- 1. [9 points] Short answer questions. No explanations are necessary.
 - (a) State the dimension of each of the following vector spaces.
 - R⁵ 5
 - M_{2×3} 6
 - P₃ 4

(b) Find the angle between the vectors
$$\begin{pmatrix} 1\\2\\-2 \end{pmatrix}$$
 and $\begin{pmatrix} 0\\1\\1 \end{pmatrix}$.
dot product: $0+2-7=0$
 $\boxed{90^{\circ}}(\pi/2)$

(c) For each of the following subsets of \mathbb{R}^2 , determine whether or not it is a subspace of \mathbb{R}^2 . You do not need to prove your answer; simply state "yes" or "no."

•
$$\left\{ \begin{pmatrix} x \\ y \end{pmatrix} : x + 5y = 0 \right\}$$
 yo
• $\left\{ \begin{pmatrix} x \\ y \end{pmatrix} : y = x^2 \right\}$ nD
• $\left\{ \begin{pmatrix} x \\ y \end{pmatrix} : 2x + 3y = 1 \right\}$ ND
• $\left\{ \begin{pmatrix} x \\ y \end{pmatrix} : y = 7x \right\}$ yos

2. [9 points] Consider the two bases $B = \left\{ \begin{bmatrix} 0 \\ -1 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \end{bmatrix} \right\}$ and $B' = \left\{ \begin{bmatrix} 3 \\ 5 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \end{bmatrix} \right\}$ for \mathbb{R}^2 . Find the change of basis matrix $[I]_B^{B'}$.

$$\begin{pmatrix} 3 & 1 & 0 \\ 5 & 2 & -1 \end{pmatrix} \longrightarrow \begin{pmatrix} 3 & 1 & 0 \\ 0 & 1/3 & -1 \end{pmatrix}$$

$$\implies \begin{pmatrix} 1 & 0 & 1 \\ 0 & 1 & -3 \end{pmatrix}$$
So $\begin{bmatrix} \begin{pmatrix} 0 \\ -1 \end{bmatrix}_{B^{1}} = \begin{pmatrix} 1 \\ -3 \end{pmatrix}$.
Abo, $\begin{bmatrix} \begin{pmatrix} 1 \\ 2 \end{bmatrix}_{B^{1}} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$ by inspection (it matches the second vector of B').

Hence
$$[I]_{B}^{B'} = \left(\begin{pmatrix} 1 & 0 \\ -3 & 1 \end{pmatrix} \right)$$

Observe that $[T]_{B}^{S} = \begin{pmatrix} 0 & 1 \\ -1 & 2 \end{pmatrix} \& [T]_{B'}^{S} = \begin{pmatrix} 3 & 1 \\ 5 & 2 \end{pmatrix}$ (bundle B&B' as indumns of a metrix).

hence

$$\begin{bmatrix} \mathbf{T} \end{bmatrix}_{B}^{B'} = \begin{pmatrix} 3 & 1 \\ 5 & 2 \end{pmatrix}^{-1} \begin{pmatrix} 0 & 1 \\ -1 & 2 \end{pmatrix}$$
$$= \frac{1}{3 \cdot 2 \cdot 1 \cdot 5} \begin{pmatrix} 2 & -1 \\ -5 & 3 \end{pmatrix} \begin{pmatrix} 0 & 1 \\ -1 & 2 \end{pmatrix}$$
$$= \frac{1}{1} \begin{pmatrix} \mathbf{e} \\ \mathbf{e} \\ \mathbf{e} \\ -3 & 1 \end{pmatrix}$$
$$= \begin{pmatrix} 1 & 0 \\ -3 & 1 \end{pmatrix}.$$

3. [15 points] Consider the following three vectors in \mathbb{R}^4 .

$$\vec{u} = \begin{pmatrix} 1\\ -1\\ 1\\ -1 \end{pmatrix} \qquad \vec{v} = \begin{pmatrix} -2\\ 2\\ -2\\ 2 \end{pmatrix} \qquad \vec{w} = \begin{pmatrix} 0\\ 3\\ 0\\ 1 \end{pmatrix}$$

Denote by W the span of $\{\vec{u}, \vec{v}, \vec{w}\}$.

