

1. This A has RREF

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

Its rank is 2, and columns 1 and 3 are pivot columns.

(a) basis for $\text{col}(A)$:

$$\begin{bmatrix} 2 \\ 1 \\ -3 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 0 \\ 2 \\ -1 \end{bmatrix}$$

(b) basis for $\text{row}(A)$:

$$\begin{bmatrix} 1 \\ 2 \\ 0 \\ 2 \\ 1 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \\ -1 \\ 2 \end{bmatrix}$$

(c) basis for $\text{null}(A)$ (see below):

$$\begin{bmatrix} -2 \\ 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} -2 \\ 0 \\ 1 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} -1 \\ 0 \\ -2 \\ 0 \\ 1 \end{bmatrix}$$

$$\left. \begin{array}{l} x_2 = r \\ x_4 = s \\ x_5 = t \end{array} \right\} \text{free}$$

$$\begin{array}{l} x_1 = -2r - 2s - t \\ x_3 = s - 2t \end{array}$$

$$\begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \end{bmatrix} = r \begin{bmatrix} -2 \\ 1 \\ 0 \\ 0 \\ 0 \end{bmatrix} + s \begin{bmatrix} -2 \\ 0 \\ 1 \\ 1 \\ 0 \end{bmatrix} + t \begin{bmatrix} -1 \\ 0 \\ -2 \\ 0 \\ 1 \end{bmatrix}$$

$$2. (a) \vec{PQ} = \begin{bmatrix} 4-2 \\ 1-2 \\ -5+1 \end{bmatrix} = \begin{bmatrix} 2 \\ -1 \\ -4 \end{bmatrix}.$$

$$(b) \text{dist}(Q, P) = \|\vec{PQ}\| = \sqrt{2^2 + (-1)^2 + (-4)^2} = \sqrt{21}$$

$$(c) \text{Our desired unit vector is } \frac{1}{\|\vec{PQ}\|} \vec{PQ} = \frac{1}{\sqrt{21}} \begin{bmatrix} 2 \\ -1 \\ -4 \end{bmatrix}.$$

(d) The line can be expressed as

$$\vec{OP} + t \cdot \vec{PQ} = \begin{bmatrix} 2 \\ 2 \\ -1 \end{bmatrix} + t \begin{bmatrix} 2 \\ -1 \\ -4 \end{bmatrix}, \quad t \in \mathbb{R}, \quad \text{or} \quad \left. \begin{array}{l} x = 2+2t \\ y = 2-t \\ z = -1-4t \end{array} \right\} t \in \mathbb{R}.$$

(e) For each point (x, y, z) in the plane,

$$0 = \begin{bmatrix} 2 \\ -1 \\ -4 \end{bmatrix} \cdot \begin{bmatrix} x-2 \\ y-2 \\ z+1 \end{bmatrix} = 2x - 4 - y + 2 - 4z - 4$$

$$\Rightarrow 2x - y - 4z = 6$$

(f) The plane in (e) does not contain $(0,0,0)$, so it is not a subspace of \mathbb{R}^3 . Therefore, this plane cannot be the orthogonal complement of any collection of vectors S . In fact, none of the vectors in standard position pointing to a point in this plane are orthogonal to \vec{PQ} .

3. (a) This is an o.n. basis, since the matrix

$$B = \begin{bmatrix} \vec{u}_1 & \vec{u}_2 & \vec{u}_3 & \vec{u}_4 \\ \downarrow & \downarrow & \downarrow & \downarrow \end{bmatrix} = \begin{bmatrix} -1/2 & 1/2 & -1/2 & -1/2 \\ -1/2 & -1/2 & -1/2 & 1/2 \\ -1/2 & 1/2 & 1/2 & 1/2 \\ -1/2 & -1/2 & 1/2 & -1/2 \end{bmatrix}$$

is orthogonal — that is, $B^T B = I$.

