18.02 EXERCISES

Problem Set 2: Matrices and Systems of Equations

Part I

Unit 1E Equations of Lines and Planes

- 1. Find the equations of the following planes:
- a) through (2, 0, -1) and perpendicular to $\vec{i} + 2\vec{j} 2\vec{k}$.
- b) through the origin, (1, 1, 0), and (2, -1, 3)
- c) through (1, 0, 1), (2, -1, 2), (-1, 3, 2)
- d) through the points on the x, y and z-axes where x=a, y=b, z=c respectively (give the equation in the form Ax+By+Cz=1 and remember it)
- e) through (1, 0, 1) and (0, 1, 1) and parallel to $\vec{i} \vec{j} + 2\vec{k}$ Solution:
- a) According to the problem description, the vector $\langle 1, 2, -2 \rangle$ is a normal vector to the plane. Therefore, the equation of the plane is

$$x + 2y - 2z = c$$
, where c is a constant

Then we can put the point (2, 0, -1) into the equation:

$$c = 2 + 2 \times 0 - 2 \times (-1) = 4$$

Hence, the equation of the plane is

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

b) According to the problem description, two vectors on the plane are

$$<1,1,0>,<2,-1,3>$$

Therefore, a normal vector to the plane can be calculated as

$$<1,1,0> \times <2,-1,3> = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 1 & 0 \\ 2 & -1 & 3 \end{vmatrix}$$

=<3,-3,-3>

Therefore, the equation of the plane is

$$3x - 3y - 3z = c$$
, where c is a constant

Then we can put the point (0, 0, 0) into the equation:

$$c = 0$$

Hence the equation of the plane is

$$3x - 3y - 3z = 0$$

c) According to the problem description, two vectors on the plane are

$$<1,-1,1>,<-2,3,1>$$

Therefore, a normal vector to the plane can be calculated as

$$<1, -1, 1> \times < -2, 3, 1> = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & -1 & 1 \\ 2 & 3 & 1 \end{vmatrix}$$

=<-4, 1, 5>

Therefore, the equation of the plane is

$$-4x + y + 5z = c$$
, where c is a constant

Then we can put the point (1, 0, 1) into the equation:

$$c = -4 \times 1 + 0 + 5 \times 1 = 1$$

Hence the equation of the plane is

$$-4x + y + 5z = 1$$

d) According to the problem description, two vectors on the plane are

$$<-a, b, 0>, <-a, 0, c>$$

Therefore, a normal vector to the plane can be calculated as

$$<-a,b,0>\times<-a,0,c> = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -a & b & 0 \\ -a & 0 & c \end{vmatrix}$$

$$= < bc,ac,ab>$$

Therefore, the equation of the plane is

$$bcx + acy + abz = k$$
, where k is a constant

Then we can put the point (a, 0, 0) into the equation:

$$k = bc \cdot a + ac \cdot 0 + ab \cdot 0 = abc$$

Hence the equation of the plane is

$$bcx + acy + abz = abc$$
$$\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$$

e) According to the problem description, one vector parallel to the plane can be derived from the two points (1, 0, 1) and (0, 1, 1), which is < -1, 1, 0 >. Therefore, a normal vector to the plane can be calculated as

$$<-1,1,0> \times <1,-1,2> = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -1 & 1 & 0 \\ 1 & -1 & 2 \end{vmatrix}$$

=<2,2,0>

Therefore, the equation of the plane is

2x + 2y = c, where c is a constant

Then we can put the point (1, 0, 1) into the equation:

$$c = 2 \times 1 + 2 \times 0 = 2$$

Hence the equation of the plane is

$$2x + 2y = 2$$
$$x + y = 1$$

2. Find the dihedral angle between the planes 2x - y + z = 3 and x + y + 2z = 1. Solution:

Suppose that the intersection line between the planes 2x - y + z = 3 and x + y + 2z = 1 is l. By the definition of dihedral angles, we can find a point O on the line l, and in the plane 2x - y + z = 3 find a line $OA \perp l$, and in the plane x + y + 2z = 1 find a line $OB \perp l$. Then the angle $\angle AOB$ is the dihedral angle.

Notice that any normal vectors to the plane 2x - y + z = 3 and the plane x + y + 2z = 1 are also perpendicular to the line l because l is on both planes. Therefore, the vector $\vec{n_1} = <2, -1, 1>$, which is a normal vector to the plane 2x - y + z = 3, and the vector $\vec{n_2} = <1, 1, 2>$, which is a normal vector to the plane x + y + 2z = 1, are perpendicular to the line l.

