

Handwritten HW 1

False.

- 1) There does NOT exist a 2×2 matrix A such that $A \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 3 \\ 1 \end{pmatrix}$ and $A \begin{pmatrix} 3 \\ 3 \end{pmatrix} = \begin{pmatrix} 1 \\ 3 \end{pmatrix}$ because

$$A \begin{pmatrix} 3 \\ 3 \end{pmatrix} = A \left(3 \begin{pmatrix} 1 \\ 1 \end{pmatrix} \right) \underset{\uparrow}{=} 3 A \begin{pmatrix} 1 \\ 1 \end{pmatrix} = 3 \begin{pmatrix} 3 \\ 1 \end{pmatrix} = \begin{pmatrix} 9 \\ 3 \end{pmatrix} \neq \begin{pmatrix} 1 \\ 3 \end{pmatrix},$$

2-nd linearity property of multiplication of a vector by a matrix

False.

- 2) There do NOT exist scalars a, b such that the column of the matrix

$$A = \begin{pmatrix} 0 & 1 & a \\ -1 & 0 & b \\ -a & b & 0 \end{pmatrix} \text{ span the whole of } \mathbb{R}^3$$

because the echelon forms of A do not have a pivot in every row. Indeed

$$A \sim \begin{pmatrix} -1 & 0 & b \\ 0 & 1 & a \\ -a & b & 0 \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & -b \\ 0 & 1 & a \\ 0 & -b & ab \end{pmatrix} \begin{array}{l} \text{Add } bR_2 \text{ to } R_3 \\ \text{interchange } R_1 \text{ and } R_2 \\ \text{Multiply } R_1 \text{ by } -1 \\ \text{Add } aR_1 \text{ to } R_3 \end{array}$$

$$\begin{pmatrix} 1 & 0 & -b \\ 0 & 1 & a \\ 0 & 0 & 0 \end{pmatrix}$$

only two pivot positions,

3) True!
If $\vec{w} = c_1 \vec{v} + c_2 \vec{w}$ and
 $\vec{v} = a_1 \vec{p} + a_2 \vec{q} + a_3 \vec{r}$, then

$$\begin{aligned}\vec{w} &= c_1(a_1 \vec{p} + a_2 \vec{q} + a_3 \vec{r}) + c_2 \vec{w} = \\ &= (c_1 a_1) \vec{p} + (c_1 a_2) \vec{q} + (c_1 a_3) \vec{r} + c_2 \vec{w}\end{aligned}$$

So \vec{w} is a linear combination of
 \vec{p} , \vec{q} , \vec{r} and \vec{w} ,

4) True. If A is a 4×3 matrix, then
it has at most 3 pivot positions,
since each column contains at most one
pivot position. Hence, the fourth row of
an echelon form of A must be a zero row.
So A does not have a pivot position in every row.
So there exists a vector \vec{b} in \mathbb{R}^4 ,
such that $A\vec{x} = \vec{b}$ is inconsistent.

True.

5) If A is a 4×3 matrix with a pivot position in every column, then the homogeneous system $A\vec{x} = \vec{0}$ has only the trivial solution $\vec{x} = \vec{0}$.

If $A\vec{v} = A\vec{w}$, then

$$A(\vec{v} - \vec{w}) = A\vec{v} - A\vec{w} = \vec{0},$$

so $\vec{v} - \vec{w} = \vec{0}$ and hence $\vec{v} = \vec{w}$.

6) True. " $A\vec{x} = \vec{0}$ " has only the trivial sol'n implies that A has a pivot position in every column. Since A is an $n \times n$ square matrix, the row reduced echelon form of A is the $n \times n$ identity matrix I_n . Similarly the row reduced echelon form of B is I_n . Now, elementary row operations are reversible, so there is a finite sequence of elementary row operations taking I_n (back) to B . Performing these after the

$$A \xrightarrow[\text{E.R.O.}]{\text{finite seq of}} I_n \xrightarrow[\text{E.R.O.}]{\text{finite seq of}} B$$

row reduction of A to I_n we get a sequence of E.R.O.'s taking A to B .

7) True.

If $B = \begin{pmatrix} 1 & 0 & 3 \\ 0 & 1 & 2 \\ 0 & 0 & 0 \end{pmatrix}$ is the row reduced

echelon form of $A = (\vec{u} \ \vec{v} \ \vec{w})$, then

$A\vec{x} = \vec{0}$ and $B\vec{x} = \vec{0}$ have the same set of solutions. Now

$$B \begin{pmatrix} 3 \\ 2 \\ -1 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}. \text{ Hence}$$

$$\begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} = A \begin{pmatrix} 3 \\ 2 \\ -1 \end{pmatrix} = 3\vec{u} + 2\vec{v} - \vec{w}.$$

$$\text{So } \vec{w} = 3\vec{u} + 2\vec{v}.$$

8) True.

If \vec{w} belongs to $\text{span}\{\vec{t}, \vec{u}, \vec{v}\}$ then

there exist scalars c_1, c_2, c_3 , such that

$$(*) \quad \vec{w} = c_1 \vec{t} + c_2 \vec{u} + c_3 \vec{v}.$$

If $c_3 = 0$, then \vec{w} belongs to $\text{span}\{\vec{t}, \vec{u}\}$.

We are given that \vec{w} does not " " " .

Hence, $c_3 \neq 0$. Thus, we can divide both sides of $(*)$ by c_3 and solve for \vec{v} to

$$\text{get } \vec{v} = \left(\frac{1}{c_3}\right) \vec{w} - \left(\frac{c_1}{c_3}\right) \vec{t} - \left(\frac{c_2}{c_3}\right) \vec{u}.$$

So \vec{v} belongs to $\text{span}\{\vec{t}, \vec{u}, \vec{w}\}$.