## Math 1553 Supplement §3.5-3.7, 3.9, 4.1 Solutions

**1.** Justify why each of the following true statements can be checked without row reduction.

a) 
$$\left\{ \begin{pmatrix} 3\\3\\4 \end{pmatrix}, \begin{pmatrix} 0\\0\\\pi \end{pmatrix}, \begin{pmatrix} 0\\\sqrt{2}\\0 \end{pmatrix} \right\}$$
 is linearly independent.  
b)  $\left\{ \begin{pmatrix} 3\\3\\4 \end{pmatrix}, \begin{pmatrix} 0\\10\\20 \end{pmatrix}, \begin{pmatrix} 0\\5\\7 \end{pmatrix} \right\}$  is linearly independent.  
c)  $\left\{ \begin{pmatrix} 3\\3\\4 \end{pmatrix}, \begin{pmatrix} 0\\10\\20 \end{pmatrix}, \begin{pmatrix} 0\\5\\7 \end{pmatrix}, \begin{pmatrix} 0\\0\\1 \end{pmatrix} \right\}$  is linearly dependent.

## Solution.

a) You can eyeball linear independence: if

$$x \begin{pmatrix} 3\\3\\4 \end{pmatrix} + y \begin{pmatrix} 0\\0\\\pi \end{pmatrix} + z \begin{pmatrix} 0\\\sqrt{2}\\0 \end{pmatrix} = \begin{pmatrix} 3x\\3x + y\sqrt{2}\\4x + \pi z \end{pmatrix} = \begin{pmatrix} 0\\0\\0 \end{pmatrix}$$

then x = 0, so y = z = 0 too.

**b)** Since the first coordinate of  $\begin{pmatrix} 3\\3\\4 \end{pmatrix}$  is nonzero,  $\begin{pmatrix} 3\\3\\4 \end{pmatrix}$  cannot be in the span of  $\begin{pmatrix} 0\\10\\20 \end{pmatrix}$ ,  $\begin{pmatrix} 0\\5\\7 \end{pmatrix}$ . And  $\begin{pmatrix} 0\\10\\20 \end{pmatrix}$  is not in the span of  $\begin{pmatrix} 0\\5\\7 \end{pmatrix}$  because it is not a

multiple. Hence the span gets bigger each time you add a vector, so they're linearly independent.

**c)** Any four vectors in **R**<sup>3</sup> are linearly dependent; you don't need row reduction for that.

100`

150

100

180`

50

200

**2.** Consider the colors on the right. For which *h* is

$$\left\{ \begin{pmatrix} 180\\50\\200 \end{pmatrix}, \begin{pmatrix} 100\\150\\100 \end{pmatrix}, \begin{pmatrix} 116\\130\\h \end{pmatrix} \right\}$$

linearly dependent? What does that say about the corresponding color?

$$h = \begin{bmatrix} 40 \\ 80 \end{bmatrix} \begin{bmatrix} 120 \\ 160 \end{bmatrix} \begin{bmatrix} 200 \\ 240 \end{bmatrix}$$

## Solution.

The vectors

$$\begin{pmatrix} 180\\ 50\\ 200 \end{pmatrix}, \quad \begin{pmatrix} 100\\ 150\\ 100 \end{pmatrix}, \quad \begin{pmatrix} 116\\ 130\\ h \end{pmatrix}$$

are linearly dependent if and only if the vector equation

$$x \begin{pmatrix} 180\\50\\200 \end{pmatrix} + y \begin{pmatrix} 100\\150\\100 \end{pmatrix} + z \begin{pmatrix} 116\\130\\h \end{pmatrix} = \begin{pmatrix} 0\\0\\0 \end{pmatrix}$$

has a nonzero solution. This translates into the matrix

$$\begin{pmatrix} 180 & 100 & 116 \\ 50 & 150 & 130 \\ 200 & 100 & h \end{pmatrix} \xrightarrow{\text{rref}} \begin{pmatrix} 1 & 0 & .2 \\ 0 & 1 & .8 \\ 0 & 0 & h - 120 \end{pmatrix},$$

which has a free variable if and only if h = 120.