Therefore, all four vectors \vec{OA} , \vec{OB} , $\vec{n_1}$, and $\vec{n_2}$ are all parallel to the same plane, whose normal vectors are along the line l, and they form a quadrilateral. Since $\vec{OA} \perp \vec{n_1}$, and $\vec{OB} \perp \vec{n_2}$, the angle $\angle AOB$ is either equal to or supplementary to the angle θ between two normal vectors $\vec{n_1}$ and $\vec{n_2}$.

$$\cos \theta = \frac{\vec{n_1} \cdot \vec{n_2}}{|\vec{n_1}||\vec{n_2}|}$$

$$= \frac{3}{\sqrt{6} \times \sqrt{6}}$$

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

$$\theta = \frac{\pi}{3}$$

Therefore, the dihedral angle between the two planes are $\frac{\pi}{3}$.

- 3. Find in parametric form the equations for
- a) the line through (1, 0, -1) and parallel to $2\vec{i} \vec{j} + 3\vec{k}$
- b) the line through (2, -1, -1) and perpendicular to the plane x y + 2z = 3
- c) all lines passing through (1, 1, 1) and lying in the plane x+2y-z=2 Solution:

a)

$$x(t) = 1 + 2t$$
$$y(t) = -t$$
$$z(t) = -1 + 3t$$

b) The line is perpendicular to the plane $x-y+2z=3 \iff$ The line is parallel to the normal vectors of the plane $x-y+2z=3 \iff$ The line is parallel to the vector <1,-1,2>.

Therefore, the parametric equation of the line is

$$x(t) = 2 + t$$
$$y(t) = -1 - t$$
$$z(t) = -1 + 2t$$

c) Since the line is lying in the plane x+2y-z=2, suppose the line vector is $\langle a,b,c \rangle$, then it satisfies

$$< a, b, c > \cdot < 1, 2, -1 >= 0$$

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

Therefore, the parametric equations of all lines described above are

$$x(t) = 1 + at$$
$$y(t) = 1 + bt$$
$$z(t) = 1 + (a + 2b)t$$

where a and b are any constants.

5. The line passing through (1, 1, -1) and perpendicular to the plane x+2y-z=3 intersects the plane 2x-y+z=1 at what point? Solution:

The line is perpendicular to the plane $x + 2y - z = 3 \iff$ The line is parallel to the normal vectors of the plane $x + 2y - z = 3 \iff$ The line is parallel to the vector < 1, 2, -1 >.

Therefore, the parametric equation of the line is

$$x(t) = 1 + t$$
$$y(t) = 1 + 2t$$
$$z(t) = -1 - t$$

For the intersection point between the line and the plane, we have

$$2x(t) - y(t) + z(t) = 1$$
$$2(1+t) - (1+2t) + (-1-t) = 1$$
$$t = -1$$

Therefore, the intersection point is (x(-1), y(-1), z(-1)), which is (0, -1, 0). 6. Show that the distance D from the origin to the plane ax + by + cz = d is given by the formula $D = \frac{|d|}{\sqrt{a^2 + b^2 + c^2}}$.

We need to find the parametric equation of the line through the origin and perpendicular to the plane ax + by + cz = d.

The line is perpendicular to the plane $ax + by + cz = d \iff$ The line is parallel to the normal vectors of the plane $ax + by + cz = d \iff$ The line is parallel to the vector $\langle a, b, c \rangle$.

Therefore, the parametric equation of the line is

$$x(t) = 0 + at = at$$
$$y(t) = 0 + bt = bt$$
$$z(t) = 0 + ct = ct$$

For the intersection point between the line and the plane, we have

$$ax(t) + by(t) + cz(t) = d$$
$$a^{2}t + b^{2}t + c^{2}t = d$$
$$t = \frac{d}{a^{2} + b^{2} + c^{2}}$$

Therefore, the intersection point is $(\frac{ad}{a^2+b^2+c^2}, \frac{bd}{a^2+b^2+c^2}, \frac{cd}{a^2+b^2+c^2})$ Therefore, the distance D from the origin to the plane is equivalent to the distance between these two points:

$$\begin{split} D &= \sqrt{(\frac{ad}{a^2 + b^2 + c^2})^2 + (\frac{bd}{a^2 + b^2 + c^2})^2 + (\frac{cd}{a^2 + b^2 + c^2})^2)} \\ &= \sqrt{\frac{(a^2 + b^2 + c^2)d^2}{(a^2 + b^2 + c^2)^2}} \\ &= \frac{|d|}{\sqrt{a^2 + b^2 + c^2}} \end{split}$$

Unit 1F Matrix Algebra

5. a) Let
$$A = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}$$
. Compute A^2, A^3 .

b) Find
$$A^2, A^3, A^n$$
 if $A = \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix}$.

