

① (a)
$$\begin{pmatrix} 2 & 0 & -1 & -1 \\ 3 & 1 & 2 & 5 \\ -4 & 0 & 4 & 11 \end{pmatrix} \xrightarrow{\substack{R_2 = 2R_2 - 3R_1 \\ R_3 = R_3 + 2R_1}} \begin{pmatrix} 2 & 0 & -1 & -1 \\ 0 & 2 & 7 & 13 \\ 0 & 0 & 2 & 9 \end{pmatrix} \leftarrow \text{REF!}$$

Note: This is different-looking than the in-class examples, but it's a valid way to zero an entry without fractions.

$$\begin{aligned} R_2 &= 2 \langle 3, 1, 2, 5 \rangle - 3 \langle 2, 0, -1, -1 \rangle \\ &= \langle 6, 2, 4, 10 \rangle - \langle 6, 0, -3, -3 \rangle \\ &= \langle 0, 2, 7, 13 \rangle \end{aligned}$$

(b)
$$\begin{pmatrix} 1 & 0 & 0 & -3/4 \\ 0 & 1 & 0 & 33/4 \\ 0 & 0 & 1 & -1/2 \end{pmatrix}$$

(c)
$$\begin{aligned} 2x_1 - x_3 &= -1 \\ 3x_1 + x_2 + 2x_3 &= 5 \\ -4x_1 + 4x_3 &= 11 \end{aligned}$$

(d) yes. By (b), it has a unique solution: $\vec{x} = \langle -3/4, 33/4, -1/2 \rangle$.

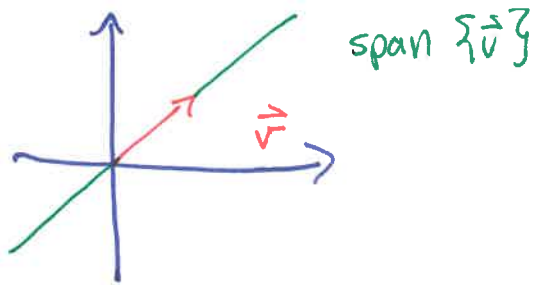
(e) There is only one solution, so no parametric vector form!

(f) False. A is row-equivalent to exactly one RREF matrix, so since (b) doesn't equal $\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}$, this is false.

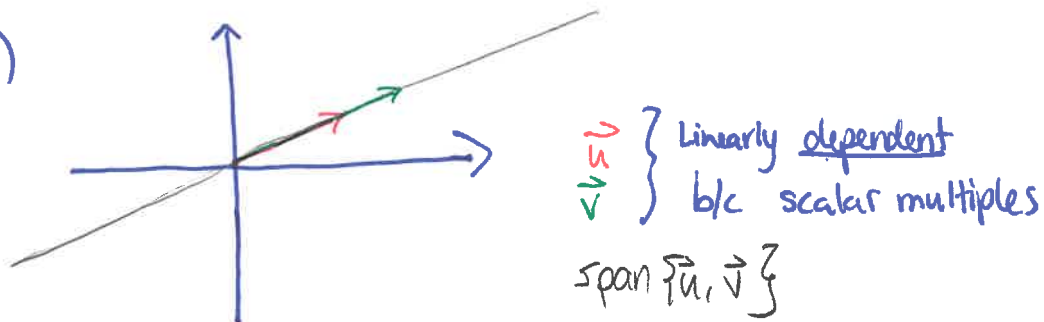
↑ ...and any other matrix!

□

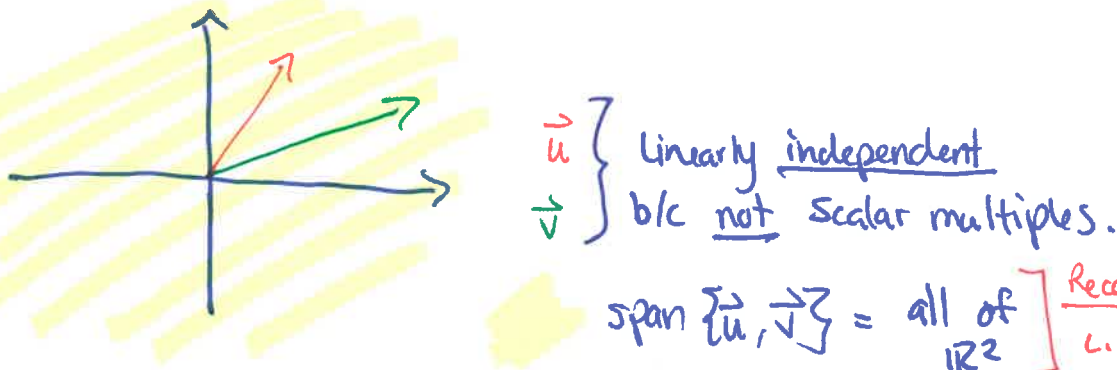
2. (a)



(b)

