Math 33A, Lecture 2 Winter 2016 02/17/16 Time Limit: 50 Minutes Name (Print): SID Number:

Day \ T.A.Bon-SoonDavidRobertTuesday2A2C2EThursday2B2D2F

This exam contains 10 pages (including this cover page) and 5 problems. Check to see if any pages are missing. Enter your name and SID number on the top of this page, cross the box corresponding to your discussion section, and put your initials on the top of every page, in case the pages become separated. Also, have your photo ID on the desk in front of you during the exam.

Use a pen to record your final answers. Calculators or computers of any kind are not allowed. You are not allowed to consult any other materials of any kind, including books, notes and your neighbors. You may use the last two pages for your notes ("scratch paper"). If you need additional paper, let the proctors know.

You are required to show your work on each problem on this exam. The following rules apply:

- Organize your work, in a reasonably neat and coherent way, in the space provided. Work scattered all over the page without a clear ordering will receive very little credit.
- Mysterious or unsupported answers will not receive full credit. A correct answer, unsupported by calculations, explanation, or algebraic work will receive no credit; an incorrect answer supported by substantially correct calculations and explanations might still receive partial credit.
- If you need more space, use the last two pages; clearly indicate when you have done this.

Of course, if you have a question about a particular problem, please raise your hand and one of the proctors will come and talk to you.

Problem	Points	Score
1	8	7
2	10	3
3	10	
4	11	8
5	11	7
Total:	50	37

40 RA.

1. (8 points) For each of the following statements, circle T for True, F for False.

The If A, B are two $n \times n$ symmetric matrices then their product AB is also symmetric.

 \bigcirc For every $n \times m$ matrix A, $ker(A)^{\perp} = im(A^T)$.

 \bigcirc For every two $n \times n$ matrices $A, B, rank(AB) \leq rank(B)$.

 \bigcirc F If Q is an orthogonal matrix then so is $-Q^T$.

T F If $V \subset \mathbb{R}^6$ is a subspace and dim(V) = 3 then the matrix representing the projection onto V is a 3×3 matrix.

For each $n \geq 1$, there exists an $n \times n$ matrix A which is both symmetric and skew-symmetric.

There is a 3×3 matrix A so that $det(A) \neq 0$ and $im(A) \neq \mathbb{R}^3$.

T F If x, y are two positive real numbers and $x + y \le 2$ then $\frac{1}{x} + \frac{1}{y} \ge 2$.

- 2. (10 points) Let \mathfrak{B} be a basis for \mathbb{R}^2 given by the vectors $v_1 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}, v_2 = \begin{bmatrix} 4 \\ 3 \end{bmatrix}$
 - (a) Find the coordinates of the vectors $w_1 = \begin{bmatrix} 3 \\ 1 \end{bmatrix}$ and $w_2 = \begin{bmatrix} 3 \\ -4 \end{bmatrix}$ in the basis \mathfrak{B} .
 - (b) Let $T(\vec{x}) = proj_L(\vec{x})$ be the projection to the line L passing though the origin and $\begin{bmatrix} 3 \\ -4 \end{bmatrix}$. Find the \mathfrak{B} -matrix of T.

(a)
$$\vec{W}_1 = \left\langle \frac{3}{1} \right\rangle = -\vec{V}_1 + \vec{V}_2$$
. Therefore \vec{W}_1 is $\left\langle \frac{-1}{1} \right\rangle$ in \vec{B} . $\left\langle \frac{-1}{1} \right\rangle$ in \vec{B} . $\left\langle \frac{-1}{1} \right\rangle$ in \vec{B} . $\left\langle \frac{-5}{2} \right\rangle$ in \vec{B} . $\left\langle \frac{-5}{2} \right\rangle$ in \vec{B} .

(b) Let $\vec{u} = \frac{1}{5} \left\langle \frac{3}{-4} \right\rangle$.

Then
$$T(\vec{x}) = (\vec{x} \cdot \vec{u}) \vec{u}$$

$$= (x_1 u_1 + x_2 u_2) \vec{u}$$

$$= \left\langle \begin{array}{c} x_1 u_1^2 + x_2 u_1 u_2 \\ x_1 u_1 u_2 + x_2 u_2^2 \end{array} \right\rangle$$

$$= \begin{bmatrix} u_1^2 & u_1 u_2 \\ u_1 u_2 & u_2^2 \end{bmatrix} \vec{x}$$

$$= \frac{1}{25} \begin{bmatrix} q & -12 \\ -12 & 16 \end{bmatrix} \vec{x}$$

Then the B-matrix of T is

3. (10 points)

(a) Let $A=\begin{bmatrix}1&-1&3\\0&2&-2\\1&1&1\\1&1&1\end{bmatrix}$ and $V=im(A)\subset\mathbb{R}^4$. Find a basis for the orthogonal complement V^\perp . What is $\dim(V)$?

