

Quiz #1 (CSE 4190.313)

Wednesday, March 9, 2011

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1. (4 points) By trial and error find examples of 2 by 2 matrices such that

- (a) $A^2 = -I$, A having only real entries.
- (b) $B^2 = 0$, although $B \neq 0$.
- (c) $CD = -DC$, not allowing the case $CD = 0$.
- (d) $EF = 0$, although no entries of E or F are zero

$$(a) A = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}, A^2 = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix} = -I$$

$$(b) B = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix}, B^2 = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}, B \neq 0$$

$$(c) C = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}, D = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

$$CD = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}, DC = \begin{bmatrix} 0 & -1 \\ -1 & 0 \end{bmatrix}$$

$$\therefore CD = -DC$$

$$(d) E = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}, F = \begin{bmatrix} 1 & 1 \\ -1 & -1 \end{bmatrix}$$

$$EF = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$$

2. (3 points) Normally 4 "planes" in four-dimensional space meet at a point. Normally 4 column vectors in four-dimensional space can combine to produce \mathbf{b} . What combination of $(1, 0, 0, 0)$, $(1, 1, 0, 0)$, $(1, 1, 1, 0)$, $(1, 1, 1, 1)$ produces $\mathbf{b} = (3, 3, 3, 2)$? What 4 equations for x, y, z, t are you solving? (H)

$$x \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix} + y \begin{bmatrix} 1 \\ 1 \\ 0 \\ 0 \end{bmatrix} + z \begin{bmatrix} 1 \\ 1 \\ 1 \\ 0 \end{bmatrix} + t \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 3 \\ 3 \\ 3 \\ 2 \end{bmatrix}$$

$$\begin{cases} x + y + z + t = 3 \\ y + z + t = 3 \\ z + t = 3 \\ t = 2 \end{cases} \Rightarrow \begin{cases} t = 2 \\ z = 1 \\ y = 0 \\ x = 0 \end{cases}$$

(H) (H)

3. (3 points) For which three number a will elimination fail to give three pivots?

$$ax + 2y + 3z = b_1$$

$$ax + ay + 4z = b_2$$

$$ax + ay + az = b_3.$$

$$\begin{cases} ax + 2y + 3z = b_1 \\ (a-2)y + z = b_2 - b_1 \\ (a-2)y + (a-3)z = b_3 - b_1 \end{cases}$$

$$\Rightarrow \begin{cases} ax + 2y + 3z = b_1 \\ (a-2)y + z = b_2 - b_1 \\ (a-4)z = b_3 - b_2 \end{cases}$$

$$\therefore a = 0, 2, \text{ or } 4$$