Solution:

a)

$$A^{2} = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \cdot \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}$$
$$= \begin{pmatrix} 1 & 1 \\ 1 & 2 \end{pmatrix}$$
$$A^{3} = A^{2} \cdot A$$
$$= \begin{pmatrix} 1 & 1 \\ 1 & 2 \end{pmatrix} \cdot \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}$$
$$= \begin{pmatrix} 1 & 2 \\ 2 & 3 \end{pmatrix}$$

$$A^{2} = A \cdot A$$

$$= \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix}$$

$$A^{3} = A^{2} \cdot A$$

$$= \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix}$$

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

The first column in A determines that the first column in A^{k+1} will be the same as the first column in A^k where k can be any positive integers. The second column in A determines that the second column in A^{k+1} will be the sum of the first and second columns in A^k where k can be any positive integers. Therefore, we can induce that

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

8. a) If
$$A \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 2 \\ 3 \\ 1 \end{pmatrix}$$
, $A \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} = \begin{pmatrix} -1 \\ 0 \\ 4 \end{pmatrix}$, $A \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ -1 \end{pmatrix}$, what is the 3×3 matrix A ?

b) If $A \begin{pmatrix} 2 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} -2 \\ 0 \\ 4 \end{pmatrix}$, $A \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 3 \\ 0 \\ 3 \end{pmatrix}$, $A \begin{pmatrix} 0 \\ 2 \\ 1 \end{pmatrix} = \begin{pmatrix} 7 \\ 1 \\ 1 \end{pmatrix}$, what is the 3×3 matrix A ?

 $\operatorname{matrix} A$?

Solution: a) According to the definition of matrix product, the result of $A \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$ is the first

column of A, the result of $A \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$ is the second column of A, and the result of

 $A\begin{pmatrix}0\\0\\1\end{pmatrix}$ is the third column of A. Therefore,

$$A = \begin{pmatrix} 2 & -1 & 1 \\ 3 & 0 & 1 \\ 1 & 4 & -1 \end{pmatrix}$$

a) (Method 2) If we combine the three matrix equations, we can get

$$A \cdot \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} = \begin{pmatrix} 2 & -1 & 1 \\ 3 & 0 & 1 \\ 1 & 4 & -1 \end{pmatrix}$$

$$A = \begin{pmatrix} 2 & -1 & 1 \\ 3 & 0 & 1 \\ 1 & 4 & -1 \end{pmatrix} \cdot \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}^{-1}$$

$$A = \begin{pmatrix} 2 & -1 & 1 \\ 3 & 0 & 1 \\ 1 & 4 & -1 \end{pmatrix} \cdot \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

$$A = \begin{pmatrix} 2 & -1 & 1 \\ 3 & 0 & 1 \\ 1 & 4 & -1 \end{pmatrix}$$

b) (Method 1) Suppose
$$A = \begin{pmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{pmatrix}$$
. Then
$$A \begin{pmatrix} 2 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} -2 \\ 0 \\ 4 \end{pmatrix}$$
$$\begin{pmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{pmatrix} \cdot \begin{pmatrix} 2 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} -2 \\ 0 \\ 4 \end{pmatrix}$$
$$\begin{pmatrix} 2a_1 \\ 2b_1 \\ 2c_1 \end{pmatrix} = \begin{pmatrix} -2 \\ 0 \\ 4 \end{pmatrix}$$
$$a_1 = -1, b_1 = 0, c_1 = 2$$

Also

$$A \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 3 \\ 0 \\ 3 \end{pmatrix}$$

$$\begin{pmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 3 \\ 0 \\ 3 \end{pmatrix}$$

$$\begin{pmatrix} a_1 + a_2 + a_3 \\ b_1 + b_2 + b_3 \\ c_1 + c_2 + c_3 \end{pmatrix} = \begin{pmatrix} 3 \\ 0 \\ 3 \end{pmatrix}$$

$$a_1 + a_2 + a_3 = 3$$

$$b_1 + b_2 + b_3 = 0$$

$$c_1 + c_2 + c_3 = 3$$

And

$$A \begin{pmatrix} 0 \\ 2 \\ 1 \end{pmatrix} = \begin{pmatrix} 7 \\ 1 \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 2 \\ 1 \end{pmatrix} = \begin{pmatrix} 7 \\ 1 \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} 2a_2 + a_3 \\ 2b_2 + b_3 \\ 2c_2 + c_3 \end{pmatrix} = \begin{pmatrix} 7 \\ 1 \\ 1 \end{pmatrix}$$

