} \end{pmatrix}$$

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$$C^A = P e^{\sigma} P^{-1}$$

$$= \begin{bmatrix} 4 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 0.4966 & 0 \\ 0 & 0.6703 \end{bmatrix} \begin{bmatrix} 1/3 & -1/3 \\ -1/3 & 4/3 \end{bmatrix}$$

Ans

$$= \begin{bmatrix} 0.4386 & -1.5557 \\ -0.0579 & -1.0592 \end{bmatrix}$$

Q8: $x'(t) = Ax + B$

b = constant vector

$$x = \begin{bmatrix} x \\ y \end{bmatrix}$$

$$A = \begin{bmatrix} 1 & 1 \\ -1 & 1 \end{bmatrix}, b = \begin{bmatrix} -30 \\ -10 \end{bmatrix}, x(0) = \begin{bmatrix} 20 \\ 30 \end{bmatrix}$$

$$dx = Ax + B$$

$$\det(A - \lambda I) = 0$$

$$\begin{bmatrix} 1-\lambda & 1 \\ -1 & 1-\lambda \end{bmatrix}$$

$$\det(A - \lambda I) = \cancel{1-\lambda} \lambda^2 - 2\lambda + 2 = 0$$
$$\lambda_1 = 1+i \quad \lambda_2 = 1-i$$

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thus

b) For $\lambda_1 = 1+i$:

$$(A - (1+i)I)\vec{v} = \vec{0} = B$$

$$\begin{bmatrix} 1 & 1 \\ -1 & 1 \end{bmatrix} - (1+i) \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 \\ -1 & 1 \end{bmatrix} - \begin{bmatrix} 1+i & 0 \\ 0 & 1+i \end{bmatrix}$$

$$\begin{bmatrix} 1-1+(-i) & 1-0 \\ -1-0 & 1-1-i \end{bmatrix}$$

$$\begin{bmatrix} -i & 1 \\ -1 & -i \end{bmatrix} \begin{bmatrix} v_1 \\ v_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\text{Now } B = \begin{bmatrix} -i & 1 \\ -1 & -i \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

~~$$-iv_1 + v_2 = 0 \quad v_1 = \begin{pmatrix} 1 \\ i \end{pmatrix}$$~~

For $\lambda = 1-i$

$$\begin{bmatrix} 1 & 1 \\ -1 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

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$$v_2 = \begin{pmatrix} 1 \\ -i \end{pmatrix}$$

$$x(t) = c_1 e^{(1+i)t} \begin{pmatrix} 1 \\ i \end{pmatrix} + c_2 e^{(1-i)t} \begin{pmatrix} 1 \\ -i \end{pmatrix}$$

$$Ax_p + b = 0 \Rightarrow Ax_p = -b$$

$$\begin{bmatrix} x_p \\ y_p \end{bmatrix} \text{ and } b = \begin{bmatrix} -30 \\ -10 \end{bmatrix}$$

$$\begin{aligned} x_p + y_p &= 30 \\ -x_p + y_p &= 10 \end{aligned}$$

$$\begin{aligned} 2y_p &= 40 \\ y_p &= 20 \\ x_p &= 10 \end{aligned}$$

$$x_p = \begin{pmatrix} 10 \\ 20 \end{pmatrix}$$

$$\text{for } x(0) = \begin{pmatrix} 20 \\ 30 \end{pmatrix}$$

$$x(0) = c_1 \begin{pmatrix} 1 \\ i \end{pmatrix} + c_2 \begin{pmatrix} 1 \\ -i \end{pmatrix} = \begin{pmatrix} 10 \\ 20 \end{pmatrix}$$

$$c_1 + c_2 + 10 = 20$$

$$c_1 + c_2 = 10$$

$$i(c_1 - c_2) = 30 - 20$$

$$c_1 - c_2 = -10$$

$$c_1 - (10 - c_1) = -10$$

$$c_1 = 5 - 5i$$

$$c_2 = 10 - 5 - 5i = 5 + 5i$$

$$\begin{array}{c|c|c|c} & v_2 & u_3 & \\ \hline & u_3 & u_3 & \\ \hline & & & \end{array}$$

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$$x(t) = (5 - 5i)e^{(1+i)t} \begin{bmatrix} 1 \\ i \end{bmatrix} + (5 + 5i)e^{(1-i)t} \begin{bmatrix} 1 \\ -1 \end{bmatrix} + \begin{bmatrix} 10 \\ 20 \end{bmatrix}$$

