

Problem set 1.1

1) a) $\vec{u} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$ and $\vec{v} = \begin{bmatrix} 3 \\ 6 \\ 9 \end{bmatrix}$

$\vec{v} = 3\vec{u}$ All linear combinations (ALC) of these two vectors is the line spanned by \vec{u} .

b) $\vec{u} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$ and $\vec{v} = \begin{bmatrix} 0 \\ 2 \\ 3 \end{bmatrix}$ \vec{u} and \vec{v} are linearly independent.
ALC is a plane.

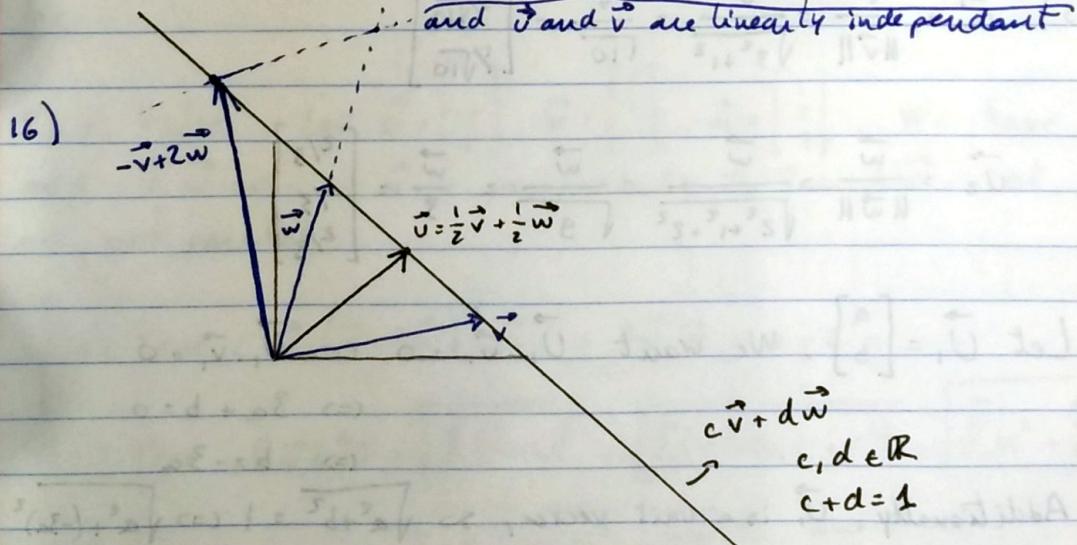
c) $\vec{u} = \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix}$, $\vec{v} = \begin{bmatrix} 0 \\ 2 \\ 2 \end{bmatrix}$, $\vec{w} = \begin{bmatrix} 2 \\ 2 \\ 3 \end{bmatrix}$ \vec{u}, \vec{v} , and \vec{w} are all linearly independent. ALC is all of \mathbb{R}^3 .

5) $\vec{u} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$, $\vec{v} = \begin{bmatrix} -3 \\ 1 \\ -2 \end{bmatrix}$, $\vec{w} = \begin{bmatrix} 2 \\ -3 \\ -1 \end{bmatrix}$

$$\vec{u} + \vec{v} + \vec{w} = \begin{bmatrix} 1 & -3 + 2 \\ 2 & 1 - 3 \\ 3 & -2 - 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} = \vec{0}$$

$$2\vec{u} + 2\vec{v} + \vec{w} = \begin{bmatrix} 2 & -6 + 2 \\ 4 & +2 - 3 \\ 6 & -4 - 1 \end{bmatrix} = \begin{bmatrix} -2 \\ 3 \\ 1 \end{bmatrix} = -\vec{w}$$

From the above equations, we have $\vec{u} + \vec{v} = -\vec{w} \Leftrightarrow \vec{w}$ is a linear combination of $\{\vec{u}, \vec{v}\}$. Therefore, $\vec{u}, \vec{v}, \vec{w}$ lie in a plane.
and \vec{u} and \vec{v} are linearly independent



26) Find c, d such that $c \begin{bmatrix} 1 \\ 2 \end{bmatrix} + d \begin{bmatrix} 3 \\ 1 \end{bmatrix} = \begin{bmatrix} 14 \\ 8 \end{bmatrix}$.

