Chapter 2.1

2 If the equations in Problem 1 are multiplied by 2, 3, 4 they become DX = B:

$$2x + 0y + 0z = 4
0x + 3y + 0z = 9
0x + 0y + 4z = 16$$
or
$$DX = \begin{bmatrix} 2 & 0 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 4 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 4 \\ 9 \\ 16 \end{bmatrix} = B$$

Why is the row picture the same? Is the solution X the same as x? What is changed in the column picture—the columns or the right combination to give B?

$$\begin{pmatrix} 2 \\ 0 \\ 0 \end{pmatrix} \hat{a} + \begin{pmatrix} 0 \\ 3 \\ 0 \end{pmatrix} \hat{a} + \begin{pmatrix} 0 \\ 4 \\ 0 \end{pmatrix} \hat{z} = \begin{bmatrix} 4 \\ 9 \\ 16 \end{bmatrix}$$

The first of these equations plus the second equals the third:

$$\begin{bmatrix} x + y + z = 2 \\ x + 2y + z = 3 \end{bmatrix}$$

$$2x + 3y + 2z = 5.$$
This such that

The first two planes meet along a line. The third plane contains that line, because if x, y, z satisfy the first two equations then they also _____. The equations have infinitely many solutions (the whole line L). Find three solutions on L.

Satisfy the third equation = Sum of the first two.

$$9+29+2=3$$

 $-2+2+2=2$
 $(y=1)$ and $(x+z=3)$.
 $(0,1,1),(1,1,0),(-1,1,2)$

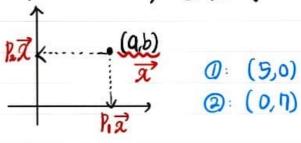
17 Find the matrix P that multiplies (x, y, z) to give (y, z, x). Find the matrix Q that multiplies (y, z, x) to bring back (x, y, z).

$$\begin{array}{c} P: \begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{Z} \\ \mathcal{Z} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{Z} \\ \mathcal{Z} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{Z} \\ \mathcal{Z} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{Z} \\ \mathcal{Z} \\ \mathcal{A} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{Z} \\ \mathcal{Z} \\ \mathcal{A} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{Z} \\ \mathcal{Z} \\ \mathcal{A} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{Z} \\ \mathcal{A} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{Z} \\ \mathcal{A} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \end{pmatrix} \\ Q: \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \\ \mathcal{A} \end{pmatrix}$$

* Direction

What 2 by 2 matrix P_1 projects the vector (x, y) onto the x axis to produce (x, 0)? What matrix P_2 projects onto the y axis to produce (0, y)? If you multiply (5, 7) by P_1 and then multiply by P_2 , you get (Q_1) and (Q_2) .

$$\begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix} \begin{pmatrix} 3 \\ 3 \end{pmatrix} = \begin{pmatrix} 3 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} 3 \\ 3 \end{pmatrix} = \begin{pmatrix} 3 \\ 0 \end{pmatrix}$$

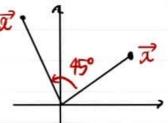


* Rotation Matrix

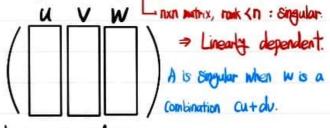
21 What 2 by 2 matrix R rotates every vector through 45°? The vector (1,0) goes to $(\sqrt{2}/2, \sqrt{2}/2)$. The vector (0,1) goes to $(-\sqrt{2}/2, \sqrt{2}/2)$. Those determine the matrix. Draw these particular vectors in the xy plane and find R.

$$\begin{pmatrix} c & q \end{pmatrix} \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} \frac{\pi}{2} \\ \frac{\pi}{2} \end{pmatrix} \quad \begin{pmatrix} c & q \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} -\frac{\pi}{2} \\ \frac{\pi}{2} \end{pmatrix}$$

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} = \begin{pmatrix} \frac{\overline{L}}{2} & -\frac{\overline{L}}{2} \\ \frac{\overline{L}}{2} & \frac{\overline{L}}{2} \end{pmatrix} = \begin{pmatrix} cos\theta - sin\theta \\ sin\theta & cos\theta \end{pmatrix}$$



Suppose u and v are the first two columns of a 3 by 3 matrix A. Which third columns w would make this matrix singular? Describe a typical column picture of Ax = b in that singular case, and a typical row picture (for a random b).



b≠0 + no solution

- A tapical column picture has b outside the plane u.u.w.
- · A typical row picture has the intersection line of two planes parallel to the third plane.

lapter 2.2

Choose a coefficient b that makes this system singular. Then choose a right side g that makes it solvable. Find two solutions in that singular case.