$$2a_2 + a_3 = 7$$

$$2b_2 + b_3 = 1$$

$$2c_2 + c_3 = 1$$

Hence we derive the following system of equations:

$$\begin{cases} a_1 = -1 \\ b_1 = 0 \\ c_1 = 2 \\ a_1 + a_2 + a_3 = 3 \\ b_1 + b_2 + b_3 = 0 \\ c_1 + c_2 + c_3 = 3 \\ 2a_2 + a_3 = 7 \\ 2b_2 + b_3 = 1 \\ 2c_2 + c_3 = 1 \end{cases}$$

We can solve this system of equations and get

$$A = \begin{pmatrix} -1 & 3 & 1\\ 0 & 1 & -1\\ 2 & 0 & 1 \end{pmatrix}$$

b) (Method 2) If we combine the three matrix equations, we can get

$$A \cdot \begin{pmatrix} 2 & 1 & 0 \\ 0 & 1 & 2 \\ 0 & 1 & 1 \end{pmatrix} = \begin{pmatrix} -2 & 3 & 7 \\ 0 & 0 & 1 \\ 4 & 3 & 1 \end{pmatrix}$$
$$A = \begin{pmatrix} -2 & 3 & 7 \\ 0 & 0 & 1 \\ 4 & 3 & 1 \end{pmatrix} \cdot \begin{pmatrix} 2 & 1 & 0 \\ 0 & 1 & 2 \\ 0 & 1 & 1 \end{pmatrix}^{-1}$$

- 9. A square $n \times n$ matrix is called **orthogonal** if $A \cdot A^T = I_n$. Show that this condition is equivalent to saying that
- a) each row of A is a row vector of length 1.
- b) two different rows are orthogonal vectors.

Solution:
Suppose
$$A = \begin{pmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{pmatrix}$$
, then $A^T = \begin{pmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{pmatrix}$.

$$A \cdot A^{T} = I_{n}$$

$$\begin{pmatrix} a_{1} & a_{2} & a_{3} \\ b_{1} & b_{2} & b_{3} \\ c_{1} & c_{2} & c_{3} \end{pmatrix} \cdot \begin{pmatrix} a_{1} & b_{1} & c_{1} \\ a_{2} & b_{2} & c_{2} \\ a_{3} & b_{3} & c_{3} \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

Expand the matrix equation, we can derive the following equations:

$$a_1^2 + a_2^2 + a_3^3 = 1$$

$$b_1^2 + b_2^2 + b_3^3 = 1$$

$$c_1^2 + c_2^2 + c_3^3 = 1$$

$$a_1b_1 + a_2b_2 + a_3b_3 = 0$$

$$b_1c_1 + b_2c_2 + b_3c_3 = 0$$

$$a_1c_1 + a_2c_2 + a_3c_3 = 0$$

which is equivalent to that each row of A is a row vector of length 1, and two different rows in A are orthogonal.

Therefore, the statement in the problem description is proved.

Unit 1G Solving Square Systems; Inverse Matrices

3.
$$A = \begin{pmatrix} 1 & -1 & 1 \\ 0 & 1 & 1 \\ -1 & -1 & 2 \end{pmatrix}$$
, $b = \begin{pmatrix} 2 \\ 0 \\ 3 \end{pmatrix}$. Solve $Ax = b$ by finding A^{-1} . Solution:

$$Ax = b$$

$$x = A^{-1}b$$

$$x = \frac{1}{\det(A)}adj(A) \cdot b$$

$$x = \begin{pmatrix} 1 & -1 & 1\\ 0 & 1 & 1\\ -1 & -1 & 2 \end{pmatrix}^{-1} \cdot \begin{pmatrix} 2\\ 0\\ 3 \end{pmatrix}$$

$$x = \begin{pmatrix} \frac{3}{5} & \frac{1}{5} & -\frac{2}{5}\\ -\frac{1}{5} & \frac{3}{5} & -\frac{1}{5}\\ \frac{1}{5} & \frac{2}{5} & \frac{1}{5} \end{pmatrix} \cdot \begin{pmatrix} 2\\ 0\\ 3 \end{pmatrix}$$