(a) Find a basis of W.

$$\begin{pmatrix} 1 & -2 & 0 \\ -1 & 2 & 3 \\ 1 & -2 & 0 \\ -1 & 2 & 1 \end{pmatrix} \longrightarrow \begin{pmatrix} 1 & -2 & 0 \\ 0 & 0 & 3 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix} \longrightarrow \begin{pmatrix} 1 & -2 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}$$

$$pivots in columns \quad [83 \implies) \qquad [\vec{u}, \vec{w}] io a basis of W.$$

(b) What is the dimension of W?

(Parts (c) and (d) on reverse side)

- (c) Find an orthonormal basis for W. (Recall that a basis is called orthonormal if any two vectors in the basis are orthogonal, and each vector has norm equal to 1.)
 - First, the replace $\overline{u}, \overline{w}$ by <u>orthogonal</u> vectors: $\overline{u} = \begin{pmatrix} -1 \\ 1 \\ -1 \end{pmatrix}$ $\overline{w} - \operatorname{proj}_{\overline{u}}(\overline{w}) = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} - \frac{\overline{u} \cdot \overline{w}}{\overline{u} \cdot \overline{u}} \cdot \overline{u} = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix} - \frac{-4}{4} \begin{pmatrix} -1 \\ 1 \\ -1 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \\ 1 \\ 0 \end{pmatrix}$

Then normalize:

$$\frac{1}{\sqrt{1+i+i+i}}\begin{pmatrix} 1\\ -1\\ -1\\ -1 \end{pmatrix} = \begin{pmatrix} 1/2\\ -1/2\\ 1/2\\ -1/2 \end{pmatrix}$$

$$\frac{1}{\sqrt{1+i+i+i+b}}\begin{pmatrix} 1\\ 2\\ 1\\ 0 \end{pmatrix} = \begin{pmatrix} 1/\sqrt{16}\\ 2/\sqrt{16}\\ 1/\sqrt{16}\\ 0 \end{pmatrix}$$

$$\int \left\{ \begin{pmatrix} 1/2\\ -1/2\\ 1/2\\ -1/2 \end{pmatrix}_{j} \begin{pmatrix} 1/\sqrt{16}\\ 2/\sqrt{16}\\ 1/\sqrt{16}\\ 0 \end{pmatrix} \right\}$$

(d) What element of W is closest to the vector $\vec{b} = \begin{pmatrix} 12 \\ 0 \\ 0 \\ 0 \end{pmatrix}$? (In other words, which element \vec{x} of W minimizes $\|\vec{x} - \vec{b}\|$?)

To minimize IIC. U + Cz W - 611, we can solve the normal equin:

$$\begin{pmatrix} \vec{u} \cdot \vec{u} & \vec{u} \cdot \vec{w} \\ \vec{w} \cdot \vec{u} & \vec{w} \cdot \vec{w} \end{pmatrix} \begin{pmatrix} C_1 \\ C_2 \end{pmatrix} = \begin{pmatrix} \vec{u} \cdot \vec{b} \\ \vec{w} \cdot \vec{b} \end{pmatrix}$$

$$\begin{pmatrix} 4 & -4 \\ -4 & 10 \end{pmatrix} \begin{pmatrix} C_1 \\ C_2 \end{pmatrix} = \begin{pmatrix} 17 \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} 4 & -4 \\ -4 & 10 \end{pmatrix} \begin{pmatrix} C_1 \\ C_2 \end{pmatrix} = \begin{pmatrix} 17 \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} 4 & -4 \\ -4 & 10 \end{pmatrix} \begin{pmatrix} 12 \\ 0 \end{pmatrix} \longrightarrow \begin{pmatrix} 41 & -1 & 3 \\ 0 & 6 & 12 \end{pmatrix} \longrightarrow \begin{pmatrix} 1 & 0 & 5 \\ 0 & 1 & 2 \end{pmatrix}$$
So the closest point is $5\vec{u} + 2\vec{w} = 5\begin{pmatrix} -1 \\ -1 \end{pmatrix} + 2\begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 5 \\ -3 \\ -3 \end{pmatrix}$

Another method: add the projections of 5 onto the ortho. vectors from (c). 4. [9 points] Suppose that $\{\vec{u}, \vec{v}\}$ is a basis for a vector space V. Prove that $\{3\vec{u} + 2\vec{v}, \vec{u} + \vec{v}\}$ is also a basis for V.