$$\begin{cases} 1c + 3d = 14 \quad (1) \\ 2c + d = 8 \quad (2) \end{cases} \Leftrightarrow \begin{cases} 1c + 3d = 14 \quad (1) \\ 5d = 20 \quad (2 \cdot 1 - L_2) \end{cases} \Leftrightarrow \begin{cases} c = 14 - 12 = 2 \quad (2) \\ d = 4 \end{cases} \begin{cases} c = 2 \\ d = 4 \end{cases}$$

Problem set 1.2.

1)

$$\vec{u} \cdot \vec{v} = \begin{bmatrix} -0,6 \\ 0,8 \end{bmatrix} \cdot \begin{bmatrix} 3 \\ 4 \end{bmatrix} = -0,6 \cdot 3 + 0,8 \cdot 4 = 1,4$$

$$\vec{v} \cdot \vec{w} = \begin{bmatrix} -0,6 \\ 0,8 \end{bmatrix} \cdot \begin{bmatrix} 8 \\ 6 \end{bmatrix} = -0,6 \cdot 8 + 0,8 \cdot 6 = 0$$

other way

$$\vec{u} \cdot (\vec{v} + \vec{w}) = \begin{bmatrix} -0,6 \\ 0,8 \end{bmatrix} \cdot \begin{bmatrix} 11 \\ 10 \end{bmatrix} = -0,6 \cdot 11 + 0,8 \cdot 10 = 1,4$$

$$\vec{u} \cdot (\vec{v} + \vec{w}) = \vec{u} \cdot \vec{v} + \underbrace{\vec{u} \cdot \vec{w}}_0 = \vec{u} \cdot \vec{v} = 1,4$$

$$\vec{w} \cdot \vec{v} = \begin{bmatrix} 8 \\ 6 \end{bmatrix} \cdot \begin{bmatrix} 3 \\ 4 \end{bmatrix} = 8 \cdot 3 + 6 \cdot 4 = 48$$

4) a) $\vec{v} \cdot (-\vec{v}) = -\vec{v} \cdot \vec{v} = \|\vec{v}\|^2 = \sum_{i=1}^n v_i^2$

b) $(\vec{v} + \vec{w}) \cdot (\vec{v} - \vec{w}) = \vec{v} \cdot \vec{v} - \vec{v} \cdot \vec{w} + \vec{w} \cdot \vec{v} - \vec{w} \cdot \vec{w} = \|\vec{v}\|^2 - \|\vec{w}\|^2$

5) $\vec{v}_1 = \frac{\vec{v}}{\|\vec{v}\|} = \frac{\vec{v}}{\sqrt{3^2+1^2}} = \frac{\vec{v}}{\sqrt{10}} = \begin{bmatrix} 3/\sqrt{10} \\ 1/\sqrt{10} \end{bmatrix}$

$$\vec{v}_2 = \frac{\vec{w}}{\|\vec{w}\|} = \frac{\vec{w}}{\sqrt{2^2+1^2+2^2}} = \frac{\vec{w}}{\sqrt{9}} = \frac{\vec{w}}{3} = \begin{bmatrix} 2/3 \\ 1/3 \\ 2/3 \end{bmatrix}$$

Let $\vec{U}_1 = \begin{bmatrix} a \\ b \end{bmatrix}$. We want $\vec{U}_1 \cdot \vec{v}_1 = 0 \Leftrightarrow \vec{U}_1 \cdot \vec{v}_1 = 0$

$$\Leftrightarrow 3a + b = 0$$

$$\Leftrightarrow b = -3a$$

Additionally, \vec{U}_1 is a unit vector, so $\sqrt{a^2+b^2} = 1 \Leftrightarrow \sqrt{a^2+(-3a)^2} = 1$

$$\Leftrightarrow a^2 + 9a^2 = 1$$

$$\Leftrightarrow 10a^2 = 1$$

$$\Leftrightarrow a^2 = \frac{1}{10}$$

$$\Leftrightarrow / \sqrt{ } \Rightarrow a = \pm \sqrt{\frac{1}{10}}$$

so we have $\vec{U}_1 = \begin{bmatrix} -\sqrt{\frac{1}{10}} \\ \sqrt{\frac{1}{10}} \end{bmatrix}$ or $\vec{U}_1 = \begin{bmatrix} \sqrt{\frac{1}{10}} \\ -\sqrt{\frac{1}{10}} \end{bmatrix}$