(b) The matrix A for which $T(\vec{x}) = A\vec{x}$ is found as the product

$$\begin{bmatrix} 2 & -2 & 4 & 0 \\ -2 & -2 & -2 & 4 \\ 4 & -4 & 2 & -2 \\ -2 & 4 & -2 & 0 \\ 6 & 0 & 2 & 6 \end{bmatrix} \cdot B^{-1} = \begin{bmatrix} 2 & -2 & 4 & 0 \\ -2 & -2 & -2 & 4 \\ 4 & -4 & 2 & -2 \\ -2 & 4 & -2 & 0 \\ 6 & 0 & 2 & 6 \end{bmatrix} \cdot B^T \quad (\text{since } B \text{ is orthogonal})$$

$$= \begin{bmatrix} 2 & -2 & 4 & 0 \\ -2 & -2 & -2 & 4 \\ 4 & -4 & 2 & -2 \\ -2 & 4 & -2 & 0 \\ 6 & 0 & 2 & 6 \end{bmatrix} \begin{bmatrix} -1/2 & -1/2 & -1/2 & -1/2 \\ 1/2 & -1/2 & 1/2 & -1/2 \\ -1/2 & -1/2 & 1/2 & 1/2 \\ -1/2 & 1/2 & 1/2 & -1/2 \end{bmatrix} = \begin{bmatrix} -4 & -2 & 0 & 2 \\ -1 & 5 & 1 & -1 \\ -4 & -2 & -4 & 2 \\ 4 & 0 & 2 & -2 \\ -7 & -1 & 1 & -5 \end{bmatrix}.$$

(c) Since $\{\vec{u}_1, \vec{u}_2\}$ make an orthogonal basis of W ,

$$\begin{aligned} \text{proj}_W \vec{b} &= \text{proj}_{\vec{u}_1} \vec{b} + \text{proj}_{\vec{u}_2} \vec{b} \\ &= (\vec{b} \cdot \vec{u}_1) \vec{u}_1 + (\vec{b} \cdot \vec{u}_2) \vec{u}_2 \quad (\text{simpler formula since } \|\vec{u}_1\| = \|\vec{u}_2\| = 1) \\ &= -\vec{u}_1 + 5\vec{u}_2 \end{aligned}$$

$$= (-1) \begin{bmatrix} -1/2 \\ -1/2 \\ -1/2 \\ -1/2 \end{bmatrix} + 5 \begin{bmatrix} 1/2 \\ -1/2 \\ 1/2 \\ -1/2 \end{bmatrix} = \begin{bmatrix} 3 \\ -2 \\ 3 \\ -2 \end{bmatrix}.$$

4. One approach: Find the columns in A by finding what A does to \hat{i} and \hat{j} .

$$\text{proj}_{\langle 3, 4 \rangle} \langle 1, 0 \rangle = \frac{\langle 1, 0 \rangle \cdot \langle 3, 4 \rangle}{\|\langle 3, 4 \rangle\|^2} \langle 3, 4 \rangle = \frac{3}{25} \langle 3, 4 \rangle = \left\langle \frac{9}{25}, \frac{12}{25} \right\rangle$$

$$\text{proj}_{\langle 3, 4 \rangle} \langle 0, 1 \rangle = \frac{\langle 0, 1 \rangle \cdot \langle 3, 4 \rangle}{\|\langle 3, 4 \rangle\|^2} \langle 3, 4 \rangle = \frac{4}{25} \langle 3, 4 \rangle = \left\langle \frac{12}{25}, \frac{16}{25} \right\rangle$$

$$\text{So, } A = \frac{1}{25} \begin{bmatrix} 9 & 12 \\ 12 & 16 \end{bmatrix}.$$

Another approach:

(a) Rotate the vector $\langle 3, 4 \rangle$ clockwise so it faces "east": $\begin{bmatrix} \cos(0.9273) & \sin(0.9273) \\ -\sin(0.9273) & \cos(0.9273) \end{bmatrix}$

(b) Wipe out the 2nd component (i.e., project onto the x-axis): $\begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$

(c) Rotate back: $\begin{bmatrix} \cos(0.9273) & -\sin(0.9273) \\ \sin(0.9273) & \cos(0.9273) \end{bmatrix}$

$$\Rightarrow A = \begin{bmatrix} \cos(0.9273) & -\sin(0.9273) \\ \sin(0.9273) & \cos(0.9273) \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \cos(0.9273) & \sin(0.9273) \\ -\sin(0.9273) & \cos(0.9273) \end{bmatrix}$$

$$= \dots = \frac{1}{25} \begin{bmatrix} 9 & 12 \\ 12 & 16 \end{bmatrix}.$$