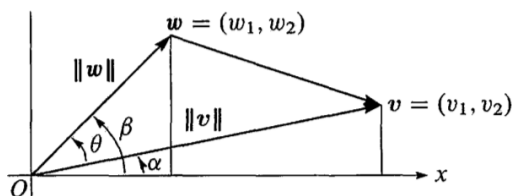


# Problem Set 1

## Sec 1.2 # 23



23 The figure shows that  $\cos \alpha = v_1 / \|v\|$  and  $\sin \alpha = v_2 / \|v\|$ . Similarly  $\cos \beta$  is  $w_1 / \|w\|$  and  $\sin \beta$  is  $w_2 / \|w\|$ . The angle  $\theta$  is  $\beta - \alpha$ . Substitute into the trigonometry formula  $\cos \beta \cos \alpha + \sin \beta \sin \alpha$  for  $\cos(\beta - \alpha)$  to find  $\cos \theta = v \cdot w / \|v\| \|w\|$ .

$$\cos \beta = \frac{w_1}{\|w\|} \quad \sin \beta = \frac{w_2}{\|w\|}$$

$$\begin{aligned} \cos(\theta) &= \cos(\beta - \alpha) = \cos \beta \cos \alpha + \sin \beta \sin \alpha \\ &= \frac{w_1}{\|w\|} \frac{v_1}{\|v\|} + \frac{w_2}{\|w\|} \frac{v_2}{\|v\|} \\ &= v \cdot w / (\|v\| \|w\|) \end{aligned}$$

In general, for  $\vec{v}, \vec{w} \in \mathbb{R}^n$ ,

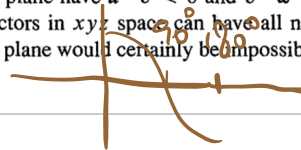
$$\|\vec{v} - \vec{w}\|^2 = \|\vec{v}\|^2 + \|\vec{w}\|^2 - 2\|\vec{v}\|\|\vec{w}\|\cos(\theta)$$

$$\begin{aligned} \text{LHS: } \|\vec{v} - \vec{w}\|^2 &= (\vec{v} - \vec{w}) \cdot (\vec{v} - \vec{w}) \\ &= \vec{v} \cdot \vec{v} - 2\vec{v} \cdot \vec{w} + \vec{w} \cdot \vec{w} \\ &= \|\vec{v}\|^2 - 2\vec{v} \cdot \vec{w} + \|\vec{w}\|^2 \end{aligned}$$

$$\vec{v} \cdot \vec{w} = \|\vec{v}\| \|\vec{w}\| \cos \theta$$

## Sec 1.2 # 28

- 28 Can three vectors in the  $xy$  plane have  $u \cdot v < 0$  and  $v \cdot w < 0$  and  $u \cdot w < 0$ ?  
I don't know how many vectors in  $xyz$  space can have all negative dot products.  
(Four of those vectors in the plane would certainly be impossible...).



$$\vec{u} \cdot \vec{v} < 0 \Rightarrow \cos \theta < 0 \Rightarrow 90^\circ < \theta < 180^\circ$$

at most 3

## Sec 1.3 # 4

Find a combination  $x_1 w_1 + x_2 w_2 + x_3 w_3$  that gives the zero vector:

$$w_1 = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} \quad w_2 = \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix} \quad w_3 = \begin{bmatrix} 7 \\ 8 \\ 9 \end{bmatrix}$$

Those vectors are (independent) ~~(dependent)~~. The three vectors lie in a plane. The matrix  $W$  with those columns is *not invertible*.

$$2w_2 - w_1 = \begin{bmatrix} 8 \\ 10 \\ 12 \end{bmatrix} - \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 7 \\ 8 \\ 9 \end{bmatrix}$$

## Sec 1.3 # 13

The very last words say that the 5 by 5 centered difference matrix is *not* invertible. Write down the 5 equations  $Cx = b$ . Find a combination of left sides that gives zero. What combination of  $b_1, b_2, b_3, b_4, b_5$  must be zero? (The 5 columns lie on a "4-dimensional hyperplane" in 5-dimensional space.)