Let $\vec{U}_2 = \begin{bmatrix} c \\ d \\ e \end{bmatrix}$. We want $\vec{U}_2 \cdot \vec{U}_2 = 0 \Leftrightarrow \frac{c}{3}c + \frac{d}{3}d + \frac{e}{3}e = 0 \quad (L_1)$

Additionally, \vec{U}_2 is a unit vector, so $\sqrt{c^2 + d^2 + e^2} = 1 \Leftrightarrow c^2 + d^2 + e^2 = 1 \quad (L_2)$

From (L_1) , one possible solution is $c=0, d=0, e=-\alpha$, ~~thus~~ $\alpha \in \mathbb{R}$
 Injecting into (L_2) , we get $\alpha^2 + 0 + (-\alpha)^2 = 1 \Leftrightarrow 2\alpha^2 = 1$

$$\Leftrightarrow \alpha^2 = \frac{1}{2}$$

$$\Leftrightarrow \alpha = \pm \frac{1}{\sqrt{2}}$$

So we have $\vec{U}_2 = \begin{bmatrix} 0 \\ 0 \\ -\frac{1}{\sqrt{2}} \end{bmatrix}$ or $\vec{U}_2 = \begin{bmatrix} 0 \\ 0 \\ \frac{1}{\sqrt{2}} \end{bmatrix}$

6) a) $\vec{w} \perp \vec{v} \Leftrightarrow \vec{w} \cdot \vec{v} = 0$

$$\Leftrightarrow 2w_1 - w_2 = 0$$

$$\Leftrightarrow w_2 = 2w_1$$

\vec{w} is any vector on the line $y=2x$.

b) The vectors perpendicular to $\vec{v} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ lie on a plane.

c) The vectors that are perpendicular to $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$ and $\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$ lie on a line.

8) a) False. Let $\vec{v} = \begin{bmatrix} 1 \\ -2 \end{bmatrix}$, $\vec{w} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$, $\vec{u} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$. We have $\vec{u} \cdot \vec{v} = 0$ and $\vec{u} \cdot \vec{w} = 0$, so \vec{u} is perpendicular to \vec{v} and \vec{w} . Yet \vec{v} and \vec{w} are not parallel.

b) True. $\vec{v} \cdot (\vec{v} + 2\vec{w}) = \vec{v} \cdot \vec{v} + 2\vec{v} \cdot \vec{w} = 0 + 2 \cdot 0 = 0$

$$c) \text{True. } \|\vec{u} - \vec{v}\| = \sqrt{\sum_{i=1}^n (u_i - v_i)^2} = \sqrt{\sum_{i=1}^n (u_i^2 - 2u_i v_i + v_i^2)} = \sqrt{\sum_{i=1}^n u_i^2 + \sum_{i=1}^n v_i^2 - 2 \sum_{i=1}^n u_i v_i}$$

$$= \sqrt{\underbrace{\|\vec{u}\|^2}_{1} + \underbrace{\|\vec{v}\|^2}_{1} - 2 \underbrace{\vec{u} \cdot \vec{v}}_0} = \sqrt{2}$$

$$22) \text{ a) } (v_1 w_1 + v_2 w_2)^2 \leq (v_1^2 + v_2^2)(w_1^2 + w_2^2)$$

$$\Leftrightarrow v_1^2 w_1^2 + 2v_1 v_2 w_1 w_2 + v_2^2 w_2^2 \leq v_1^2 w_1^2 + v_1^2 w_2^2 + v_2^2 w_1^2 + v_2^2 w_2^2$$

b)

$$\Leftrightarrow 0 \leq v_1^2 w_2^2 - 2v_1 v_2 w_1 w_2 + v_2^2 w_1^2$$

$$\Leftrightarrow 0 \leq (v_1 w_2 - v_2 w_1)^2$$

Problem set 1.3.