$$x = \begin{pmatrix} 0\\ -1\\ 1 \end{pmatrix}$$

4. Referring to Exercise 3 above, solve the system

$$x_1 - x_2 + x_3 = y_1, x_2 + x_3 = y_2, -x_1 - x_2 + 2x_3 = y_3$$

for the x_i as functions of the y_i . Solution:

$$\begin{cases} x_1 - x_2 + x_3 = y_1 \\ x_2 + x_3 = y_2 \\ -x_1 - x_2 + 2x_3 = y_3 \end{cases}$$

$$\begin{pmatrix} 1 & -1 & 1 \\ 0 & 1 & 1 \\ -1 & -1 & 2 \end{pmatrix} \cdot \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} y_1 \\ y_2 \\ y_3 \end{pmatrix}$$

$$\begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 1 & -1 & 1 \\ 0 & 1 & 1 \\ -1 & -1 & 2 \end{pmatrix}^{-1} \cdot \begin{pmatrix} y_1 \\ y_2 \\ y_3 \end{pmatrix}$$

$$\begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} \frac{3}{5} & \frac{1}{5} & -\frac{2}{5} \\ -\frac{1}{5} & \frac{3}{5} & -\frac{1}{5} \\ \frac{1}{5} & \frac{2}{5} & \frac{1}{5} \end{pmatrix} \cdot \begin{pmatrix} y_1 \\ y_2 \\ y_3 \end{pmatrix}$$

$$\begin{cases} x_1 = \frac{3}{5}y_1 + \frac{1}{5}y_2 - \frac{2}{5}y_3 \\ x_2 = -\frac{1}{5}y_1 + \frac{3}{5}y_2 - \frac{1}{5}y_3 \\ x_3 = \frac{1}{5}y_1 + \frac{2}{5}y_2 + \frac{1}{5}y_3 \end{cases}$$

5. Show that $(AB)^{-1} = B^{-1}A^{-1}$, by using the definition of inverse matrix. Solution:

By the definition of inverse matrix,

$$AB \cdot (AB)^{-1} = I_n$$

$$A^{-1}AB \cdot (AB)^{-1} = A^{-1}I_n$$

$$B \cdot (AB)^{-1} = A^{-1}I_n$$

$$B^{-1}B \cdot (AB)^{-1} = B^{-1}A^{-1}I_n$$

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

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

Unit 1H Theorems about Square Systems

3. a) For what c-value(s) will

$$\begin{cases} x_1 - x_2 + x_3 = 0 \\ 2x_1 + x_2 + x_3 = 0 \\ -x_1 + cx_2 + 2x_3 = 0 \end{cases}$$

have a non-trivial solution?

b) For what c-value(s) will

$$\begin{pmatrix} 2 & 1 \\ 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix} = c \begin{pmatrix} x \\ y \end{pmatrix}$$

have a non-trivial solution? (Write it as a system of homogeneous equations.)

- c) For each value of c in part (a), find a non-trivial solution to the corresponding system.
- d) For each value of c in part (b), find a non-trivial solution to the corresponding system.

Solution:

a)

$$\begin{cases} x_1 - x_2 + x_3 = 0 \\ 2x_1 + x_2 + x_3 = 0 \\ -x_1 + cx_2 + 2x_3 = 0 \end{cases}$$
$$\begin{pmatrix} 1 & -1 & 1 \\ 2 & 1 & 1 \\ -1 & c & 2 \end{pmatrix} \cdot \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = 0$$

This is a homogeneous linear system. It always has a trivial solution

$$\begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$$

The linear system has a non-trivial solution

- \iff The linear system has more than one solution
- ← The transformation matrix is not inversible
- \iff The determinant of the transformation matrix is 0

$$\det(A) = 0$$

$$\begin{vmatrix} 1 & -1 & 1 \\ 2 & 1 & 1 \\ -1 & c & 2 \end{vmatrix} = 0$$

$$1 \times (2 - c) + 1 \times (4 + 1) + 1 \times (2c + 1) = 0$$

$$c + 8 = 0$$

$$c = -8$$

Therefore when c = -8 the linear system have a non-trivial solution.

$$\begin{pmatrix} 2 & 1 \\ 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix} = c \begin{pmatrix} x \\ y \end{pmatrix}$$

$$\begin{cases} 2x + y = cx \\ -y = cy \end{cases}$$

$$\begin{cases} (2 - c)x + y = 0 \\ (c + 1)y = 0 \end{cases}$$

$$\begin{pmatrix} 2 - c & 1 \\ 0 & c + 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

Similar to part (a), it is a homogeneous linear system and it has a trivial solution 0. The system has a non-trivial solution \iff the determinant of the transformation matrix is 0.