Suppose now that h = 120. The parametric form for the solution the above vector equation is

$$\begin{array}{l} x = -.2z \\ y = -.8z. \end{array}$$

Taking z = 1 gives the linear combination

$$-.2\binom{180}{50} - .8\binom{100}{150} + \binom{116}{130} = \binom{0}{0}.$$

In terms of colors:

$$\begin{pmatrix} 116\\130\\120 \end{pmatrix} = \frac{1}{5} \begin{pmatrix} 180\\50\\200 \end{pmatrix} + \frac{4}{5} \begin{pmatrix} 100\\150\\100 \end{pmatrix} = \begin{pmatrix} 36\\10\\40 \end{pmatrix} + \begin{pmatrix} 80\\120\\80 \end{pmatrix}$$

**3.** Find bases for the column space and the null space of

$$A = \begin{pmatrix} 0 & 1 & -3 & 1 & 0 \\ 1 & -1 & 8 & -7 & 1 \\ -1 & -2 & 1 & 4 & -1 \end{pmatrix}.$$

# Solution.

The RREF of  $(A \mid 0)$  is

$$\begin{pmatrix} 1 & 0 & 5 & -6 & 1 & | & 0 \\ 0 & 1 & -3 & 1 & 0 & | & 0 \\ 0 & 0 & 0 & 0 & 0 & | & 0 \end{pmatrix},$$

so  $x_3, x_4, x_5$  are free, and

To find a basis for Col *A*, we use the pivot columns as they were written in the *original* matrix *A*, not its RREF. These are the first two columns:

$$\left\{ \begin{pmatrix} 0\\1\\-1 \end{pmatrix}, \begin{pmatrix} 1\\-1\\-2 \end{pmatrix} \right\}.$$

**4.** Find a basis for the subspace V of  $\mathbf{R}^4$  given by

$$V = \left\{ \begin{pmatrix} x \\ y \\ z \\ w \end{pmatrix} \text{ in } \mathbf{R}^4 \mid x + 2y - 3z + w = 0 \right\}.$$

### Solution.

*V* is Nul *A* for the 1×4 matrix  $A = \begin{pmatrix} 1 & 2 & -3 & 1 \end{pmatrix}$ . The augmented matrix  $\begin{pmatrix} A & 0 \end{pmatrix} = \begin{pmatrix} 1 & 2 & -3 & 1 & 0 \end{pmatrix}$  gives x = -2y + 3z - w where *y*, *z*, *w* are free variables. The parametric vector form for the solution set to Ax = 0 is

$$\begin{pmatrix} x \\ y \\ z \\ w \end{pmatrix} = \begin{pmatrix} -2y + 3z - w \\ y \\ z \\ w \end{pmatrix} = y \begin{pmatrix} -2 \\ 1 \\ 0 \\ 0 \end{pmatrix} + z \begin{pmatrix} 3 \\ 0 \\ 1 \\ 0 \end{pmatrix} + w \begin{pmatrix} -1 \\ 0 \\ 0 \\ 1 \end{pmatrix}.$$

Therefore, a basis for V is

$$\left\{ \begin{pmatrix} -2\\1\\0\\0 \end{pmatrix}, \begin{pmatrix} 3\\0\\1\\0 \end{pmatrix}, \begin{pmatrix} -1\\0\\0\\1 \end{pmatrix} \right\}.$$

- **5.** a) True or false: If *A* is an  $m \times n$  matrix and Nul(*A*) =  $\mathbb{R}^n$ , then Col(*A*) = {0}.
  - **b)** Give an example of  $2 \times 2$  matrix whose column space is the same as its null space.

#### Solution.

a) If  $Nul(A) = \mathbf{R}^n$  then Ax = 0 for all x in  $\mathbf{R}^n$ , so the only element in Col(A) is {0}. Alternatively, the rank theorem says

 $\dim(\operatorname{Col} A) + \dim(\operatorname{Nul} A) = n \implies \dim(\operatorname{Col} A) + n = n \implies \dim(\operatorname{Col} A) = 0 \implies \operatorname{Col} A = \{0\}.$ 

- **b)** Take  $A = \begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix}$ . Its null space and column space are Span $\left\{ \begin{pmatrix} 1 \\ 0 \end{pmatrix} \right\}$ .
- **6.** For each matrix *A*, describe what the transformation T(x) = Ax does to  $\mathbb{R}^3$  geometrically.

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

## Solution.

a) We compute

$$T\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} -x \\ y \\ z \end{pmatrix}.$$

This is the reflection over the yz-plane.

**b)** We compute

$$T\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ z \end{pmatrix}.$$

This is projection onto the *z*-axis.