

MOSAIC Calculus Quiz 6: Prof. Kaplan

April 22, 2025

Student name: _____.

Do what you can in 20 minutes.

Question 7.1:

Refer to Figure 1. Write down the coefficients that solve for \vec{b} in terms of \vec{a} and \vec{c} .

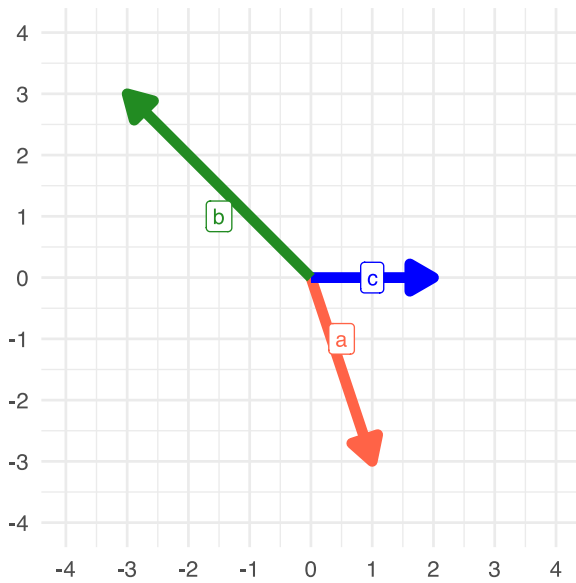


Figure 1

Question 7.2:

Using dot products (by hand), compute numerically the projection of \vec{b} onto \vec{a} and write down numerically the two vectors that result.

$$\vec{a} \equiv \begin{pmatrix} -4 \\ 1 \\ 3 \\ 7 \\ 5 \end{pmatrix} \quad \text{and} \quad \vec{b} \equiv \begin{pmatrix} 2 \\ 1 \\ 0 \\ -3 \\ 2 \end{pmatrix}$$

Question 7.3:

Referring to Figure 1, and rounding off the vector positions to integer values,

- draw the projection of \vec{b} onto \vec{c} .
- Using dot products, find the cosine of the angle between the two vectors.
- Estimate the R^2 of the projection.

Question 7.4:

Consider this matrix M and vector b and the task of solving $M \vec{x} = \vec{b}$

$$M \equiv \begin{pmatrix} 1 & 3 & 4 & -6 \\ 4 & -4 & 0 & 8 \\ 8 & 0 & 8 & 0 \end{pmatrix} \quad \text{and} \quad \vec{b} \equiv \begin{pmatrix} -5 \\ -2 \\ 1 \end{pmatrix}$$

- After defining M and b in R, I tried `qr.solve(M, b)`. The result was an error message, [Error in qr.solve(M, b) : singular matrix 'a' in solve`]{style = "color: blue;"}. Explain what went wrong.
- You could fix the problem by crossing out two of the vectors in M . Figure out two that will do the job and X-them out.
- The result of the deletion in (ii) means that there will be a non-zero residual. Pencil in a new (third) vector for M that would permit *zero residual*. (Hint: don't overthink it!)

[Note: Flip the sheet for another question.]

Question 7.5:

Construct a matrix \mathbf{Q} with mutually orthogonal vectors that spans the same space as the given \mathbf{M} . (The vectors do not need to be unit length. Let them be whatever length is easier for you.)

$$\mathbf{M} \equiv \begin{pmatrix} \vec{x} & \vec{y} & \vec{z} \\ 8 & 1 & 1 \\ 4 & 0 & -2 \\ 0 & 4 & 2 \\ 1 & -8 & 1 \end{pmatrix}$$

For the sake of convenience, you can refer to the columns of \mathbf{M} by the names \vec{x} , \vec{y} and \vec{z} respectively. (Hint: It might be easier than you are thinking.)