$$\det(A) = 0$$

$$\begin{vmatrix} 2 - c & 1 \\ 0 & c + 1 \end{vmatrix} = 0$$

$$(c+1)(2-c) = 0$$

$$c = 2, c = -1$$

Therefore, when c = 2 or c = -1, the linear system has a non-trivial solution. c) When c = -8, the system of equations becomes

$$\begin{cases} x_1 - x_2 + x_3 = 0 \\ 2x_1 + x_2 + x_3 = 0 \\ -x_1 - 8x_2 + 2x_3 = 0 \end{cases}$$

We can try to directly solve it. Though we cannot get a unique solution by solving it, we can get some relations between x_1 , x_2 , and x_3 helping us find a valid solution.

If we add up the first and second equations, and add up the first and third equations, we can get

$$3x_1 + 2x_3 = 0$$
$$-3x_2 + x_3 = 0$$

Therefore, we can construct a solution as $(x_1, x_2, x_3) = (-2, 1, 3)$ and we can verify that it is a valid solution.

d) When c = 2, the system of equations becomes

$$\begin{cases} y = 0 \\ 3y = 0 \end{cases}$$

Therefore, it is obvious that a non-trivial solution can be (x, y) = (1, 0). When c = -1, the system of equations becomes

$$3x + y = 00 = 0$$

Therefore, it is obvious that a non-trivial solution can be (x, y) = (-1, 3).

7. Suppose we want to find a pure oscillation (sine wave) of frequency 1 passing through two given points. In other words, we want to choose constants a and b so that the function

$$f(x) = a\cos x + b\sin x$$

has prescribed values at two given x-values: $f(x_1) = y_1$, $f(x_2) = y_2$:

- a) Show this is possible in one and only one way, if we assume that $x_2 \neq x_1 + n\pi$, for every integer n.
- b) If $x_2 = x_1 + n\pi$ for some integer n, when can a and b be found? Solution:
- a) According to the problem description, the values of a and b satisfy the following system of equations:

$$\begin{cases} f(x_1) = y_1 \\ f(x_2) = y_2 \end{cases}$$

$$\begin{cases} \cos x_1 a + \sin x_1 b = y_1 \\ \cos x_2 a + \sin x_2 b = y_2 \end{cases}$$

$$\begin{cases} \cos x_1 & \sin x_1 \\ \cos x_2 & \sin x_2 \end{cases} \begin{pmatrix} a \\ b \end{pmatrix} = \begin{pmatrix} y_1 \\ y_2 \end{pmatrix}$$

Therefore, the values of a and b satisfy a linear system. According to the property of linear systems, we know that:

The linear system has a unique solution

 \iff the determinant of the transformation matrix doesn't equal to 0.

$$\det(A) = \begin{vmatrix} \cos x_1 & \sin x_1 \\ \cos x_2 & \sin x_2 \end{vmatrix}$$
$$= \sin x_2 \cos x_1 - \sin x_1 \cos x_2$$
$$= \sin(x_2 - x_1)$$

We also know that

$$x_2 \neq x_1 + n\pi$$

$$x_2 - x_1 \neq n\pi$$

$$\sin(x_2 - x_1) \neq 0$$

$$\det(A) \neq 0$$

Therefore, the linear system of a and b has a unique solution.

b) First of all, if $(y_1, y_2) = (0, 0)$, the linear system of a and b is homogeneous, hence it always has a trivial solution which is (a, b) = (0, 0).

For non-homogeneous cases, if $x_2 = x_1 + n\pi$ holds for an odd integer n, then the linear system becomes

$$\begin{cases}
\cos x_1 a + \sin x_1 b = y_1 \\
-\cos x_1 a - \sin x_1 b = y_2
\end{cases}$$

It is obvious that when $y_2 = -y_1$, we can find solutions for a and b, otherwise the linear system has no solution.

For non-homogeneous cases where $x_2 = x_1 + n\pi$ holds for an even integer n, the linear system becomes

$$\begin{cases} \cos x_1 a + \sin x_1 b = y_1 \\ \cos x_1 a + \sin x_1 b = y_2 \end{cases}$$

It is obvious that when $y_1 = y_2$, we can find solutions for a and b, otherwise the linear system has no solution.

Part II

- 1. Suppose we know that when the three planes P_1 , P_2 and P_3 in \mathbb{R}^3 intersect in pairs, we get three lines L_1 , L_2 , and L_3 which are distinct and parallel.
- a) Sketch a picture of this situation.
- b) Show that the three normals to P_1 , P_2 , and P_3 all lie in one plane, using a geometric argument.
- c) Show that the three normals to P_1 , P_2 , and P_3 all lie in one plane, using an algebraic argument.

