## 110.201 Quiz 2 Solutions

February 28, 2005

**Problem 1** The first part's answer is

$$L = \{t\vec{v} : t \in \mathbb{R}\}$$

To find  $\operatorname{proj}_L \vec{w}$  use the formula

$$\mathrm{proj}_L \vec{w} = \frac{1}{\|\vec{v}\|^2} (\vec{w} \cdot \vec{v}) \vec{v} = \frac{31}{49} \begin{bmatrix} 6\\2\\3 \end{bmatrix}$$

**Problem 2** We first reduce A to rref:

$$\begin{bmatrix} 2 & 1 & 0 \\ 1 & -1 & 3 \\ -1 & 0 & 1 \end{bmatrix} \xrightarrow{(III) + (II)^{*}} \begin{bmatrix} 2 & 1 & 0 \\ 0 & -1 & 4 \\ -1 & 0 & 1 \end{bmatrix} \xrightarrow{2(III)^{*} + (I)} \begin{bmatrix} 2 & 1 & 0 \\ 0 & -1 & 4 \\ 0 & 1 & 2 \end{bmatrix}$$
$$\xrightarrow{-2(III) + (II)^{*}} \begin{bmatrix} 2 & 1 & 0 \\ 0 & -3 & 0 \\ 0 & 1 & 2 \end{bmatrix} \xrightarrow{(I/3)(II) + (I)^{*}, (III)^{*}} \begin{bmatrix} 2 & 0 & 0 \\ 0 & -3 & 0 \\ 0 & 0 & 2 \end{bmatrix}$$
$$\xrightarrow{-(1/3)(II)^{*}, (1/2)((III)^{*}, (I)^{*})} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Since A can be row reduced to the 3 by 3 identity matrix, it is invertible. Now perform these row operations on the three-dimensional identity matrix to obtain  $A^{-1}$ :

$$A^{-1} = \begin{bmatrix} 1/6 & 1/6 & -1/2 \\ 2/3 & -1/3 & 1 \\ 1/6 & 1/6 & 1/2 \end{bmatrix}$$

**Problem 3** V is the plane orthogonal to the unit vector  $\vec{v} = 1/\sqrt{6}[2, -1, 1]$ . To find a linear transformation  $T_A : \mathbb{R}^3 \to \mathbb{R}$  with  $\text{Ker}(T_A) = V$ , just take the dot product with  $\vec{v}$ :

$$T_A(\vec{w}) = \vec{v} \cdot \vec{w}$$

The matrix for  $T_A$  is

$$[2/\sqrt{6} - 1/\sqrt{6} \ 1/\sqrt{6}]$$

To find a linear transformation  $T_B : \mathbb{R}^2 \to \mathbb{R}^3$  with  $\text{Image}(T_B) = V$ , find two linearly independent vectors orthogonal to  $\vec{v}$ ; they will span V. Two such vectors are

$$\vec{w}_1 = \begin{bmatrix} 0\\1\\1 \end{bmatrix}, \quad \vec{w}_2 = \begin{bmatrix} 1\\2\\0 \end{bmatrix}.$$

The image of  $\mathbb{R}^2$  under the 3 by 2 matrix

$$\begin{bmatrix} \vec{w_1} \ \vec{w_2} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 1 & 2 \\ 1 & 0 \end{bmatrix}$$

is then equal to V.

Alternatively one could have used the projections onto V and  $\vec{v}$ .