

# Math 33A: Midterm 1

## 2021 Spring

### Instructions:

- The exam will begin on April 19th at 8AM PT. You will be given **24 hours** to complete and submit your works. The submission window will be closed on April 20th at 8AM.
- No late submission** will be considered. Make sure to spare enough time to complete and submit your solutions. Make-ups for the exam are permitted only under exceptional circumstances, as outlined in the UCLA student handbook.
- The exam will be **open book/open notes**. You can use any resources you find in our textbook or on our CCLE page.
- You must **show your works to receive credit**. Partial credit will be scarce for incomplete solutions, so make sure to get everything right.
- You may use technology to write up your solutions, such as word processors or note-taking applications. You may also write your solutions on blank papers. If you choose to do so, please leave enough space between questions.
- A Gradescope link for submitting your work will be provided on the CCLE course webpage.
- If you have a question about the phrasing of the questions or about the exam logistics, you may email me ([sos440@math.ucla.edu](mailto:sos440@math.ucla.edu)). Please make sure to begin the subject line of your email with the prefix 'Math 33A'; otherwise I will not reply to the email.
- You must **sign the code of conduct**. Any deviation from the rules will be considered as cheating. The university is also well-aware of "academic educational sites", and their use in connection with the exam is an Honor Code violation that is taken very seriously in UCLA.

Please read and sign the following honor code:

*"I certify, on my honor, that I have not asked for or received assistance of any kind from any other person while working on the exam and that I have not used any non-permitted materials or technologies during the period of this evaluation."*

Name: \_\_\_\_\_

UID: \_\_\_\_\_

Signature: \_\_\_\_\_

**Q1.** (10 points) Consider the vectors

$$\vec{v}_1 = \begin{bmatrix} 4 \\ 1 \\ -1 \end{bmatrix}, \quad \vec{v}_2 = \begin{bmatrix} 3 \\ 1 \\ 1 \end{bmatrix}, \quad \vec{v}_3 = \begin{bmatrix} 8 \\ 3 \\ k \end{bmatrix},$$

where  $k$  is a number.

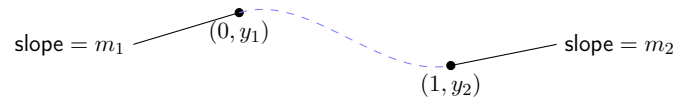
(a) Determine the value of  $k$  such that  $\vec{v}_3$  is a linear combination of  $\vec{v}_1$  and  $\vec{v}_2$ .

(b) Let  $k$  be as in the previous part. Find all solutions of the equation

$$\begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix} = x_1 \vec{v}_1 + x_2 \vec{v}_2 + x_3 \vec{v}_3$$

and then write your solution in parametric form.

**Q2.** (10 points) In computer graphics, we are often interested in finding a curve that interpolates a given set of points in a reasonably smooth way. For instance, consider the situation where we are given two line segments in  $\mathbb{R}^2$  with known slopes and endpoints as in the figure below, and suppose we want to find a curve joining them.



One method often employed in this problem is to find a polynomial

$$f(t) = a_0 + a_1t + a_2t^2 + a_3t^3$$

such that

$$\begin{cases} f(0) = y_1 \\ f(1) = y_2 \\ f'(0) = m_1 \\ f'(1) = m_2 \end{cases}, \quad (\diamond)$$

where  $y_1, y_2, m_1, m_2$  are numbers and  $f'(t) = a_1 + 2a_2t + 3a_3t^2$  is the derivative of  $f(t)$ .

**(a)** By regarding  $a_0, a_1, a_2, a_3$  as variables, write down the linear system  $(\diamond)$  in matrix form.

(b) Solve the system  $(\diamond)$  for  $a_0, a_1, a_2, a_3$ . In other words, determine the formulas for  $a_0, a_1, a_2, a_3$  in terms of  $y_1, y_2, m_1, m_2$ .

(c) Find a polynomial  $f(t)$  of degree at most 3 such that

$$f(0) = 2, \quad f(1) = 2, \quad f'(0) = 3, \quad f'(1) = -2.$$

**Q3.** (10 points) Consider the following linear transformations:

- $T : \mathbb{R}^2 \rightarrow \mathbb{R}^2$  reflects any vector about the line  $y = x$ .
- $S : \mathbb{R}^2 \rightarrow \mathbb{R}^2$  rotates any vector through an angle of  $45^\circ$  in the counter-clockwise direction.

(a) Find the matrices of  $T$  and  $S$ , respectively.

(That is, find the matrix  $A$  such that  $T(\vec{x}) = A\vec{x}$  and the matrix  $B$  such that  $S(\vec{x}) = B\vec{x}$ .)

(b) Find the matrix  $C$  of the composition  $T \circ S \circ T$ .

(That is, find the matrix  $C$  such that  $(T \circ S \circ T)(\vec{x}) = C\vec{x}$ .)

(c) You are given that the composition  $T \circ S \circ T$  reduces to one of the geometric transformations discussed in class. Interpret the transformation  $T \circ S \circ T$  geometrically.

**Q4.** (10 points) Let  $T$  be a linear transformation from  $\mathbb{R}^2$  to  $\mathbb{R}^3$  such that

$$T \begin{bmatrix} 3 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ -2 \\ 7 \end{bmatrix} \quad \text{and} \quad T \begin{bmatrix} 5 \\ 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 4 \\ 6 \end{bmatrix}.$$

Let  $A$  be the matrix of  $T$ , i.e.,  $A$  is the matrix such that  $T(\vec{x}) = A\vec{x}$ .

(a) Compute  $T \begin{bmatrix} 8 \\ 3 \end{bmatrix}$ .

(b) What is the matrix product  $A \begin{bmatrix} 3 & 5 \\ 1 & 2 \end{bmatrix}$ ? Briefly explain why.

(c) Determine the matrix  $A$ .

**Q5.** (15 points) For each of the following problems, determine whether a matrix with the given properties exists or not. If such a matrix exists, then provide an example and briefly explain why your choice of matrix has the desired properties. Otherwise, use the results from class to explain why there is no such matrix.

(a) A  $3 \times 2$  matrix  $A$  such that the system  $A\vec{x} = \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix}$  has a unique solution.

(b) A  $2 \times 2$  matrix  $A$  such that  $A \begin{bmatrix} 1 & 3 \\ 2 & 6 \end{bmatrix} = \begin{bmatrix} 1 & -1 \\ 2 & -2 \end{bmatrix}$ .

(c) A  $2 \times 2$  matrix  $A$  such that  $A \neq I_2$  but  $A^5 = I_2$ .  
(Here,  $A^5 = AAAAA$  denotes the product of five  $A$ 's, and  $I_n$  is the  $n \times n$  identity matrix.)



(d) An invertible  $2 \times 2$  matrix  $A$  such that  $\begin{bmatrix} 1 & 3 \\ 3 & 9 \end{bmatrix} A$  is also invertible.

(e) A  $2 \times 2$  matrix  $A$  such that  $kI_2 - A$  is invertible for all  $k$  in  $\mathbb{R}$ .