Solution:

- a) TODO(jinxinwang)
- b) Suppose that the intersection of P_1 and P_2 is L_1 , the intersection of P_2 and P_3 is L_2 , and the intersection of P_3 and P_1 is L_3 . Let $\vec{n_1}$ be the normal to P_1 , $\vec{n_2}$ be the normal to P_2 , and $\vec{n_3}$ be the normal to P_3 .

According to the intersection relationship, we can derive

$$ec{n_1} \perp L_1 \ ec{n_2} \perp L_1 \ ec{n_2} \perp L_2 \ ec{n_3} \perp L_2 \ ec{n_3} \perp L_3 \ ec{n_1} \perp L_3$$

Since L_1 , L_2 , L_3 are parallel to each other, and if $l_1 \perp l_2$, then l_1 is also perpendicular to all lines parallel to l_2 , we can also derive that

$$\vec{n_1} \perp L_2$$

 $\vec{n_2} \perp L_3$
 $\vec{n_3} \perp L_1$

Most importantly, we derive that

$$\vec{n_1} \perp L_1$$

 $\vec{n_2} \perp L_1$
 $\vec{n_3} \perp L_1$

Then I claim that if a vector is perpendicular to another vector \vec{n} , then it lies in the plane whose normal vector is \vec{n} . From the geometric perspective, this claim can be proved by contradiction:

Suppose that a vector \vec{a} is perpendicular to another vector \vec{n} , and it doesn't lie in the plane P whose normal vector is \vec{n} . From a random point O in the plane P, we construct a line l_a in the direction of \vec{a} . From a random point A on the line l_a other than the point O, we construct a line towards the plane in the same or reverse direction of \vec{n} , and the intersection point between the line and the plane is A'. AOA' forms a triangle. Since $\vec{a} \perp \vec{n}$, $AA' \perp OA$ and $\angle OAA' = \frac{\pi}{2}$. Since \vec{n} is the normal vector of the plane P and OA' is on the plane, $AA' \perp OA'$ and $\angle AA'O = \frac{\pi}{2}$. Since l_a is not on the plane P, $\angle AOA' > 0$. Therefore, the sum of the three angles of the triangle AOA' is greater than π , which is a contradiction. Therefore, any vector which is perpendicular to a vector \vec{n} must lie in the plane whose normal vector is \vec{n} .

Therefore, $\vec{n_1}$, $\vec{n_2}$, and $\vec{n_3}$ all lie in the plane whose normal vector is along the line L_1 .

c) Using the same notation and conclusion as part (b), we derive that

$$\vec{n_1} \perp L_1$$

 $\vec{n_2} \perp L_1$
 $\vec{n_3} \perp L_1$

Then I claim that if a vector is perpendicular to another vector \vec{n} , then it lies in the plane whose normal vector is \vec{n} , and I will prove it from the algebraic perspective:

Suppose that the equation of the plane is $n_1x + n_2y + n_3z = c$, and one of its normal vectors is $\vec{n} = \langle n_1, n_2, n_3 \rangle$. Also suppose that the vector that is perpendicular to \vec{n} is \vec{a} . Let P_0 denote a random point on the plane $n_1x + n_2y + n_3z = c$ and $P_0 = (x_0, y_0, z_0)$. Then we have

$$n_1 x_0 + n_2 y_0 + n_3 z_0 = c$$

For any points P = (x, y, z) that $\vec{P_0P} \parallel \vec{a}$, since $\vec{a} \perp \vec{n}$, then

$$< x - x_0, y - y_0, z - z_0 > \cdot < n_1, n_2, n_3 > = 0$$

 $n_1(x - x_0) + n_2(y - y_0) + n_3(z - z_0) = 0$
 $n_1x + n_2y + n_3z = n_1x_0 + n_2y_0 + n_3z_0$
 $n_1x + n_2y + n_3z = c$

Therefore, P is also on the plane, which means the vector \vec{a} lies in the plane. Hence it is proved that a vector is perpendicular to another vector \vec{n} , then it lies in the plane whose normal vector is \vec{n} .

Therefore, $\vec{n_1}$, $\vec{n_2}$, and $\vec{n_3}$ all lie in the plane whose normal vector is along the line L_1 .