(a)
$$|| \times ||^{2} = \langle \times, \times \rangle = \int_{0}^{1} \times^{2} dx = \left[\frac{1}{3} \times^{3}\right]_{0}^{1} = \frac{1}{3}$$

$$= > || \times || = \sqrt{\frac{1}{3}} = \frac{1}{\sqrt{3}} \quad (\text{or } \frac{\sqrt{3}}{3}).$$

(b)

$$\langle x, x^2 + 1 \rangle = \int_0^1 x (x^2 + 1) dx = \left[\frac{1}{4} x^4 + \frac{1}{2} x^2 \right]_0^1$$

 $= \frac{1}{4} + \frac{1}{2} = \frac{3}{4}$

(c)
$$\operatorname{proj}_{X}(x^{2}+1) = \frac{\langle x, x^{2}+1 \rangle}{\langle x, x \rangle} \times = \frac{3/4}{1/3} \times$$

$$= \frac{9}{4} \times$$
(d) The practi norm $||C \cdot x - (x^{2}+1)||$ is minimized
by setting $C = \frac{9}{4} \times$.

In other words, $\frac{9}{4} \times is$ the multiple of $\times closest to (x^{2}+1)$ (in the sense of the norm). (5) [9 points] Consider the following three vectors.

$$\vec{v}_1 = \begin{bmatrix} 1\\1\\1 \end{bmatrix}$$
 $\vec{v}_2 = \begin{bmatrix} 1\\2\\3 \end{bmatrix}$ $\vec{v}_3 = \begin{bmatrix} 1\\1\\2 \end{bmatrix}$

(a) Show that $\vec{v}_1, \vec{v}_2, \vec{v}_3$ are linearly independent.

Now-reduce: $-\left(-4\begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 2 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & 1 & 1 \\ 0 & 1 & 0 \\ 0 & 2 & 1 \end{bmatrix} \right)^{-1}$ $\rightarrow \begin{bmatrix} 1 & 0 & \mathbf{0} \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \int_{-1}^{-1}$ $\rightarrow \begin{bmatrix} 1 & 0 & \mathbf{0} \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}.$ Pivot in each column =) soling to $\begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 2 \\ 1 & 3 & 2 \end{bmatrix} \mathbf{x} = \mathbf{0}$ have no free variables => columns are lin. indep.

(b) Find the unique scalars c_1, c_2, c_3 such that the vector

$$\vec{v} = \begin{bmatrix} 2\\1\\3 \end{bmatrix}$$

is equal to $c_1 \vec{v}_1 + c_2 \vec{v}_2 + c_3 \vec{v}_3$.

some now ops., but ut the aug. matrix:

$$\begin{bmatrix} 1 & 1 & 1 & 2 \\ 1 & 2 & 1 & 1 \\ 1 & 3 & 2 & 3 \end{bmatrix} \longrightarrow \begin{bmatrix} 1 & 1 & 1 & 1 & 2 \\ 0 & 1 & 0 & 1 & 2 \\ 0 & 2 & 1 & 1 & 1 \\ 0 & 2 & 1 & 1 & 1 \end{bmatrix}$$

$$\longrightarrow \begin{bmatrix} 1 & 0 & 1 & 3^{2}3 \\ 0 & 1 & 0 & 1 & 3^{2}3 \\ 0 & 0 & 1 & 3 & 3 \end{bmatrix}$$

$$\longrightarrow \begin{bmatrix} 1 & 0 & 0 & 1 & 3^{2}3 \\ 0 & 0 & 1 & 3 & 3 \\ 0 & 0 & 1 & 3 & 3 \end{bmatrix}$$

$$\implies \begin{bmatrix} 1 & 0 & 0 & 0 & 3 \\ 0 & 1 & 0 & 0 & -1 \\ 0 & 0 & 1 & 3 & 3 \end{bmatrix}$$

$$\implies \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & -1 & 3 \\ 0 & 0 & 1 & 3 & 3 \end{bmatrix}$$

$$\implies \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & -1 & 3 \\ 0 & 0 & 1 & 3 & 3 \end{bmatrix}$$