

## 18.06, Fall 2004, Problem Set 1 Solutions

1. (6 pts.)

- (a) False. Counterexample:  $u = (1, 0, 0)$ ,  $v = (0, 1, 0)$  and  $w = (0, 0, 1)$ .  
 (b) True.  $u \cdot (v + 2w) = u \cdot v + 2u \cdot w = 0 + 0 = 0$ .  
 (c) True.  $\|u - v\|^2 = (u - v) \cdot (u - v) = u \cdot u - 2u \cdot v + v \cdot v = 1 + 0 + 1 = 2$ .

2. (6 pts.)

$$(A + B)^2 = \begin{bmatrix} 2 & 2 \\ 3 & 0 \end{bmatrix} \begin{bmatrix} 2 & 2 \\ 3 & 0 \end{bmatrix} = \begin{bmatrix} 10 & 4 \\ 6 & 6 \end{bmatrix}.$$

$$A^2 + 2AB + B^2 = \begin{bmatrix} 1 & 2 \\ 0 & 0 \end{bmatrix} + \begin{bmatrix} 14 & 0 \\ 0 & 0 \end{bmatrix} + \begin{bmatrix} 1 & 0 \\ 3 & 0 \end{bmatrix} = \begin{bmatrix} 16 & 2 \\ 3 & 0 \end{bmatrix}.$$

The correct rule is  $(A + B)^2 = A^2 + AB + BA + B^2$ .

3. (6 pts.)

- (a)  $A = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix}$  is such that  $A^2 = 0$ . We could have replaced the 1 by any other (nonzero) value as well.  
 (b)  $A = \begin{bmatrix} 0 & 1 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix}$  is such that  $A^2 \neq 0$  and  $A^3 = 0$ . We could have replaced the 1's by other values as well.

4. (10 pts.) Eliminating element (2, 1) using  $E_{21} = \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ , we get:

$$\begin{cases} x & +2y & +3z & = & 0 \\ & 3y & +z & = & -3 \\ 2x & +y & +z & = & 3 \end{cases}$$

Eliminating element (3, 1) using  $E_{31} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ -2 & 0 & 1 \end{bmatrix}$ , we get:

$$\begin{cases} x & +2y & +3z & = & 0 \\ & 3y & +z & = & -3 \\ & -3y & -5z & = & 3 \end{cases}$$

Eliminating element (3, 2) using  $E_{32} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 1 \end{bmatrix}$ , we get:

$$\begin{cases} x + 2y + 3z = 0 \\ 3y + z = -3 \\ -4z = 0 \end{cases}$$

After back substitution, we get  $z = 0$ ,  $y = -1$  and  $x = 2$ .

Now,

$$\begin{aligned} M &= E_{32}E_{31}E_{21} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ -2 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \\ &= \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ -2 & 0 & 1 \end{bmatrix} \\ &= \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ -1 & 1 & 1 \end{bmatrix}. \end{aligned}$$

The product  $E_{31}E_{21}$  was very simple to compute (the product has the second row of  $E_{21}$  and the third row of  $E_{31}$ ) since adding a multiple of row 1 to row 2 and adding a multiple of row 1 to row 3 can be done independently without affecting the result.

5. (6 pts.)

- $E_{21}$  and  $E_{31}$  commute ( $E_{21}E_{31} = E_{31}E_{21}$ ) since adding a multiple of row 1 to row 2 and adding a multiple of row 1 to row 3 can be done in any order without affecting the result.
- $E_{21}$  and  $E_{32}$  do not commute.  $E_{21}E_{32}B$  (for any matrix  $B$  means adding a multiple of row 2 of  $B$  to row 3 and then adding a multiple of row 1 to row 2. This is not the same (at least for some  $B$ ) as first adding a multiple of row 1 to row 2 and then a multiple of row 2 (which has just changed) to row 3. Thus,  $E_{21}E_{32}B \neq E_{32}E_{21}B$  for some  $B$  and thus  $E_{21}E_{32} \neq E_{32}E_{21}$ .
- $E_{31}$  and  $E_{32}$  commute since adding a multiple of row 1 to row 3 and a multiple of row 2 to row 3 can be done in any order without affecting the result.

6. (6 pts.) Independently of your MIT ID, the answer will be very close to the  $3 \times 3$  matrix with all entries equal to  $1/3$ . We will see why in section 8.3 later in the semester.

```
>> a=9; b=8; c=7; d=6; e=5; f=4; g=3; h=2; i=1;
>> A=[a+b+c e+g+h d+f+i; d+e+f a+c+i b+g+h; g+h+i b+d+f a+c+e]
```

A =

```
24    10    11
15    17    13
```

6 18 21

```
>> B=A/(a+b+c+d+e+f+g+h+i)
```

B =

|        |        |        |
|--------|--------|--------|
| 0.5333 | 0.2222 | 0.2444 |
| 0.3333 | 0.3778 | 0.2889 |
| 0.1333 | 0.4000 | 0.4667 |

```
>> B^40 =
```

|        |        |        |
|--------|--------|--------|
| 0.3333 | 0.3333 | 0.3333 |
| 0.3333 | 0.3333 | 0.3333 |
| 0.3333 | 0.3333 | 0.3333 |