

Answer Key for Exam #1

1. The lengths of $\begin{pmatrix} 1 \\ 1 \\ 1 \\ 0 \\ 1 \end{pmatrix}$ and $\begin{pmatrix} 1 \\ 1 \\ 2 \\ 1 \end{pmatrix}$ are $\sqrt{1^2 + 1^2 + 1^2 + 0^2 + 1^2} = \sqrt{4} = 2$ and $\sqrt{1^2 + 1^2 + 1^2 + 2^2 + 1^2} = \sqrt{8} = 2\sqrt{2}$ respectively. The dot product of the vectors is $1 + 1 + 1 + 0 + 1 = 4$, so the angle θ between them satisfies $\cos \theta = \frac{4}{2 \cdot 2\sqrt{2}} = \frac{1}{\sqrt{2}}$. Therefore $\theta = \frac{\pi}{4}$, or 45° .

2. We use elimination on an augmented matrix. First two steps: subtract the first row from the second, and three times the first row from the third. Next two steps: multiply the second row by -1 , and then add twice the second row to the third. This gives

$$\left(\begin{array}{cccc} 1 & 4 & 5 & 3 \\ 1 & 2 & 8 & -5 \\ 3 & 8 & 2 & -45 \end{array} \right) \rightarrow \left(\begin{array}{cccc} 1 & 4 & 5 & 3 \\ 0 & -2 & 3 & -8 \\ 0 & -4 & -13 & -54 \end{array} \right) \rightarrow \left(\begin{array}{cccc} 1 & 4 & 5 & 3 \\ 0 & 2 & -3 & 8 \\ 0 & 0 & -19 & -38 \end{array} \right).$$

The third equation gives $x_3 = 2$. Then the second equation becomes $2x_2 - 6 = 8$ or $x_2 - 3 = 4$, so $x_2 = 7$. Finally the first equation becomes $x_1 + 28 + 10 = 3$, so $x_1 = -35$.

3(a) Step 1: subtract twice the first row of A from the others. Step 2: subtract twice the new second row from the new third row. This gives

$$A = \begin{pmatrix} 2 & 1 & 2 \\ 4 & 4 & 5 \\ 4 & 6 & 9 \end{pmatrix} \rightarrow \begin{pmatrix} 2 & 1 & 2 \\ 0 & 2 & 1 \\ 0 & 4 & 5 \end{pmatrix} \rightarrow \begin{pmatrix} 2 & 1 & 2 \\ 0 & 2 & 1 \\ 0 & 0 & 3 \end{pmatrix} = U.$$

Step 1 puts 2's in the second and third rows of column 1 of L , and step 2 puts a 2 in the third row of column 2 of L , so $L = \begin{pmatrix} 1 & 0 & 0 \\ 2 & 1 & 0 \\ 2 & 2 & 1 \end{pmatrix}$ and $A = LU$.

3(b) We may now solve $A\vec{x} = \begin{pmatrix} 6 \\ 18 \\ 18 \end{pmatrix}$ in two steps. First we solve $L\vec{y} = \vec{b}$, which in this case is

$$\begin{pmatrix} 1 & 0 & 0 \\ 2 & 1 & 0 \\ 2 & 2 & 1 \end{pmatrix} \begin{pmatrix} y_1 \\ y_2 \\ y_3 \end{pmatrix} = \begin{pmatrix} 6 \\ 18 \\ 18 \end{pmatrix},$$

and we get $y_1 = 6$; $12 + y_2 = 18$, so $y_2 = 6$; and $12 + 12 + y_3 = 18$, so $y_3 = -6$. Then we solve $U\vec{x} = \vec{y}$, which in this case is

$$\begin{pmatrix} 2 & 1 & 2 \\ 0 & 2 & 1 \\ 0 & 0 & 3 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 6 \\ 6 \\ -6 \end{pmatrix}.$$

Here we have $x_3 = -2$; $2x_2 - 2 = 6$ so $x_2 = 4$; and $2x_1 + 4 - 4 = 6$ so $x_1 = 3$.