$$6) \begin{bmatrix} 1 & 3 & 5 \\ 1 & 2 & 4 \\ 1 & 1 & c \end{bmatrix} = \begin{bmatrix} \vec{u} & \vec{v} & \vec{w} \end{bmatrix} \quad \text{if } c=3, \text{ we get } \vec{w} = 2\vec{u} + \vec{v}$$

$$\begin{bmatrix} 1 & 0 & c \\ 1 & 1 & 0 \\ 0 & 1 & 1 \end{bmatrix} = \begin{bmatrix} \vec{u} & \vec{v} & \vec{w} \end{bmatrix} \quad \text{if } c=-1, \text{ we get } \vec{w} = \vec{v} - \vec{u}$$

$$\begin{bmatrix} c & c & c \\ 2 & 1 & 5 \\ 3 & 3 & 6 \end{bmatrix} = \begin{bmatrix} \vec{u} & \vec{v} & \vec{w} \end{bmatrix} \quad \text{if } c=0, \text{ we get } \vec{w} = 3\vec{u} - \vec{v}$$

7) The three dot products $\vec{r}_1 \cdot \vec{x}, \vec{r}_2 \cdot \vec{x}, \vec{r}_3 \cdot \vec{x}$ equal to 0. Therefore, all three vectors are perpendicular to \vec{x} . Since all three vectors lie in a plane, then this plane is perpendicular to \vec{x} .

Problem set 2.1.

$$12) \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 3 \\ y \\ x \end{bmatrix}$$

$$\begin{bmatrix} 2 & 1 & 3 \\ 1 & 2 & 3 \\ 3 & 3 & 6 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{cases} 2x + y + 3z \\ 2x + 2y + 3z \\ 3x + 3y + 6z \end{cases} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} = \vec{0}$$

$$\begin{bmatrix} 2 & 1 \\ 1 & 2 \\ 3 & 3 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 3 \\ 3 \\ 6 \end{bmatrix} \leftarrow \begin{array}{|c|c|} \hline 1 & 1 \\ \hline 1 & 1 \\ \hline 3 & 3 \\ \hline \end{array}$$

$$16) \text{ a) } R = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \quad \text{b) } R^2 = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}$$

$$18) E = \begin{bmatrix} 1 & 0 \\ -1 & 1 \end{bmatrix} \quad E = \begin{bmatrix} 1 & 0 & 0 \\ -1 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$19) E = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 0 & 1 \end{bmatrix} \quad E^{-1} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ -1 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 3 \\ 4 \\ 5 \end{bmatrix} \underbrace{\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 0 & 1 \end{bmatrix}}_E = \begin{bmatrix} 3 \\ 4 \\ 8 \end{bmatrix} \quad \begin{bmatrix} 3 \\ 4 \\ 5 \end{bmatrix} E E^{-1} = \begin{bmatrix} 3 \\ 4 \\ 5 \end{bmatrix}$$

- 28) For four linear equations in two unknowns x and y , the row picture shows four lines. The column picture is in four-dimensional space. The equations have no solution unless the vector on the right side is a combination of the four columns.

Problem set 2.2.

$$2) \begin{cases} 2x + 3y = 1 \\ 10x + 9y = 11 \end{cases} \quad \begin{array}{|c|c|c|} \hline & 2 & 3 \\ \hline 2 & 12 & 9 \\ \hline 3 & 18 & 11 \\ \hline \end{array} \quad \Leftrightarrow \begin{cases} 2x + 3y = 1 \\ 0x + 6y = 6 \end{cases} \quad \begin{array}{|c|c|c|} \hline & 2x + 3y = 1 \\ \hline 0 & 6y = 6 \\ \hline & y = 1 \\ \hline \end{array} \quad \begin{cases} 2x + 3 = 1 \\ 6 = 6 \end{cases} \quad \begin{cases} x = -2 \\ y = 1 \end{cases}$$

$$\begin{array}{|c|c|c|} \hline & 2 & 3 \\ \hline 2 & 4 & 6 \\ \hline 3 & 6 & 9 \\ \hline \end{array} \quad \text{Verification: } \begin{cases} 2 \cdot 2 + 3 \cdot 1 = 1 \\ 10 \cdot 2 + 9 \cdot 1 = 11 \end{cases}$$