5 by 5 central diff. matrix

$$\begin{bmatrix} 0 \\ 1 \\ 0 \\ 1 \\ 0 \end{bmatrix}$$

same plane

$$\begin{bmatrix} 0 & 1 & 0 & 0 & 0 \\ -1 & 0 & 1 & 0 & 0 \\ 0 & -1 & 0 & 1 & 0 \\ 0 & 0 & -1 & 0 & 1 \\ 0 & 0 & 0 & -1 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \end{bmatrix}$$

for the system to be solvable,  
we need  $b_1 + b_3 + b_5 = 0$

$$\vec{x} \begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{bmatrix} = \vec{b} \begin{bmatrix} 2 \\ 2 \\ 2 \\ 2 \\ -4 \end{bmatrix}$$

could be  
easier seen if  
equations were  
written out

indeed add  
up to zero...

$$\begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

$$x_1 \begin{bmatrix} 1 \\ 2 \end{bmatrix} + x_2 \begin{bmatrix} 2 \\ 4 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

$$x \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

$$b_1 = x$$

$$b_2 = 2x$$

$$\cancel{b_1} \quad b_2 = 2b_1$$

$$\cancel{2b_1} - b_2 = 0$$

### Sec 2.1 #29

Start with the vector  $u_0 = (1, 0)$ . Multiply again and again by the same "Markov matrix"  $A = \begin{bmatrix} .8 & .3 \\ .2 & .7 \end{bmatrix}$ . The next three vectors are  $u_1, u_2, u_3$ :

$$u_1 = \begin{bmatrix} .8 & .3 \\ .2 & .7 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} .8 \\ .2 \end{bmatrix} \quad u_2 = Au_1 = \quad \quad u_3 = Au_2 = \quad .$$

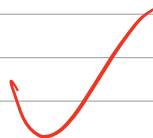
What property do you notice for all four vectors  $u_0, u_1, u_2, u_3$ ?

$$u_2 = \begin{bmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{bmatrix} \begin{bmatrix} 0.8 \\ 0.2 \end{bmatrix} = \begin{bmatrix} \quad \\ \quad \end{bmatrix}$$

skipped; too easy

### Sec 2.1 #30

skipped; too easy



### Sec 2.2 #20

Three planes can fail to have an intersection point, even if no planes are parallel. The system is singular if row 3 of  $A$  is a \_\_\_\_\_ of the first two rows. Find a third equation that can't be solved together with  $x + y + z = 0$  and  $x - 2y - z = 1$ .

linear combination

$$x + y + z = 5$$



## Sec 2.2 # 32

Start with 100 equations  $Ax = 0$  for 100 unknowns  $x = (x_1, \dots, x_{100})$ . Suppose elimination reduces the 100th equation to  $0 = 0$ , so the system is "singular".

- (a) Elimination takes linear combinations of the rows. So this singular system has the singular property: Some linear combination of the 100 **rows** is a row of zeros
- (b) Singular systems  $Ax = 0$  have infinitely many solutions. This means that some linear combination of the 100 **columns** is zero
- (c) Invent a 100 by 100 singular matrix with no zero entries. a matrix of ones
- (d) For your matrix, describe in words the row picture and the column picture of  $Ax = 0$ . Not necessary to draw 100-dimensional space.

row pic: just overlapping lines

$$x_1 + \dots + x_{100} = 0$$

col pic: all  $(1, \dots, 1)$  vectors  
100 D.

## Sec 2.3 # 22

The entries of  $A$  and  $x$  are  $a_{ij}$  and  $x_j$ . So the first component of  $Ax$  is  $\sum a_{1j}x_j = a_{11}x_1 + \dots + a_{1n}x_n$ . If  $E_{21}$  subtracts row 1 from row 2, write a formula for

- (a) the third component of  $Ax$
- (b) the  $(2, 1)$  entry of  $E_{21}A$
- (c) the  $(2, 1)$  entry of  $E_{21}(E_{21}A)$
- (d) the first component of  $(E_{21}A)x$ .

a)  $\sum a_{3j}x_j = a_{31}x_1 + \dots + a_{3n}x_n$

b)  $a_{21} - a_{11}$

c)  $a_{21} - 2a_{11}$

d)  $\leftarrow$

bc  $E_{21}A$  doesn't change the first row of  $A$

## Sec 2.3 #29

Find the triangular matrix  $E$  that reduces "Pascal's matrix" to a smaller Pascal:

Eliminate column 1

$$E \begin{bmatrix} 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ 1 & 2 & 1 & 0 \\ 1 & 3 & 3 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 \\ 0 & 1 & 2 & 1 \end{bmatrix}.$$