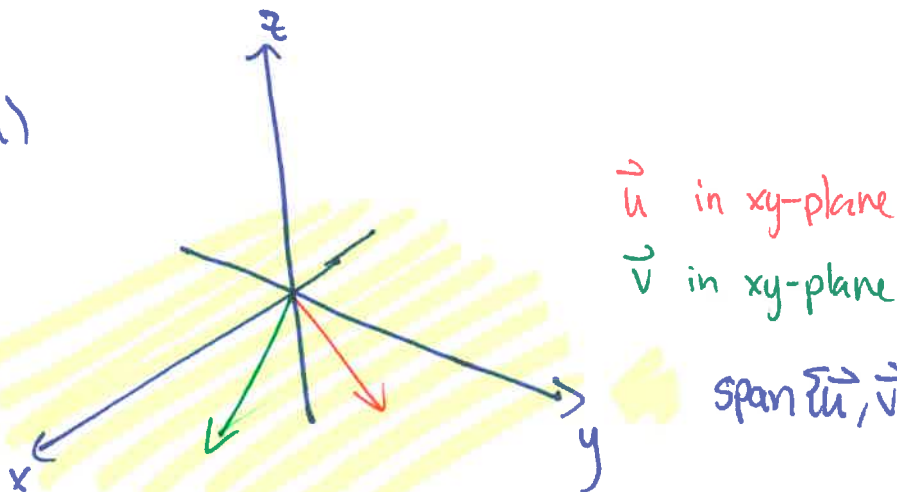


(c)



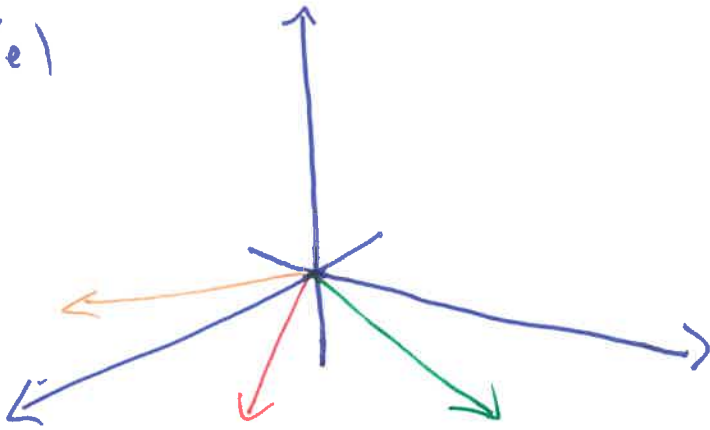
Recall: Two vectors are L.I. if span = 2-dim, but only 2-dim "subspace" in \mathbb{R}^2 is \mathbb{R}^2 itself. (If you drew some sort of "infinite parallelogram", that'd be okay!)

(d)



2 (Continued)

(e)

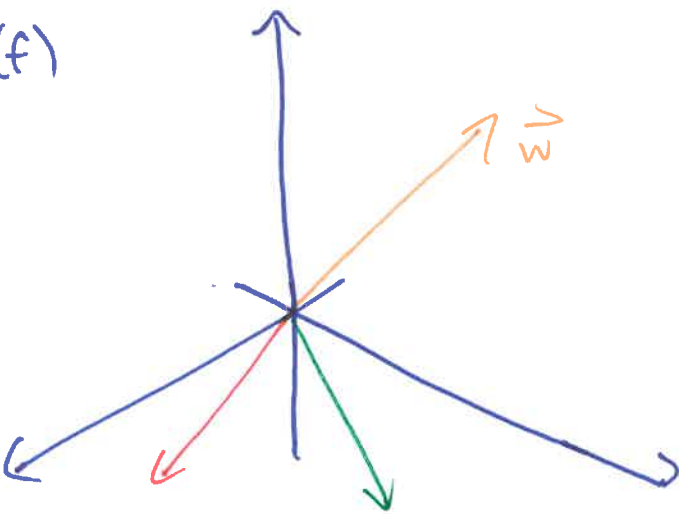


\vec{u} in xy -plane
 \vec{v} in xy -plane
 \vec{w} in xy -plane

L.I. b/c not scalar multiples!

$= \text{span}\{\vec{u}, \vec{v}\}$ (see (d))

(f)



\vec{u} in xy -plane
 \vec{v} in xy -plane
 \vec{w} not in xy -plane

L.I. as in (e)!

3. (a) B is 3×2 , so BC exists $\Leftrightarrow C$ is $2 \times m$
 CB doesn't exist $\Leftrightarrow C$ not $n \times 3$.

So, let $C = \begin{pmatrix} 0 & 1 & 1 & 1 \\ 1 & 0 & 1 & 1 \end{pmatrix} = 2 \times 4$: BC exists (3×4)
 CB doesn't.