3(c) We have to reduce $[L \ I]$ to $[I \ L^{-1}]$ by row operations, which is not too hard:

$$\left(\begin{array}{ccc|ccc} 1 & 0 & 0 & 1 & 0 & 0 \\ 2 & 1 & 0 & 0 & 1 & 0 \\ 2 & 2 & 1 & 0 & 0 & 1 \end{array} \right) \rightarrow \left(\begin{array}{ccc|ccc} 1 & 0 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & -2 & 1 & 0 \\ 0 & 2 & 1 & -2 & 0 & 1 \end{array} \right) \rightarrow \left(\begin{array}{ccc|ccc} 1 & 0 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & -2 & 1 & 0 \\ 0 & 0 & 1 & 2 & -2 & 1 \end{array} \right).$$

Finding U^{-1} is a little more work because not all the pivots are 1. I'll try to avoid fractions:

$$\begin{aligned} \begin{pmatrix} 2 & 1 & 2 & 1 & 0 & 0 \\ 0 & 2 & 1 & 0 & 1 & 0 \\ 0 & 0 & 3 & 0 & 0 & 1 \end{pmatrix} &\longrightarrow \begin{pmatrix} 6 & 3 & 6 & 3 & 0 & 0 \\ 0 & 6 & 3 & 0 & 3 & 0 \\ 0 & 0 & 3 & 0 & 0 & 1 \end{pmatrix} \longrightarrow \begin{pmatrix} 6 & 3 & 0 & 3 & 0 & -2 \\ 0 & 6 & 0 & 0 & 3 & -1 \\ 0 & 0 & 3 & 0 & 0 & 1 \end{pmatrix} \\ &\longrightarrow \begin{pmatrix} 12 & 6 & 0 & 6 & 0 & -4 \\ 0 & 6 & 0 & 0 & 3 & -1 \\ 0 & 0 & 3 & 0 & 0 & 1 \end{pmatrix} \longrightarrow \begin{pmatrix} 12 & 0 & 0 & 6 & -3 & -3 \\ 0 & 6 & 0 & 0 & 3 & -1 \\ 0 & 0 & 3 & 0 & 0 & 1 \end{pmatrix} \\ &\longrightarrow \begin{pmatrix} 12 & 0 & 0 & 6 & -3 & -3 \\ 0 & 12 & 0 & 0 & 6 & -2 \\ 0 & 0 & 12 & 0 & 0 & 4 \end{pmatrix}. \end{aligned}$$

Therefore $L^{-1} = \begin{pmatrix} 1 & 0 & 0 \\ -2 & 1 & 0 \\ 2 & -2 & 1 \end{pmatrix}$ and $U^{-1} = \frac{1}{12} \begin{pmatrix} 6 & -3 & -3 \\ 0 & 6 & -2 \\ 0 & 0 & 4 \end{pmatrix}$.

3(d) Since $A = LU$ and L and U are both invertible, we have $A^{-1} = (LU)^{-1} = U^{-1}L^{-1}$. Therefore

$$A^{-1} = \frac{1}{12} \begin{pmatrix} 6 & -3 & -3 \\ 0 & 6 & -2 \\ 0 & 0 & 4 \end{pmatrix} \begin{pmatrix} 1 & 0 & 0 \\ -2 & 1 & 0 \\ 2 & -2 & 1 \end{pmatrix} = \frac{1}{12} \begin{pmatrix} 6 & 3 & -3 \\ -16 & 10 & -2 \\ 8 & -8 & 4 \end{pmatrix}.$$

4. We have

$$\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}^{-1} = \frac{1}{1 \cdot 4 - 2 \cdot 3} \begin{pmatrix} 4 & -2 \\ -3 & 1 \end{pmatrix} \quad \text{and} \quad \begin{pmatrix} 5 & 6 \\ 7 & 8 \end{pmatrix}^{-1} = \frac{1}{5 \cdot 8 - 6 \cdot 7} \begin{pmatrix} 8 & -6 \\ -7 & 5 \end{pmatrix},$$

so you might guess that $A^{-1} = \frac{1}{2} \begin{pmatrix} -4 & 2 & 0 & 0 \\ 3 & -1 & 0 & 0 \\ 0 & 0 & -8 & 6 \\ 0 & 0 & 7 & -5 \end{pmatrix}$, and once guessed this is easy to check:

$$\frac{1}{2} \begin{pmatrix} -4 & 2 & 0 & 0 \\ 3 & -1 & 0 & 0 \\ 0 & 0 & -8 & 6 \\ 0 & 0 & 7 & -5 \end{pmatrix} \begin{pmatrix} 1 & 2 & 0 & 0 \\ 3 & 4 & 0 & 0 \\ 0 & 0 & 5 & 6 \\ 0 & 0 & 7 & 8 \end{pmatrix} = \frac{1}{2} \begin{pmatrix} 2 & 0 & 0 & 0 \\ 0 & 2 & 0 & 0 \\ 0 & 0 & 2 & 0 \\ 0 & 0 & 0 & 2 \end{pmatrix} = I.$$

Alternatively we can use row operations to reduce $[A \ I]$ to $[I \ A^{-1}]$. I'll try to avoid fractions: subtract three times the first row from the second, and multiply the fourth row by 5 to get

$$\begin{pmatrix} 1 & 2 & 0 & 0 & 1 & 0 & 0 & 0 \\ 3 & 4 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 5 & 6 & 0 & 0 & 1 & 0 \\ 0 & 0 & 7 & 8 & 0 & 0 & 0 & 1 \end{pmatrix} \longrightarrow \begin{pmatrix} 1 & 2 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & -2 & 0 & 0 & -3 & 1 & 0 & 0 \\ 0 & 0 & 5 & 6 & 0 & 0 & 1 & 0 \\ 0 & 0 & 35 & 40 & 0 & 0 & 0 & 5 \end{pmatrix}.$$

Next add the second row to the first, and subtract 7 times the third row from the fourth:

$$\begin{pmatrix} 1 & 2 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & -2 & 0 & 0 & -3 & 1 & 0 & 0 \\ 0 & 0 & 5 & 6 & 0 & 0 & 1 & 0 \\ 0 & 0 & 35 & 40 & 0 & 0 & 0 & 5 \end{pmatrix} \longrightarrow \begin{pmatrix} 1 & 0 & 0 & 0 & -2 & 1 & 0 & 0 \\ 0 & -2 & 0 & 0 & -3 & 1 & 0 & 0 \\ 0 & 0 & 5 & 6 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -2 & 0 & 0 & -7 & 5 \end{pmatrix}.$$

The last key step is to add three times the fourth row to the third. Let's also multiply the first row by 2 and the second row by -1 :

$$\begin{pmatrix} 1 & 0 & 0 & 0 & -2 & 1 & 0 & 0 \\ 0 & -2 & 0 & 0 & -3 & 1 & 0 & 0 \\ 0 & 0 & 5 & 6 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -2 & 0 & 0 & -7 & 5 \end{pmatrix} \longrightarrow \begin{pmatrix} 2 & 0 & 0 & 0 & -4 & 2 & 0 & 0 \\ 0 & 2 & 0 & 0 & 3 & -1 & 0 & 0 \\ 0 & 0 & 5 & 0 & 0 & 0 & -20 & 15 \\ 0 & 0 & 0 & -2 & 0 & 0 & -7 & 5 \end{pmatrix}.$$

Finally, multiply the fourth row by -1 and the third row by $\frac{2}{5}$:

$$\begin{pmatrix} 2 & 0 & 0 & 0 & -4 & 2 & 0 & 0 \\ 0 & 2 & 0 & 0 & 3 & -1 & 0 & 0 \\ 0 & 0 & 5 & 0 & 0 & 0 & -20 & 15 \\ 0 & 0 & 0 & -2 & 0 & 0 & -7 & 5 \end{pmatrix} \longrightarrow \begin{pmatrix} 2 & 0 & 0 & 0 & -4 & 2 & 0 & 0 \\ 0 & 2 & 0 & 0 & 3 & -1 & 0 & 0 \\ 0 & 0 & 2 & 0 & 0 & 0 & -8 & 6 \\ 0 & 0 & 0 & 2 & 0 & 0 & 7 & -5 \end{pmatrix}.$$

Dividing all entries by 2 we get A^{-1} as before.