- 2. A manufacturing process mixes three raw materials M_1 , M_2 , and M_3 to produce three products P_1 , P_2 , and P_3 . The ratios of the amounts of the raw materials (in the order M_1 , M_2 , M_3) which are used to make up each of the three products are as follows: For P_1 the ratio is 1:2:3; for P_2 the ratio is 1:3:5; and for P_3 the ratio is 3:5:8. In a certain production run, 137 units of M_1 , 279 units of M_2 , and 448 units of M_3 were used. The problem is to determine how many units of each of the products P_1 , P_2 , and P_3 were produced in that run.
- a) Set this problem up in matrix form. Use the letter A for the matrix, and write down the (one-line) formula for the solution in matrix form.
- b) Compute the inverse matrix of A and use it to solve for the production vector P.
- c) Find a choice for the ratios for the third product (in lowest form), different from the other ratios, and for which the resulting system has non-unique solutions.

Solution:

a) Suppose that in the mentioned run, x_1 units of P_1 , x_2 units of P_2 , and x_3 units of P_3 were produced. According to the problem description, we can set the following linear system:

$$AX = B$$

$$\begin{pmatrix} 1 & 1 & 3 \\ 2 & 3 & 5 \\ 3 & 5 & 8 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 137 \\ 279 \\ 448 \end{pmatrix}$$

$$X = A^{-1}B$$

$$\begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 3 \\ 2 & 3 & 5 \\ 3 & 5 & 8 \end{pmatrix}^{-1} \begin{pmatrix} 137 \\ 279 \\ 448 \end{pmatrix}$$

b)

$$A^{-1} = \frac{1}{\det(A)} adj(A)$$

$$= \frac{1}{1} \begin{pmatrix} -1 & -1 & 1\\ 7 & -1 & -2\\ -4 & 1 & 1 \end{pmatrix}^{T}$$

$$= \begin{pmatrix} -1 & 7 & -4\\ -1 & -1 & 1\\ 1 & -2 & 1 \end{pmatrix}$$

$$X = A^{-1}B$$

$$\begin{pmatrix} x_1\\ x_2\\ x_3 \end{pmatrix} = \begin{pmatrix} -1 & 7 & -4\\ -1 & -1 & 1\\ 1 & -2 & 1 \end{pmatrix} \begin{pmatrix} 137\\ 279\\ 448 \end{pmatrix}$$

$$= \begin{pmatrix} 24\\ 32\\ 27 \end{pmatrix}$$

c) Suppose that the consumption ratio of the product P_3 is $a_1:a_2:a_3$. Then the transformation matrix A in the linear system becomes

$$A = \begin{pmatrix} 1 & 1 & a_1 \\ 2 & 3 & a_2 \\ 3 & 5 & a_3 \end{pmatrix}$$

For a non-homogeneous linear system like the one in this problem, The linear system has non-unique system

- \iff The transformation matrix A is not inversible
- \iff The corresponding determinant of the transformation matrix A equals 0.

$$\det(A) = 0$$

$$1 \cdot (3a_3 - 5a_2) - 1 \cdot (2a_3 - 3a_2) + a_1 \cdot 1 = 0$$

$$a_1 - 2a_2 + a_3 = 0$$

Hence, a possible choice of the consumption ratio of the product P_3 which makes the linear system has non-unique solutions is 1:1:1.

- 3. For any plane P which is not parallel to the x-y plane, define the steepest direction on P to be the direction of any vector which lies in P and which makes the largest (acute) angle with the x-y plane.
- a) Let P be the plane through the origin with the normal vector \vec{n} . Derive a formula, in terms of \vec{n} , for a vector \vec{w} which points in the steepest direction on P.
- b) Now Let P be the plane through the origin which contains two non-parallel vectors \vec{u} and \vec{v} , where \vec{u} and \vec{v} do not both lie in the x-y plane. Derive a formula, in terms of \vec{u} and \vec{v} , for a vector \vec{w} which points in the steepest direction on P. Solution: (TODO)
- a) Suppose $\vec{n} = \langle n_1, n_2, n_3 \rangle$, and $\vec{w} = \langle w_1, w_2, w_3 \rangle$. Since \vec{n} is a normal vector to P, and \vec{w} lies in P,

$$\vec{n} \cdot \vec{w} = 0$$

$$n_1 w_1 + n_2 w_2 + n_3 w_3 = 0$$

Also since \vec{w} makes the largest (acute) angle with the x-y plane, from the geometric perspective, it means the angle between \vec{w} and the unit vector \vec{k} is the smallest, and hence $\vec{w} \cdot \vec{k}$ has the largest result.

 $\vec{u}\times\vec{v}=\vec{n}$