

Week 3 Review Session

Focus: rules of matrix multiplication, orthogonal matrices, rotation matrices.

1. When you multiply an $n \times m$ matrix by an $m \times l$ matrix, what are the dimensions of the resulting matrix?

Solution:

2. *Zero scalar vs zero vector vs zero matrix.* Let A be an $n \times m$ matrix, B be an $m \times l$ matrix, v be a column m -vector and r be a row m -vector, for example:

$$A = \begin{pmatrix} 1 & 2 & 0 \\ 1 & 0 & 2 \end{pmatrix}, B = \begin{pmatrix} 2 & -2 \\ -1 & 1 \\ -1 & 1 \end{pmatrix}, v = \begin{pmatrix} 2 \\ -1 \\ -1 \end{pmatrix}, r = (1 \quad 2 \quad 0).$$

In this case, products AB , Av and rv are all zero, so we can write $AB = 0$, $Av = 0$, $rv = 0$. But would it make sense to write $AB = Av = rv = 0$? Why / why not? Do the results of those operations belong to the same vector space?

Solution:

3. Answer the following questions. Provide explanations.
 - a) Is the identity matrix always square? (By the way it can be stored with one parameter.)
 - b) Do rectangular matrices have inverses?
 - c) Do all square matrices have inverses?
 - d) What is the condition for a 2×2 matrix to have inverse?

Solution:

4. *Parallel planes.*

- a) Consider the set of points $\begin{pmatrix} x \\ y \\ z \end{pmatrix}$ in \mathbb{R}^3 satisfying condition $2x + 3y + 4z = 0$. Describe this geometric object. Find a normal vector to it.
- b) What if we consider the equation $2x + 3y + 4z = 1$? Why is the normal the same?

Solution:

5. *Row and column operations as matrix multiplication. (Inspired by problem 2.4.8 from Strang.)*
Consider the following matrices:

$$A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}, B = \begin{pmatrix} 2 & 0 \\ 0 & -1 \end{pmatrix}, C = \begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix}, D = \begin{pmatrix} 0 & 1 \\ 0 & -1 \end{pmatrix}.$$

How is each row of BA , CA , DA related to the rows of A ? How is each column of AB , AC , AD related to the columns of A ?

Solution:

6. *(Problem 2.4.5 from Strang.)* Compute A^2 and A^3 . Make a prediction for A^5 and A^n :

a) $A = \begin{pmatrix} 1 & b \\ 0 & 1 \end{pmatrix};$

b) $A = \begin{pmatrix} 2 & 2 \\ 0 & 0 \end{pmatrix}.$

Solution:

7. *Binomial formula for matrices. Matrices do not commute. (Problem 2.4.6 from Strang.)* Show that $(A+B)^2$ is different from $A^2 + 2AB + B^2$ when

$$A = \begin{pmatrix} 1 & 2 \\ 0 & 0 \end{pmatrix}, B = \begin{pmatrix} 1 & 0 \\ 3 & 0 \end{pmatrix}.$$

Write down the correct rule: $(A+B)^2 = A^2 + \dots + B^2$. Can you generalize the rule to $(A+B)^n$?

Solution:

8. *(Problem 2.4.7 from Strang.)* Is the following true or false? Give counterexamples when false. Matrices A , B and C are such that all the operations are well-defined.

- a) If columns 1 and 3 of B are the same, then so are columns 1 and 3 of AB .
- b) If rows 1 and 3 of B are the same, then so are rows 1 and 3 of AB .
- c) If rows 1 and 3 of B are the same, then so are rows 1 and 3 of ABC .
- d) $(AB)^2 = A^2B^2$.

Solution:

9. *Orthogonal matrices.* Find $A^T A$ if the columns of A are unit vectors, all mutually perpendicular (in this situation, we say that the vectors are *orthonormal*). What if we ask that the rows of A are orthonormal?

Solution:

10. *Defining a matrix by its image. Rotation matrices.* Work out these questions for 2×2 matrices.

- a) If we want a matrix A to send vector $\begin{pmatrix} 1 \\ 0 \end{pmatrix}$ to twice itself and vector $\begin{pmatrix} 0 \\ 1 \end{pmatrix}$ to $\begin{pmatrix} a \\ b \end{pmatrix}$, then what are the matrix entries of A ?
- b) If we want a matrix B to send vector $\begin{pmatrix} 1 \\ 0 \end{pmatrix}$ to $\begin{pmatrix} a \\ b \end{pmatrix}$ and vector $\begin{pmatrix} 0 \\ 1 \end{pmatrix}$ to twice itself, then what are the matrix entries of B ?
- c) What are the coordinates of vectors $\begin{pmatrix} 1 \\ 0 \end{pmatrix}$ and $\begin{pmatrix} 0 \\ 1 \end{pmatrix}$ after we rotate them by the angle θ ?
- d) How do you write a matrix that rotates every vector in the plane by the angle θ ?
- e) Is the matrix in the previous part orthogonal?

11. *Angles between vectors.* Consider an n -cube C – the set of points in \mathbb{R}^n all of whose coordinates vary from 0 to 1.
- a) In a two-dimensional cube, find the angle between the diagonal and an edge.
 - b) In a three-dimensional cube, find the angle between the long diagonal and an edge.
 - c) In a three-dimensional cube, find the angle between the long diagonal and a face.
 - d) In an n -dimensional cube, find the angle between the long diagonal and an edge.