5. From the project we know that

$$R(a)R(b) = \begin{pmatrix} \cos 2a & \sin 2a \\ \sin 2a & -\cos 2a \end{pmatrix} \begin{pmatrix} \cos 2b & \sin 2b \\ \sin 2b & -\cos 2b \end{pmatrix} = \begin{pmatrix} \cos(2a-2b) & -\sin(2a-2b) \\ \sin(2a-2b) & \cos(2a-2b) \end{pmatrix}.$$

Therefore

$$\begin{aligned} R(a)R(b)R(c) &= \begin{pmatrix} \cos(2a-2b) & -\sin(2a-2b) \\ \sin(2a-2b) & \cos(2a-2b) \end{pmatrix} \begin{pmatrix} \cos 2c & \sin 2c \\ \sin 2c & -\cos 2c \end{pmatrix} \\ &= \begin{pmatrix} \cos(2a-2b)\cos 2c - \sin(2a-2b)\sin 2c & \cos(2a-2b)\sin 2c + \sin(2a-2b)\cos 2c \\ \sin(2a-2b)\cos 2c + \cos(2a-2b)\sin 2c & \sin(2a-2b)\sin 2c - \cos(2a-2b)\cos 2c \end{pmatrix} \\ &= \begin{pmatrix} \cos(2a-2b+2c) & \sin(2a-2b+2c) \\ \sin(2a-2b+2c) & -\cos(2a-2b+2c) \end{pmatrix}. \end{aligned}$$

Unlike the product of two reflections, the product of three reflections *is* another reflection, in the line making angle $a-b+c$ with the positive x -axis. The product of an odd number of reflections is a reflection, and the product of an even number of reflections is a rotation.

There are six possible orders for multiplying these matrices in, the others being $R(a)R(c)R(b)$, $R(b)R(a)R(c)$, $R(b)R(c)R(a)$, $R(c)R(a)R(b)$ and $R(c)R(b)R(a)$. (There are six permutations of three things, as we saw with 3×3 permutation matrices.) Since the answer we got above is symmetric in a and c , only three of these six are fundamentally different. $R(c)R(b)R(a)$ is a reflection in the line making angle $c-b+a$ with the positive x -axis, so it must be the same as $R(a)R(b)R(c)$. $R(a)R(c)R(b)$ and $R(b)R(c)R(a)$ are both the reflection in the line making angle $a+b-c$ with the positive x -axis, and $R(b)R(a)R(c)$ and $R(c)R(a)R(b)$ are both the reflection in the line making angle $b+c-a$ with the positive x -axis.

6(a) If $A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$, let's first see how A^2 can equal $\begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$. We have

$$A^2 = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} a & b \\ c & d \end{pmatrix} = \begin{pmatrix} a^2 + bc & b(a+d) \\ c(a+d) & d^2 + bc \end{pmatrix} = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}.$$

This gives us the four equations

$$a^2 + bc = 0 = d^2 + bc \quad (\text{i}) \quad \text{and} \quad b(a+d) = 0 = c(a+d) = 0 \quad (\text{ii})$$

For (ii) to hold we must have either $a+d=0$ or both $b=0$ and $c=0$. If b and c are both zero then (i) implies $a^2=0=d^2$, so that a and d are both zero also, in which case $a+d=0$. So $a+d$ (which is the trace of A) has to be zero in any case. Note that if $a+d=0$ then $d=-a$ and this means the two equations in (i) are really the same. Note also that the determinant of A is $ad-bc$, and if $a+d=0$ then this becomes $-(a^2+bc)$, which by assumption is zero. We can conclude from all this that if A is a 2×2 matrix, then $A^2 = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$ if and only if the trace and determinant of A are both zero.

Now we're ready to look at

$$A^3 = \begin{pmatrix} a & b \\ c & d \end{pmatrix}^3 = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} a^2 + bc & b(a+d) \\ c(a+d) & d^2 + bc \end{pmatrix} = \begin{pmatrix} a^3 + bc(2a+d) & b(a^2 + ad + d^2 + bc) \\ c(a^2 + ad + d^2 + bc) & d^3 + bc(a+2d) \end{pmatrix}.$$

If this is going to equal $\begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$ then we must have

$$\begin{aligned} \text{(iii)} \quad & a^3 + bc(2a + d) = 0 & d^3 + bc(a + 2d) = 0 \\ \text{(iv)} \quad & b(a^2 + ad + d^2 + bc) = 0 & c(a^2 + ad + d^2 + bc) = 0 \end{aligned}$$

The analysis of these is similar to that of (i) and (ii), but somewhat harder. If (iv) holds we must have either $a^2 + ad + d^2 + bc = 0$ or both $b = 0$ and $c = 0$. If b and c are both zero then (iii) implies $a^3 = 0 = d^3$, so that a and d are both zero also. In this case we certainly have $A^2 = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$ since we have $A = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$.