- Both will grow exponentially.

$$\left[\begin{array}{c|c} u_2 & u_3 \\ \hline u_3 & u_3 \end{array} \right] \quad \left[\begin{array}{c|c} & 1 \\ \hline 1 & 1 \end{array} \right]$$

44
42

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Q9: $y = \begin{bmatrix} 1 \\ 3 \\ 5 \end{bmatrix}$, $u_1 = \begin{bmatrix} 1 \\ 3 \\ -2 \end{bmatrix}$, $u_2 = \begin{bmatrix} 5 \\ 1 \\ 4 \end{bmatrix}$

$$W = \text{Span} \left\{ \vec{u}_1, \vec{u}_2 \right\}$$

$$\text{proj}_w y = \text{proj}_{u_1} y + \text{proj}_{u_2} y$$

$$= \frac{y \cdot u_1}{u_1 \cdot u_1} \vec{u}_1 + \frac{y \cdot u_2}{u_2 \cdot u_2} \vec{u}_2$$

$$= \frac{(1)(1) + (3)(3) + (5)(-2)}{1^2 + 3^2 + (-2)^2} \begin{bmatrix} 1 \\ 3 \\ -2 \end{bmatrix} + \frac{(1)(5) + (3)(1) + (5)(4)}{5^2 + 1^2 + 4^2} \begin{bmatrix} 5 \\ 1 \\ 4 \end{bmatrix}$$

$$y = \frac{-6}{14} \begin{bmatrix} 1 \\ 3 \\ -2 \end{bmatrix} + \frac{28}{42} \begin{bmatrix} 5 \\ 1 \\ 4 \end{bmatrix}$$

$$= \begin{bmatrix} -3/7 \\ -9/7 \\ 6/7 \end{bmatrix} + \begin{bmatrix} 10/3 \\ 2/3 \\ 8/3 \end{bmatrix} = \begin{bmatrix} 61/21 \\ -13/21 \\ -38/21 \end{bmatrix} = \text{proj}_w \vec{y} \times 2 \begin{bmatrix} 61 \\ -13 \\ -38 \end{bmatrix}$$

$$y_{w^\perp} = y - y_w = \begin{bmatrix} 1 \\ 3 \\ 5 \end{bmatrix} - \begin{bmatrix} 61 \\ -13 \\ -38 \end{bmatrix} = \begin{bmatrix} -60 \\ 16 \\ 43 \end{bmatrix}$$

$$y = \begin{bmatrix} 61 \\ -13 \\ -38 \end{bmatrix} + \begin{bmatrix} -60 \\ 16 \\ 43 \end{bmatrix}$$

Ans.

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(ii) $V = \text{Span} \left\{ \begin{bmatrix} 1 \\ 1 \\ 0 \\ 1 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix} \right\}$

Mut

(a) Basis for V^\perp

$V^\perp = \text{Null Space of } V^T$

$$V^T = \begin{bmatrix} 1 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{bmatrix}$$

$v_1 \quad v_2 \quad v_3 \quad v_4$

$$v_1 + v_2 + v_4 = 0 \quad \text{---(1)} \qquad v_3 = 0 \quad \text{---(2)} \qquad v_1, v_2 \text{ free}$$

$$v_2 + v_4 = v_1 = -v_2 - v_4$$

$$V^\perp = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \\ v_4 \end{bmatrix} = \begin{bmatrix} -v_2 - v_4 \\ v_2 \\ 0 \\ v_4 \end{bmatrix} = v_2 \begin{bmatrix} -1 \\ 1 \\ 0 \\ 0 \end{bmatrix} + v_4 \begin{bmatrix} -1 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

$V^\perp = \text{Span} \left\{ \begin{bmatrix} -1 \\ 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} -1 \\ 0 \\ 0 \\ 1 \end{bmatrix} \right\}$

(b) Projection Matrix P

$$P = W(W^T W)^{-1} W^T = \begin{bmatrix} 1 \\ 1 \\ 0 \\ 1 \end{bmatrix} \underbrace{\left(\begin{bmatrix} 1 & 1 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ 0 \\ 1 \end{bmatrix} \right)^{-1}}_{4 \times 4} \begin{bmatrix} 1 & 1 & 0 & 1 \end{bmatrix}$$