$$2x + by = 16$$

$$4x + 8y = g.$$

Which number q makes this system singular and which right side t gives it infinitely many solutions? Find the solution that has z = 1.

$$x + 4y - 2z = 1$$

$$x + 7y - 6z = 6$$

$$3y + qz = t.$$

$$\begin{pmatrix} 1 & 4 & -2 & | & 1 \\ 1 & 7 & -6 & | & 6 \\ 0 & 3 & 9 & | & t \end{pmatrix} \rightarrow \begin{pmatrix} 1 & 4 & -2 & | & 1 \\ 0 & 3 & -4 & | & 5 \\ 0 & 3 & 9 & | & t \end{pmatrix}$$

if t=5, infinitely many solutions

Reduce this system to upper triangular form by two row operations:

$$2x + 3y + z = 8$$

$$4x + 7y + 5z = 20$$

$$-2y+2z=0.$$

Circle the pivots. Solve by back substitution for z, y, x.

$$\begin{pmatrix} 2 & 3 & 1 \\ 4 & 1 & 5 \\ 0 & -2 & 2 \end{pmatrix} \rightarrow \begin{pmatrix} 2 & 3 & 1 \\ 0 & 1 & 3 \\ 0 & -2 & 2 \end{pmatrix}$$

25 For which three numbers a will elimination fail to give three pivots?

$$A = \begin{bmatrix} a & 2 & 3 \\ a & a & 4 \\ a & a & a \end{bmatrix}$$
 is singular for three values of a.

Lhapter 2.3

elimination

If every column of A is a multiple of (1,1,1), then Ax is always a multiple of (1, 1, 1). Do a 3 by 3 example. How many pivots are produced by elimination?

The determinant of $M = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ is det M = ad - bc. Subtract ℓ times row 1 from row 2 to produce a new M^* . Show that det $M^* = \det M$ for every ℓ . When $\ell = c/a$, the product of pivots equals the determinant: (a) $(d - \ell b)$ equals ad - bc.

$$\begin{pmatrix} d & 3 & \delta \\ d & 3 & \delta \\ d & 3 & \delta \end{pmatrix} \begin{pmatrix} \Omega \\ \Omega \\ Z \end{pmatrix} = \begin{pmatrix} d\Omega + BQ + \delta Z \\ d\Omega + BQ + \delta Z \end{pmatrix}$$

$$A \qquad X \qquad (d\Omega + BQ + \delta Z) (1) : Aa is always$$

$$M^* = \begin{pmatrix} U & b \\ C-al & d-bl \end{pmatrix} \\
 det(H^*) = a(d-bl) - b(c-al) \\
 = ad-bc \\
 = det(u) \\
 * Pal) elimination = the details are$$

 \rightarrow (a) β or): only one pivot.

$$M^* = \begin{pmatrix} Q & D \\ Q & D \end{pmatrix}$$

$$M^* = \begin{pmatrix} Q & D \\ Q & D \end{pmatrix}$$

$$Q(d - \frac{bc}{a}) = Qd - bc = det(H)$$

$$\Rightarrow \text{ Hatrix eq det, a solution of the second$$

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Find elimination matrices E_{21} then E_{32} then E_{43} to change K into U:

$$E_{43} E_{32} E_{21} \begin{bmatrix} 2 & -1 & 0 & 0 \\ -1 & 2 & -1 & 0 \\ 0 & -1 & 2 & -1 \\ 0 & 0 & -1 & 2 \end{bmatrix} = \begin{bmatrix} 2 & -1 & 0 & 0 \\ 0 & 3/2 & -1 & 0 \\ 0 & 0 & 4/3 & -1 \\ 0 & 0 & 0 & 5/4 \end{bmatrix}.$$

Apply those three steps to the identity matrix I, to multiply $E_{43}E_{32}E_{21}$.

Chapter 2.4

Which matrices E_{21} and E_{31} produce zeros in the (2,1) and (3,1) positions of $E_{21}A$ and $E_{31}A$?

$$A = \begin{bmatrix} 2 & 1 & 0 \\ -2 & 0 & 1 \\ 8 & 5 & 3 \end{bmatrix}.$$

Find the single matrix $E = E_{31}E_{21}$ that produces both zeros at once. Multiply EA.

$$E_{31} = \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$
 $E_{31} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ -4 & 0 & 1 \end{bmatrix}$

$$E = E_{31}E_{4} = \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ -4 & 0 & 1 \end{bmatrix}, E_{3} = \begin{bmatrix} 2 & 1 & 0 & 1 \\ 0 & 1 & 1 & 1 \\ 0 & 1 & 3 \end{bmatrix}$$

34 Find all matrices $A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ that satisfy $A \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} A$.

$$\begin{bmatrix} a & b \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} a+b, a+b \\ C+d, C+d \end{bmatrix}$$