Linear Algebra Exercises for *Linear Algebra* and *Its Applications* /David C. Lay. -5th Ed.

Bater.Makhabel batermj@twitter https://www.linkedin.com/in/batermj/ https://github.com/batermj https://medium.com/@batermj

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¹Thanks Donald Knuth for the LaTex

CHAPTER 1 SUPPLEMENTARY EXERCISES

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This is the contents.

0.1 Matrix Notation

The following linear system can be compactily recorded in a rectangular array called matrix

$$\begin{cases} x_1 - 2x_2 + x_3 = 0 \\ 2x_2 - 8x_3 = 8 \\ 5x_1 - 5x_3 = 10 \end{cases}$$
 (1)

The matrix with the coefficients of each variable aligned in columns, the matrix $\underline{\ \ \ \ \ \ \ \ \ \ \ \ \ }$

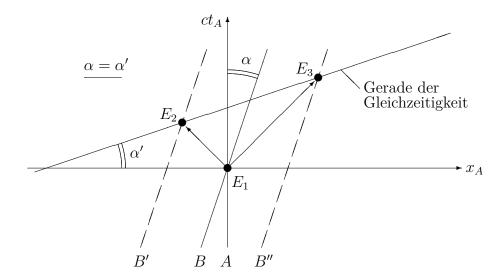
$$\begin{bmatrix} 1 & -2 & 1 \\ 0 & 2 & -8 \\ 5 & 0 & -5 \end{bmatrix} \tag{2}$$

is called the **coefficient matrix** (or **matrix of coefficients**) of the linear system (1), and the following matrix is called **augmented matrix** of the system.

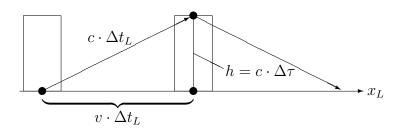
$$\begin{bmatrix} 1 & -2 & 1 & 0 \\ 0 & 2 & -8 & 8 \\ 5 & 0 & -5 & 10 \end{bmatrix} \tag{3}$$

- 3
- ex. 1. Mark each statement True or False. Justify each answer. (If true, cite appropriate facts or theorems. If false, explain why or give a counterexample that shows why the statement is not true in every case.
 - (a) Any system of n linear equations in n variables has at most n solutions.
 - (b) If a system of linear equations has two different solu- tions, it must have infinitely many solutions.
 - (c) If a system of linear equations has no free variables, then it has a unique solution.
 - (d) If an augmented matrix $\begin{bmatrix} A & b \end{bmatrix}$ is transformed into $\begin{bmatrix} C & d \end{bmatrix}$ by elementary row operations, then the equations Ax D b and C x D d have exactly the same solution sets.
 - (e) If a system Ax D b has more than one solution, then so does the system Ax D 0.
 - (f) If A is an m n matrix and the equation AxDb is consistent for some b, then the columns of A span \mathbb{R}^m .

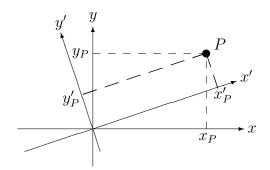
Ex01 Table						
Answer (\$)						
True						
True						
True						
True						
True						
True						

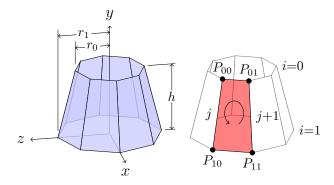


0.1. MATRIX NOTATION



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$$v = v^1 e_1 + v^2 e_2 + v^3 e_3 = v^i e_i, i = 1, 2, 3$$

or

$$v = v^{1}e_{1} + v^{2}e_{2} + v^{3}e_{3} = v^{i}e_{i}, i = 1, 2, 3$$

$$f(x) = \sum_{n=0}^{10} \frac{x}{n!}$$
(4)

$$f(x) = \sum_{n=0}^{10} \frac{x}{n!}$$

In-line math components can be set with independent math display style $f(x) = \sum_{n=0}^{10} \frac{x}{n!}$, and vice versa:

$$f(x) = \sum_{n=0}^{10} \frac{x}{n!}$$

 $x^2 + y^2 = z^2$ (5)

5

$$x_1, x_2, \cdots, x_N$$

$$\begin{bmatrix} v^i e_i & v^i e_j \\ v^j e_i & v^j e_j \end{bmatrix}$$

$$\begin{cases} (f+g)(x) &= f(x) + g(x) \\ (\alpha f)(x) &= \alpha f(x) \\ (fg)(x) &= f(x)g(x) \end{cases}$$

Table 1: Timeline of something.

1947 · · · · •	AT and T Bell Labs develop the idea of cellular phones.
1968 · · · · •	Xerox Palo Alto Research Centre envisage the 'Dynabook'.
1971 · · · · •	Busicom 'Handy-LE' Calculator.
1973 · · · · •	First mobile handset invented by Martin Cooper.
1978 · · · · •	Parker Bros. Merlin Computer Toy.
1981 · · · · •	Osborne 1 Portable Computer.
1982 · · · · •	Grid Compass 1100 Clamshell Laptop.
1983 · · · · •	TRS-80 Model 100 Portable PC.
1984 · · · · •	Psion Organiser Handheld Computer.
1991 · · · · •	Psion Series 3 Minicomputer.
·	

$$w(0) = 0 (6)$$

$$w(0) = 0$$

$$\frac{\partial w}{\partial x}\Big|_{x=0} = 0$$
(6)
(7)

(8)

$$s = \int_{a}^{b} |\dot{x}(t)| dt$$

$$r'(t) = \lim_{\Delta t \to 0} \frac{r(t + \Delta t) - r(t)}{\Delta t}$$

$$\frac{\partial w}{\partial x} \Big|_{x=0} = 0$$

The square root of 100 is $\sqrt{100} = 10$. The cubic root of 64 is $\sqrt[3]{64} = 4$.

Bibliography

- [1] Helmut Kopka and Patrick W. Daly. A Guide to atural TEX. Addison-Wesley, Fourth edition, 2004.
- [2] Michel Goossens, Frank Mittelbach, and Alexander Samarin. The pmTEX Companion. Addison-Wesley, Reading, Massachusetts, 1993.
- [3] Albert Einstein. Zur Elektrodynamik bewegter Körper. (German) [On the electrodynamics of moving bodies]. Annalen der Physik, 322(10):891–921, 1905.

$$\begin{pmatrix}
a11 & a12 & a13 \\
a21 & a22 & a23
\end{pmatrix}$$
(9)

$$\left(\begin{array}{cccc}
1 & -2 & 1 & 0 \\
0 & 1 & -4 & 4 \\
0 & 0 & 1 & 3
\end{array}\right)$$
(10)

$$\begin{pmatrix}
0 & 1 & -4 & 8 \\
2 & -3 & 2 & 1 \\
5 & -8 & 7 & 1
\end{pmatrix}$$
(11)

[4] Knuth: Computers and Typesetting, http://www-cs-faculty.stanford.edu/~uno/abcde.html