

Solutions of Tutorial-1

Problem set 1.1

- 1 The combinations give (a) a line in \mathbf{R}^3 (b) a plane in \mathbf{R}^3 (c) all of \mathbf{R}^3 .
- 2 $\mathbf{v} + \mathbf{w} = (2, 3)$ and $\mathbf{v} - \mathbf{w} = (6, -1)$ will be the diagonals of the parallelogram with \mathbf{v} and \mathbf{w} as two sides going out from $(0, 0)$.
- 17 All vectors $c\mathbf{v} + d\mathbf{w}$ are on the line passing through $(0, 0)$ and $\mathbf{u} = \frac{1}{2}\mathbf{v} + \frac{1}{2}\mathbf{w}$. That line continues out beyond $\mathbf{v} + \mathbf{w}$ and back beyond $(0, 0)$. With $c \geq 0$, half of this line is removed, leaving a ray that starts at $(0, 0)$.
- 18 The combinations $c\mathbf{v} + d\mathbf{w}$ with $0 \leq c \leq 1$ and $0 \leq d \leq 1$ fill the parallelogram with sides \mathbf{v} and \mathbf{w} . For example, if $\mathbf{v} = (1, 0)$ and $\mathbf{w} = (0, 1)$ then $c\mathbf{v} + d\mathbf{w}$ fills the unit square. But when $\mathbf{v} = (a, 0)$ and $\mathbf{w} = (b, 0)$ these combinations only fill a segment of a line.

Problem set 1.2

- 2 $\|\mathbf{u}\| = 1$ and $\|\mathbf{v}\| = 5$ and $\|\mathbf{w}\| = \sqrt{5}$. Then $|\mathbf{u} \cdot \mathbf{v}| = 0 < (1)(5)$ and $|\mathbf{v} \cdot \mathbf{w}| = 10 < 5\sqrt{5}$, confirming the Schwarz inequality.
- 3 Unit vectors $\mathbf{v}/\|\mathbf{v}\| = (\frac{4}{5}, \frac{3}{5}) = (0.8, 0.6)$. The vectors \mathbf{w} , $(2, -1)$, and $-\mathbf{w}$ make $0^\circ, 90^\circ, 180^\circ$ angles with \mathbf{w} and $\mathbf{w}/\|\mathbf{w}\| = (1/\sqrt{5}, 2/\sqrt{5})$. The cosine of θ is $\frac{\mathbf{v}}{\|\mathbf{v}\|} \cdot \frac{\mathbf{w}}{\|\mathbf{w}\|} = 10/5\sqrt{5}$.
- 9 If $v_2w_2/v_1w_1 = -1$ then $v_2w_2 = -v_1w_1$ or $v_1w_1 + v_2w_2 = \mathbf{v} \cdot \mathbf{w} = 0$: perpendicular!
The vectors $(1, 4)$ and $(1, -\frac{1}{4})$ are perpendicular.
- 22 $v_1^2w_1^2 + 2v_1w_1v_2w_2 + v_2^2w_2^2 \leq v_1^2w_1^2 + v_1^2w_2^2 + v_2^2w_1^2 + v_2^2w_2^2$ is true (cancel 4 terms) because the difference is $v_1^2w_2^2 + v_2^2w_1^2 - 2v_1w_1v_2w_2$ which is $(v_1w_2 - v_2w_1)^2 \geq 0$.

Problem set 1.3

- 1 $2s_1 + 3s_2 + 4s_3 = (2, 5, 9)$. The same vector \mathbf{b} comes from S times $\mathbf{x} = (2, 3, 4)$:

$$\begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 2 \\ 3 \\ 4 \end{bmatrix} = \begin{bmatrix} (\text{row 1}) \cdot \mathbf{x} \\ (\text{row 2}) \cdot \mathbf{x} \\ (\text{row 3}) \cdot \mathbf{x} \end{bmatrix} = \begin{bmatrix} 2 \\ 5 \\ 9 \end{bmatrix}.$$

- 2 The solutions are $y_1 = 1, y_2 = 0, y_3 = 0$ (right side = column 1) and $y_1 = 1, y_2 = 3, y_3 = 5$. That second example illustrates that the first n odd numbers add to n^2 .

- 7** All three rows are perpendicular to the solution x (the three equations $r_1 \cdot x = 0$ and $r_2 \cdot x = 0$ and $r_3 \cdot x = 0$ tell us this). Then the whole plane of the rows is perpendicular to x (the plane is also perpendicular to all multiples cx).

$$\begin{array}{lcl} x_1 - 0 = b_1 & x_1 = b_1 & \\ x_2 - x_1 = b_2 & x_2 = b_1 + b_2 & \\ x_3 - x_2 = b_3 & x_3 = b_1 + b_2 + b_3 & \\ x_4 - x_3 = b_4 & x_4 = b_1 + b_2 + b_3 + b_4 & \end{array} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \end{bmatrix} = A^{-1}b$$

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Problem set 2.1

- 1** The row picture for $A = I$ has 3 perpendicular planes $x = 2$ and $y = 3$ and $z = 4$. Those are perpendicular to the x and y and z axes: $z = 4$ is a horizontal plane at height 4.

The column vectors are $i = (1, 0, 0)$ and $j = (0, 1, 0)$ and $k = (0, 0, 1)$. Then $b = (2, 3, 4)$ is the linear combination $2i + 3j + 4k$.

- 4** If $z = 2$ then $x + y = 0$ and $x - y = 2$ give the point $(x, y, z) = (1, -1, 2)$. If $z = 0$ then $x + y = 6$ and $x - y = 4$ produce $(5, 1, 0)$. Halfway between those is $(3, 0, 1)$.

9 (a) $Ax = (18, 5, 0)$ and (b) $Ax = (3, 4, 5, 5)$.

- 10** Multiplying as linear combinations of the columns gives the same $Ax = (18, 5, 0)$ and $(3, 4, 5, 5)$. By rows or by columns: 9 separate multiplications when A is 3 by 3.

17 $P = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix}$ produces $\begin{bmatrix} y \\ z \\ x \end{bmatrix}$ and $Q = \begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$ recovers $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$. Q is the inverse of P . Later we write $QP = I$ and $Q = P^{-1}$.

18 $E = \begin{bmatrix} 1 & 0 \\ -1 & 1 \end{bmatrix}$ and $E = \begin{bmatrix} 1 & 0 & 0 \\ -1 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ subtract the first component from the second.