If the right side changes to $\begin{bmatrix} 4 \\ 44 \end{bmatrix}$, the new solution is $4 \begin{bmatrix} 2 \\ -1 \end{bmatrix} = \begin{bmatrix} 8 \\ -4 \end{bmatrix}$

6) Choosing $b = 2/8 = 1/4$ makes the system singular. Choosing $g = 2 \cdot 16 = 32$ makes the system solvable. Two solutions are

$$\begin{bmatrix} 4 \\ 2 \end{bmatrix} \text{ and } \begin{bmatrix} 2 \\ 3 \end{bmatrix}$$

7) a) choosing $a = 2$ breaks elimination permanently.

b) choosing $a = 0$ breaks elimination temporarily.

ii) A system of linear equations can't have exactly two solutions. It can have one solution, no solutions, or infinitely many solutions. If we think of two lines, they either intersect in a unique point (one solution), are parallel (no solutions), or are the same (infinitely many solutions). Two lines cannot intersect at two distinct unique ~~locations~~ points.

a) Let $\vec{x} = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$ and $\vec{X} = \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$

$\vec{A}\vec{x} = \vec{b}$ and $\vec{A}\vec{X} = \vec{b}$.

Any combination $c\vec{x} + (1-c)\vec{X}$, with $c \in \mathbb{R}$ is also a solution.

Proof: $A(c\vec{x} + (1-c)\vec{X}) = cA\vec{x} + (1-c)A\vec{X}$
 $= c\vec{b} + (1-c)\vec{b}$
 $= \vec{b}$

with $c = \frac{1}{2}$, $\frac{1}{2}\vec{x} + \frac{1}{2}\vec{X}$ is a solution.

$$12) \left\{ \begin{array}{l} ②x + 3y + z = 8 \\ 4x + 7y + 5z = 20 \\ -2y + 2z = 0 \end{array} \right. \Leftrightarrow \left\{ \begin{array}{l} 2x + 3y + z = 8 \\ ①y + 3z = 4 \\ -2y + 2z = 0 \end{array} \right. \Rightarrow \left\{ \begin{array}{l} 2x + 3y + z = 8 \\ 1y + 3z = 4 \\ ⑧z = 8 \end{array} \right.$$

$\Rightarrow z = 1, y = 1, x = 2$

$$13) \left[\begin{array}{ccc|c} ②-3 & 0 & 3 \\ 4 & -5 & 1 & 7 \\ 2 & -1 & -3 & 5 \end{array} \right] \Leftrightarrow \left[\begin{array}{ccc|c} 2 & -3 & 0 & 3 \\ 0 & ① & 1 & 1 \\ 0 & 2 & -3 & 2 \end{array} \right] \Leftrightarrow \left[\begin{array}{ccc|c} 2 & -3 & 0 & 3 \\ 0 & 1 & 1 & 1 \\ 0 & 0 & -5 & 0 \end{array} \right] \Leftrightarrow \left\{ \begin{array}{l} z = 0 \\ y = 1 \\ x = 3 \end{array} \right.$$

24) $A = \begin{bmatrix} a & 2 \\ a & a \end{bmatrix}$

Elimination will fail for $a = 0$ and $a = 2$.

Problem set 2.3

1) a) $E_{21} = \begin{bmatrix} 1 & 0 & 0 \\ -5 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ b) $E_{32} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 7 & 1 \end{bmatrix}$

c) $P = P_2 P_1$ where P_1 exchanges rows 1 and 2, and P_2 exchanges rows 2 and 3.

$$P_2 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \text{ and } P_1 = \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow P = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix}$$

2) $E_{32} E_{21} \vec{b} = \begin{bmatrix} 1 \\ -5 \\ 35 \end{bmatrix}$ $E_{21} E_{32} \vec{b} = \begin{bmatrix} 1 \\ -5 \\ 0 \end{bmatrix}$

when E_{32} comes first, row 3 feels no effect from row 2.