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(b) Compute the following determinants:

$$det \begin{bmatrix} 1 & -1 & 0 \\ 1 & 1 & 2 \\ 2 & 1 & 3 \end{bmatrix}, det \begin{bmatrix} 0 & 0 & -2 \\ 0 & 1 & 0 \\ 4 & 0 & 0 \end{bmatrix}.$$

0

$$\begin{cases} x_1 = -x_3 - x_4 \\ x_2 = -x_3 - x_4 \\ x_3 = x_3 \\ x_4 = x_4 \end{cases} \Rightarrow \text{a basis for } V^{\perp} \text{ is } \begin{cases} -1 \\ -1 \\ 0 \end{cases}, \begin{cases} -1 \\ -1 \\ 0 \end{cases}, \begin{cases} -1 \\ -1 \\ 0 \end{cases}, \begin{cases} -1 \\ -1 \\ 0 \end{cases} \end{cases}$$

$$\dim(V) = n - \dim(V^{\perp}) = 4 - 2 = 2$$

$$\dim(V) = 2$$

(b) (i) $\det \begin{bmatrix} 1 & -1 & 0 \\ 1 & 1 & 2 \\ 2 & 1 & 3 \end{bmatrix} = \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix}$ $\det \begin{bmatrix} 0 & 0 & -2 \\ 0 & 1 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 4 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 &$

- 4. (11 points)
 - (a) Find the least-squares solution \vec{x}^* of the system $A\vec{x} = \vec{b}$ where

$$A = \begin{bmatrix} 1 & -1 \\ 2 & 1 \\ -1 & 1 \\ 0 & 5 \end{bmatrix} \text{ and } \vec{b} = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix},$$

(b) Let $A\vec{x} = \vec{b}$ be a linear inconsistent system and suppose that $\vec{b} \in im(A)^{\perp}$. Explain why $\vec{x}^* = \vec{0}$ is a least squares solution of this system.

(a)
$$A^{T}A\vec{x}^{*} = A^{T}\vec{b}$$

$$\begin{bmatrix} 6 & 0 \\ 0 & 28 \end{bmatrix} \vec{x} = \begin{pmatrix} 2 \\ 6 \end{pmatrix} \quad \text{(see scrottch)}$$

$$\begin{bmatrix} 6 & 0 \\ 0 & 28 \end{bmatrix} \begin{pmatrix} 2 & \frac{1}{6} \\ 6 & \frac{1}{28} \end{pmatrix}$$



x * Joesn't need to be in im (A). Az" Jues

(b) If $\vec{b} \in \text{Im}(A)^{\perp}$, then there isn't really an $A\vec{x}^* \in \text{Im}(A)$ that can approximate \vec{b} . The best we can do is minimize the error $||\vec{b} - A\vec{x}^*||$; this leads us to $\vec{x}^* = \vec{0}$, which is the projection of \vec{b} onto Im(A).

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F | | V2 - 1 | = J4 = 2

- 5. (11 points)
- (a) Let $A = \begin{bmatrix} 1 & 1 & -1 \\ 1 & -1 & 0 \\ 1 & 1 & 1 \\ 1 & -1 & 2 \end{bmatrix}$. Use the Gram-Schmidt process to compute an orthonormal basis for $im(A)_{\bullet}$
 - (b) Can there exist two 3×3 matrices A, B so that det(A) = det(B) and A B is invertible? Justify your answer by either giving an example of such matrices or explain why they cannot exist.

Extra paper 1

4a) ATA:
$$\begin{bmatrix}
1 & -1 \\
2 & 1 \\
-1 & 1 \\
0 & 5
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 2 & -1 & 0 \\
-1 & 1 & 5
\end{bmatrix}
\begin{bmatrix}
6 & 0 \\
0 & 28
\end{bmatrix}$$

$$= \left\langle \begin{array}{c} 2 \\ 6 \\ \end{array} \right\rangle$$

Extra paper 2

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