Which matrix  $M$  (multiplying several  $E$ 's) reduces Pascal all the way to  $I$ ?  
Pascal's triangular matrix is exceptional, all of its multipliers are  $\ell_{ij} = 1$ .

$$E = \begin{bmatrix} 1 & 0 & 0 & 0 \\ -1 & 1 & 0 & 0 \\ 0 & -1 & 1 & 0 \\ 0 & 0 & -1 & 1 \end{bmatrix}$$

$$M = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & -1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & -1 & 1 & 0 \\ 0 & 0 & -1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ -1 & 1 & 0 & 0 \\ 0 & -1 & 1 & 0 \\ 0 & 0 & -1 & 1 \end{bmatrix}$$

## Sec 2.4 #32

(Very important) Suppose you solve  $Ax = b$  for three special right sides  $b$ :

$$Ax_1 = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \quad \text{and} \quad Ax_2 = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \quad \text{and} \quad Ax_3 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}.$$

If the three solutions  $x_1, x_2, x_3$  are the columns of a matrix  $X$ , what is  $A$  times  $X$ ?

$$A[x_1 \ x_2 \ x_3] = [b_1 \ b_2 \ b_3] \\ = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

## Sec 2.4 #36

**Practical question** Suppose  $A$  is  $m$  by  $n$ ,  $B$  is  $n$  by  $p$ , and  $C$  is  $p$  by  $q$ . Then the multiplication count for  $(AB)C$  is  $mnp + mpq$ . The same answer comes from  $A$  times  $BC$  with  $mnp + npq$  separate multiplications. Notice  $npq$  for  $BC$ .

- $m=2$   $n=4$   $p=7$   $q=10$
- (a) If  $A$  is 2 by 4,  $B$  is 4 by 7, and  $C$  is 7 by 10, do you prefer  $(AB)C$  or  $A(BC)$ ?  
 (b) With  $N$ -component vectors, would you choose  $(u^T v)w^T$  or  $u^T(vw^T)$ ?  
 (c) Divide by  $mnpq$  to show that  $(AB)C$  is faster when  $n^{-1} + q^{-1} < m^{-1} + p^{-1}$ .

a)

$$\begin{aligned} (AB)C \text{ cost: } mnp + mpq \\ &= 2 \times 4 \times 7 + 2 \times 7 \times 10 \\ &= 196 \end{aligned} \quad \in \text{ preferred}$$

$$\begin{aligned} A(BC) \text{ cost: } mnq + npq \\ &= 2 \times 4 \times 10 + 4 \times 7 \times 10 \\ &= 360 \end{aligned}$$

$$\begin{aligned} \text{b) } \underbrace{(u^T v)}_{n} w^T &= 2n \quad \leftarrow \text{(multi-count preferred.)} \\ n \quad n \end{aligned}$$

$$\begin{aligned} u^T \underbrace{(vw^T)}_{n^2} &= 2n^2 \\ \underbrace{\quad}_{n^2} \end{aligned}$$

$$\begin{aligned} \text{c) } mnp + mpq &< mnq + npq \\ q^{-1} + n^{-1} &< p^{-1} + m^{-1} \quad \text{(divide by } mnpq) \end{aligned}$$

## Sec 2.5 #7

(Important) If  $A$  has row 1 + row 2 = row 3, show that  $A$  is not invertible:

- (a) Explain why  $Ax = (1, 0, 0)$  cannot have a solution.
- (b) Which right sides  $(b_1, b_2, b_3)$  might allow a solution to  $Ax = b$ ?
- (c) What happens to row 3 in elimination?

Suppose  $\vec{x}$  is such a solution.

a) 
$$\begin{aligned}(\text{row } 1) \cdot \vec{x} &= 1 \\(\text{row } 2) \cdot \vec{x} &= 0 \\(\text{row } 3) \cdot \vec{x} &= 0\end{aligned}$$

but  
$$(\text{row } 3) \cdot \vec{x} = (\text{row } 1 + \text{row } 2) \cdot \vec{x} = 1$$
  
contradiction, so  $\vec{x}$  cannot exist.

b)  $b_1 + b_2 = b_3 \Rightarrow b_1 + b_2 \neq b_3 = 0$

c) It will become all zeros.