The harder case is $a^2 + ad + d^2 + bc = 0$. We could rewrite this as $a^2 + 2ad + d^2 = ad - bc$, when it says that the determinant is the square of the trace. But we could also rewrite it as $-bc = a^2 + ad + d^2$ and substitute it into one of the equations in (iii). This gives

$$a^3 = -bc(2a + d) = (a^2 + ad + d^2)(2a + d) = 2a^3 + 3a^2d + 3ad^2 + d^3, \quad \text{or} \quad a^3 + 3a^2d + 3ad^2 + d^3 = 0.$$

But this is equivalent to $(a + d)^3 = 0$, which can only mean that $a + d = 0$. So the trace of A must be zero, and above we had that the determinant was the square of the trace, so it must be zero too. The discussion of A^2 then implies that $A^2 = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$. Alternatively, once we know that $a + d = 0$ then we can simplify the equation $a^2 + ad + d^2 + bc$ by using $d = -a$; it becomes $a^2 - a^2 + a^2 + bc = 0$, which is just $a^2 + bc = 0$. Since $d = -a$ we also have $d^2 + bc = 0$, so both of the equations in (i) are satisfied, as are both of the equations in (ii) since $a + d = 0$. Thus we have again that $A^2 = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$.

There are a couple of other ways to do this which involve less brute force. If $A^3 = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$ then A can't be invertible—if it was we could hit this equation with A^{-1} three times and get $I = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$, which is a contradiction. If A is 2×2 and not invertible then the second row of A must be a multiple of the first, so $A = \begin{pmatrix} ac & ad \\ bc & bd \end{pmatrix} = \begin{pmatrix} a \\ b \end{pmatrix} \begin{pmatrix} c & d \end{pmatrix}$ for some a, b, c, d . Then

$$A^2 = \begin{pmatrix} a \\ b \end{pmatrix} \begin{pmatrix} c & d \end{pmatrix} \begin{pmatrix} a \\ b \end{pmatrix} \begin{pmatrix} c & d \end{pmatrix} = \begin{pmatrix} a \\ b \end{pmatrix} (ac + bd) \begin{pmatrix} c & d \end{pmatrix} = (ac + bd)A.$$

Therefore $A^3 = (ac + bd)A^2 = (ac + bd)^2A$. Now if $A^3 = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$ then either $ac + bd = 0$ or $A = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$, and in either case we have $A^2 = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$. The key equation $A^2 = (ac + bd)A$ could also have been obtained from something we proved in class once: if A is 2×2 , then $A^2 = (\text{tr } A)A - (\det A)I$, where $\det A$ denotes the determinant of A (zero in this case) and $\text{tr } A$ denotes the trace of A (which is $ac + bd$ in this case).

6(b) There are lots of 3×3 matrices A that work. To construct one large family of examples consider $A = \begin{pmatrix} 0 & u & 0 \\ v & 0 & w \\ 0 & x & 0 \end{pmatrix}$. Then

$$A^2 = \begin{pmatrix} uv & 0 & uw \\ 0 & uv + wx & 0 \\ vx & 0 & wx \end{pmatrix} \quad \text{and} \quad A^3 = \begin{pmatrix} 0 & u^2v + uwx & 0 \\ v(uv + wx) & 0 & w(uv + wx) \\ 0 & uvx + wx^2 & 0 \end{pmatrix} = (uv + wx)A.$$

If u, v, w, x are any four numbers such that $uv + wx = 0$ but at least one of uv, uw, vx, wx is not zero, then

$$A^3 = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix} \neq A^2.$$

Perhaps the simplest example is $u = 1 = w, v = 0 = x$, in which case

$$A = \begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{pmatrix} \quad \text{and} \quad A^2 = \begin{pmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix} \quad \text{and} \quad A^3 = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}.$$