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$$= \begin{bmatrix} 1 \\ 1 \\ 0 \\ 1 \end{bmatrix} \left(\begin{bmatrix} 1 & 1 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ 0 \\ 1 \end{bmatrix} \right)^{-1} \begin{bmatrix} 1 & 1 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 1 \\ 1 \\ 0 \\ 1 \end{bmatrix} \left((1)(1) + (1)(1) + (0)(0) + (1)(1) \right)^{-1} \begin{bmatrix} 1 & 1 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 1 \\ 1 \\ 0 \\ 1 \end{bmatrix} \left(\frac{1}{3} \right) \begin{bmatrix} 1 & 1 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 0 \\ 1 \end{bmatrix} \begin{bmatrix} \frac{1}{3} & \frac{1}{3} & 0 & \frac{1}{3} \end{bmatrix}$$

$$= \left[(1)\left(\frac{1}{3}\right) + (1)\left(\frac{1}{3}\right) + (0)(0) + \left(\frac{1}{3}\right)(1) \right]$$

$$= \frac{1}{3} + \frac{1}{3} + \frac{1}{3} = [1] \checkmark$$

$$P = [1] \quad \text{Ans}$$

(c) $\begin{bmatrix} 0 \\ 1 \\ 0 \\ -1 \end{bmatrix} \in V^\perp$ Closest to V is orthogonal vector (proj)

$$\text{Proj}_{V^\perp} \vec{x} = \frac{\vec{x} \cdot v_1^\perp}{v_1^\perp \cdot v_1^\perp} v_1^\perp + \frac{\vec{x} \cdot v_2^\perp}{v_2^\perp \cdot v_2^\perp} v_2^\perp$$

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$$\vec{x} = \begin{bmatrix} 0 \\ 1 \\ 0 \\ -1 \end{bmatrix}, \vec{v}_1 = \begin{bmatrix} -1 \\ 1 \\ 0 \\ 0 \end{bmatrix}, \vec{v}_2 = \begin{bmatrix} -1 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

Mushtaq

$$\text{proj}_{\vec{v}_1} \vec{x} = \frac{(1)}{2} \begin{bmatrix} -1 \\ 1 \\ 0 \\ 0 \end{bmatrix} + \frac{-1}{2} \begin{bmatrix} -1 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} -\frac{1}{2} \\ \frac{1}{2} \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} \frac{1}{2} \\ 0 \\ 0 \\ -\frac{1}{2} \end{bmatrix} = \begin{bmatrix} 0 \\ \frac{1}{2} \\ 0 \\ -\frac{1}{2} \end{bmatrix}$$

$$\text{Closest vector} = \text{proj}_{\vec{v}_1} \vec{x} - \vec{x} = \begin{bmatrix} 0 \\ 1/2 \\ 0 \\ -1/2 \end{bmatrix} - \begin{bmatrix} 0 \\ 1 \\ 0 \\ -1 \end{bmatrix} = \begin{bmatrix} 0 \\ -1/2 \\ 0 \\ -3/2 \end{bmatrix}$$

Q10: $\vec{v}_1 \quad \vec{v}_2 \quad \vec{v}_3$

$$\begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 3 \\ 3 & 6 & 4 \end{bmatrix} \quad \vec{u}_1 = \vec{v}_1$$

$$\text{proj}_{\vec{u}_1} \vec{v}_2 = \frac{\vec{v}_2 \cdot \vec{u}_1}{\vec{u}_1 \cdot \vec{u}_1} \vec{u}_1 = \frac{2+8+18}{1+4+9} \vec{u}_1 = \frac{28}{14} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 2 \\ 4 \\ 6 \end{bmatrix}$$

$$\text{proj}_{\vec{u}_1} \vec{v}_3 = \frac{\vec{v}_3 \cdot \vec{u}_1}{\vec{u}_1 \cdot \vec{u}_1} \vec{u}_1 = \frac{1+6+12}{1+4+9} \vec{u}_1 = \frac{19}{14} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 19/14 \\ 19/7 \\ 57/14 \end{bmatrix}$$

Orthogonal Basis = $\left\{ \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}, \begin{pmatrix} 2 \\ 4 \\ 6 \end{pmatrix}, \begin{pmatrix} 19/14 \\ 19/7 \\ 57/14 \end{pmatrix} \right\}$ Ans.