3) $E_{21} = \begin{bmatrix} 1 & 0 & 0 \\ -4 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ $E_{31} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 2 & 0 & 1 \end{bmatrix}$ $E_{32} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$

$$M = E_{32} E_{31} E_{21} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 2 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ -4 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ -4 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ -4 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

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

$$= \begin{bmatrix} 1 & 0 & 0 \\ -4 & 1 & 0 \\ 10 & -2 & 1 \end{bmatrix}$$

$$U = M A = \begin{bmatrix} 1 & 0 & 0 \\ -4 & 1 & 0 \\ 10 & -2 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 0 \\ 4 & 6 & 1 \\ -2 & 2 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 0 \\ 0 & 2 & 1 \\ 0 & 0 & -2 \end{bmatrix}$$

7) a) To invert that step you should add 7 times row 1 to row 3.

$$b) E^{-1} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 7 & 0 & 1 \end{bmatrix}$$

$$c) EE^{-1} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ -7 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 7 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = I$$

13) . We know that $EB = [E\vec{b}_1 \quad E\vec{b}_2 \quad \dots \quad E\vec{b}_n]$ with $B = [\vec{b}_1 \quad \vec{b}_2 \quad \dots \quad \vec{b}_n]$ therefore, if the third column of B is all zero (i.e. $\vec{b}_3 = \vec{0}$), then $E\vec{b}_3 = \vec{0}$, and the third column of EB will be all zero for every E .

• Counter-example: $E = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 0 & 1 \end{bmatrix}$, $B = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 0 & 0 & 0 \end{bmatrix}$. $EB = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 1 & 2 & 3 \end{bmatrix}$

$$18) EF = \begin{bmatrix} 1 & 0 & 0 \\ a & 1 & 0 \\ b & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & c & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ a & 1 & 0 \\ b & c & 1 \end{bmatrix}$$

$$FE = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & c & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ a & 1 & 0 \\ b & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ a & 1 & 0 \\ ac+b & c & 1 \end{bmatrix}$$

$$E^2 = \begin{bmatrix} 1 & 0 & 0 \\ a & 1 & 0 \\ b & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ a & 1 & 0 \\ b & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 2a & 1 & 0 \\ 2b & 0 & 1 \end{bmatrix}$$

$$F^3 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & c & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & c & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & c & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 2c & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & c & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 3c & 1 \end{bmatrix}$$

$$F^{100} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 100 & c & 1 \end{bmatrix}$$

27) a) If $\begin{cases} a = \alpha (\in \mathbb{R}) \\ b = \beta (\in \mathbb{R}) \\ c = \gamma \neq 0 \\ d = 0 \end{cases}$, there is no solution.

b) If $\begin{cases} a = \alpha (\in \mathbb{R}) \\ b = \beta (\in \mathbb{R}) \\ c = 0 \\ d = 0 \end{cases}$, there are infinitely many solutions.

a and b have no effect on the solvability

Problem set 2.4

1) BA is allowed

$$BA = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \end{bmatrix} = \begin{bmatrix} 3 & 3 & 3 & 3 & 3 \\ 3 & 3 & 3 & 3 & 3 \\ 3 & 3 & 3 & 3 & 3 \\ 3 & 3 & 3 & 3 & 3 \\ 3 & 3 & 3 & 3 & 3 \end{bmatrix}$$

AB is allowed

$$AB = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} = \begin{bmatrix} 5 & 5 & 5 \\ 5 & 5 & 5 \\ 5 & 5 & 5 \\ 5 & 5 & 5 \\ 5 & 5 & 5 \end{bmatrix}$$

ABD is allowed

$$ABD = \begin{bmatrix} 5 & 5 & 5 \\ 5 & 5 & 5 \\ 5 & 5 & 5 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 15 \\ 15 \\ 15 \end{bmatrix}$$

DBA is not allowed because D is (3×1) and BA is (5×5) .

$A(B+C)$ is not allowed because B is (5×3) and C is (5×1) .