(b) let D be a nonzero, non-identity matrix which is 2×3 , e.g.

$$D = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{pmatrix}. \text{ Then } BD = \begin{pmatrix} 1 & 2 & 3 \\ -4 & -5 & -6 \\ -2 & -4 & -6 \end{pmatrix} \text{ \& } DB = \begin{pmatrix} -5 & -2 \\ -8 & -5 \end{pmatrix}$$

(c) Any example that isn't $2 \times m$ or $n \times 3$ will work, e.g.

$$E = \begin{pmatrix} 3 \\ 1 \\ 1 \end{pmatrix}.$$

(d). This one is harder.:) \rightarrow For $FB = 2 \times 2$ to hold, F must

be 2×3 . let $F = \begin{pmatrix} a & b & c \\ d & e & g \end{pmatrix}$. Then want: $\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$

$$FB = \begin{pmatrix} a & b & c \\ d & e & g \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & -1 \\ -2 & 0 \end{pmatrix} = \left(\begin{array}{cc|c} a-2c & -b & \\ \hline d-2g & -e & \end{array} \right),$$

so we have

$$\begin{aligned} a-2c &= 1, & -b &= 0 \\ d-2g &= 0, & -e &= 1. \end{aligned}$$

Hence:

$$\begin{aligned} a &= 1+2c \\ b &= 0 \\ c &= \text{free} \\ d &= 2g \\ e &= -1 \\ g &= \text{free} \end{aligned}$$

} will work.

Ex: let $c=1$ & $g=3$. Then

$$\overline{4} F = \begin{pmatrix} 3 & 0 & 1 \\ 6 & 0 & 3 \end{pmatrix} \text{ \& } FB = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}.$$

3(d) Cont'd.

Note: $F = 2 \times 3 \Rightarrow BF$ exists, but $BF = \begin{pmatrix} 3 & 0 & 1 \\ -6 & 1 & -3 \\ -6 & 0 & -2 \end{pmatrix}$

is not the identity. (F is what we'd call a "pseudo inverse" for B.)

(e) write $\vec{w} = \langle a, b, c \rangle$. Then $\vec{v} \cdot \vec{w} = 7 \Leftrightarrow \del{2a+b-3c=7}
 $2a+b-3c=7$.$

This is a plane in \mathbb{R}^3 , so anything on that plane will work.

Easy method: let 2 vars = 0 & solve for 3rd, e.g. if $a=0=b$,

then $-3c=7 \Leftrightarrow c = -\frac{7}{3}$. So $\langle 0, 0, -\frac{7}{3} \rangle$ works.

(f) Anything not a scalar multiple of $\langle 2, 1, -3 \rangle$, e.g.
 $\langle 1, 2, 3 \rangle$.

(g) Anything that is a scalar multiple of $\langle 2, 1, -3 \rangle$, e.g.
 $\langle 0, 0, 0 \rangle$.

(h). $\{\vec{v}, \vec{0}, \vec{k}\}$ always linearly dependent b/c $\vec{0}$ in there,
so e.g. $\langle 1, 1, 1 \rangle$.

4. Before going, we put A into REF:

$$\begin{pmatrix} -1 & -2 & -3 \\ 7 & 8 & 9 \\ h & -5 & -6 \end{pmatrix} \xrightarrow{\substack{R_2 = R_2 + 7R_1 \\ R_3 = R_3 + hR_1}} \begin{pmatrix} -1 & -2 & -3 \\ 0 & -6 & -12 \\ 0 & -5-2h & -6-3h \end{pmatrix}$$

$$\begin{aligned} R_2 &= R_2 / -6 \\ R_1 &= -R_1 \end{aligned}$$

$$\begin{pmatrix} 1 & 2 & 3 \\ 0 & 1 & 2 \\ 0 & 0 & h-4 \end{pmatrix} \xleftarrow{R_3 = R_3 + (5+2h)R_2} \begin{pmatrix} 1 & 2 & 3 \\ 0 & 1 & 2 \\ 0 & -5-2h & -6-3h \end{pmatrix}$$

$$\begin{aligned} -6 - 3h + 2(5+2h) \\ -6 + 10 - 3h + 4h \\ -4 + h \end{aligned}$$

↑
REF!

(a) $A\vec{x} = \vec{0}$ has only the trivial solution when the augmented matrix $\begin{pmatrix} 1 & 2 & 3 & | & 0 \\ 0 & 1 & 2 & | & 0 \\ 0 & 0 & h-4 & | & 0 \end{pmatrix}$ has a solution but no free variables.

(i)

(ii)

Ans:

(i) is always true; (ii) $\Rightarrow h-4 \neq 0$. Hence, $A\vec{x} = \vec{0}$ has only trivial solution when $h \neq 4$.

(b) $A\vec{x} = \vec{0}$ has nontrivial solutions when $h-4 = 0 \Rightarrow \boxed{h=4}$.

(c) $\{\vec{c}_1, \vec{c}_2, \vec{c}_3, \vec{u}\}$ never L.I. b/c 4 vectors $>$ 3 components per vector.

(d) See (c).

(e) See (c) & (d).

(f) See (c), (d), (e).

Also: If $n=4$, then $\vec{r}_3 = \vec{0} \Rightarrow \{\dots, \vec{r}_3, \dots\}$
automatically L.D.