2) a) To find the third column of AB , you multiply (on the right) by an $(n \times 1)$ vector where all entries are 0 except for the third one, where there's a 1.

$$\text{ex: } \begin{bmatrix} 0 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

b) To find the first row of AB ($n \times n$), you multiply (on the left) by an $(1 \times n)$ vector where all entries are 0 except for the first one where there is a 1. Ex: $[1 \ 0 \ 0 \ \dots \ 0]$

$$5) \cdot A = \begin{bmatrix} 1 & b \\ 0 & 1 \end{bmatrix} \quad A^2 = \begin{bmatrix} 1 & 2b \\ 0 & 1 \end{bmatrix} \quad A^3 = \begin{bmatrix} 1 & 3b \\ 0 & 1 \end{bmatrix} \quad A^5 = \begin{bmatrix} 1 & 5b \\ 0 & 1 \end{bmatrix}$$

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

$$\cdot A = \begin{bmatrix} 2 & 2 \\ 0 & 0 \end{bmatrix} \quad A^2 = \begin{bmatrix} 4 & 4 \\ 0 & 0 \end{bmatrix} \quad A^3 = \begin{bmatrix} 8 & 8 \\ 0 & 0 \end{bmatrix} \quad A^5 = \begin{bmatrix} 2^5 & 2^5 \\ 0 & 0 \end{bmatrix}$$

$$A^n = \begin{bmatrix} 2^n & 2^n \\ 0 & 0 \end{bmatrix}$$

14) a) True. If A is $(n \times m)$ with $n \neq m$, then $A^2 = AA$ is not computable.

b) False. Let A be (2×3) and B be (3×2) . Both AB and BA are defined, yet none of neither is square.

c) True. If AB and BA are defined, then A is $(m \times n)$ and B is $(n \times m)$. Therefore AB is $(m \times m)$ and BA is $(n \times n)$.

d) False. If $A = B = \begin{pmatrix} 0 & 1 \\ 0 & 1 \end{pmatrix}$, then $AB = B$ and $A \neq I$.

$$22) \cdot 1) \quad A = \begin{bmatrix} 1 & 1 \\ -2 & -1 \end{bmatrix}, \text{ then } A^2 = -I$$

$$\cdot \text{If } B = \begin{bmatrix} 1 & -1 \\ 1 & -1 \end{bmatrix} \text{ and } C = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}, \text{ then } BC = 0$$

$$\cdot \text{If } D = \begin{bmatrix} & \\ & \end{bmatrix} \text{ and } E = \begin{bmatrix} & \\ & \end{bmatrix}, \text{ then } DE = -ED$$

Problem set 2.5

5)

$$U = \begin{bmatrix} 1 & 1 \\ 0 & -1 \end{bmatrix} \text{ gives } U^2 = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}, \text{ so } U^{-1} = U$$

8) a) If A can be written as $\begin{bmatrix} a & b & a+b \\ c & d & c+d \\ e & f & e+f \end{bmatrix}$ with $a, b, c, d, e, f \in \mathbb{R}$

therefore, any vector $\vec{x} = \begin{bmatrix} \alpha \\ x \\ -\alpha \end{bmatrix}$ with $\alpha \in \mathbb{R}$ is a solution to $A\vec{x} = \vec{0}$.

One such vector is $\vec{x} = \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix}$.

b) Since elimination keeps column 1 + column 2 = column 3, after the first round of elimination, the second and third line will be similar (line 3 will be a factor away from line 2). As a consequence, the second round of elimination will lead to a third line that reads $0=0$. Therefore, there won't be a third pivot, and A is not invertible.

9) Let's use (3×3) matrices, but this applies to $(n \times n)$ matrices.

By definition, we have $B = \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} A$ (the first two rows are switched. Let's call this matrix $D = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$.

Additionally, $D^{-1} = D$, since by switching its first two ~~rows~~ ~~columns~~ we get I .

We know that $B^{-1} = (DA)^{-1} = A^{-1}D^{-1}$, so $B^{-1} = A^{-1}D$. This means that B^{-1} is equal to A^{-1} with the first two ~~rows~~ ^{columns} exchanged.

$$12) C^{-1} = (AB)^{-1} = B^{-1}A^{-1}$$

If we left-multiply both sides by B , we get:

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