

# EXAM I

Math 51, Spring 2003.

You have 2 hours.

No notes, no books, no calculators.

YOU MUST SHOW ALL WORK AND EXPLAIN ALL REASONING  
TO RECEIVE CREDIT

Good luck!

Name \_\_\_\_\_

ID number \_\_\_\_\_

1. \_\_\_\_\_ (/20 points)

2. \_\_\_\_\_ (/15 points)

3. \_\_\_\_\_ (/15 points)

4. \_\_\_\_\_ (/20 points)

5. \_\_\_\_\_ (/15 points)

6. \_\_\_\_\_ (/15 points)

Bonus \_\_\_\_\_ (/10 points)

Total \_\_\_\_\_ (/100 points)

“On my honor, I have neither given nor received any aid on this examination. I have furthermore abided by all other aspects of the honor code with respect to this examination.”

Signature: \_\_\_\_\_

Circle your TA's name:

Byoung-du Kim (2 and 6)

Ted Hwa (3 and 7)

Jacob Shapiro (4 and 8)

Ryan Vinroot (A02)

Michel Grueneberg (A03)

Circle your section meeting time:

11:00am

1:15pm

7pm

1. Consider the following three vectors:

$$\vec{u} = \begin{bmatrix} 3 \\ 4 \\ 12 \end{bmatrix} \quad \vec{v} = \begin{bmatrix} 2 \\ 3 \\ 6 \end{bmatrix} \quad \vec{w} = \begin{bmatrix} 3 \\ 6 \\ 6 \end{bmatrix}$$

(a) Find the magnitude of each of the given vectors.

(b) Find a parametric representation of the unique plane that contains all of the given vectors.

(c) Find an equation representing the unique plane that contains all of the given vectors.

2. Find a parametric representation of the complete set of solutions to the following system of equations.

$$\begin{aligned} -2x - y + 5z &= -5 \\ 3x + y - 7z &= 6 \\ 2x &\quad - 4z = 2 \end{aligned}$$

3. (a) Find two linearly independent vectors that are perpendicular to the vector

$$\begin{bmatrix} -1 \\ 2 \\ 5 \end{bmatrix}$$

- (b) Use your answer from part (a) to find a system of equations for which the following parametric line is the *complete* set of solutions.

$$\begin{bmatrix} 3 \\ 1 \\ 2 \end{bmatrix} + z \begin{bmatrix} -1 \\ 2 \\ 5 \end{bmatrix}$$

4. Prove the following:

The column vectors of the matrix  $A$  are linearly independent  $\iff$   $N(A)$  contains only the zero vector.

5. Suppose that for some matrix  $A$ , the vector  $\vec{n}$  is an element of  $N(A)$  and the vector  $\vec{r}$  is an element of  $R(A)$ .

Show that  $\vec{n} \cdot \vec{r} = 0$ .

6. Suppose that the three *nonzero* vectors  $\vec{x}$ ,  $\vec{y}$ , and  $\vec{z}$  are mutually orthogonal – in other words,  $\vec{x} \cdot \vec{y} = 0$ ,  $\vec{x} \cdot \vec{z} = 0$ , and  $\vec{y} \cdot \vec{z} = 0$ .

Show that these three vectors must be linearly independent.

**Bonus Question:** For this problem, we define the following terms:

(a) Two vectors are “compatible” if their dot product is positive or zero; they are “incompatible” if their dot product is negative.

(b) A collection of vectors  $\{\vec{v}_1, \dots, \vec{v}_k\}$  is said to be “offensive” if every nonzero vector in  $\mathbb{R}^n$  is incompatible with at least one of the vectors  $\vec{v}_i$ . (In other words, for every  $\vec{x} \in \mathbb{R}^n$ , there is an  $i$  such that  $\vec{x}$  and  $\vec{v}_i$  are incompatible.)

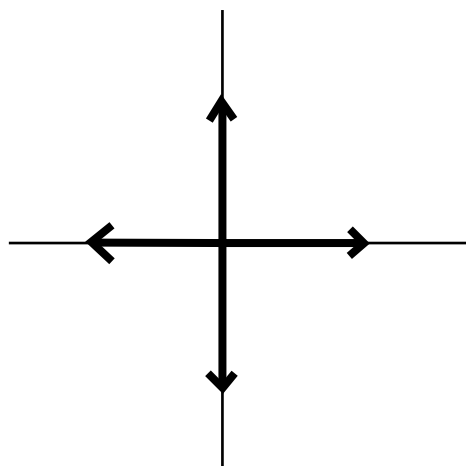


Figure (a)

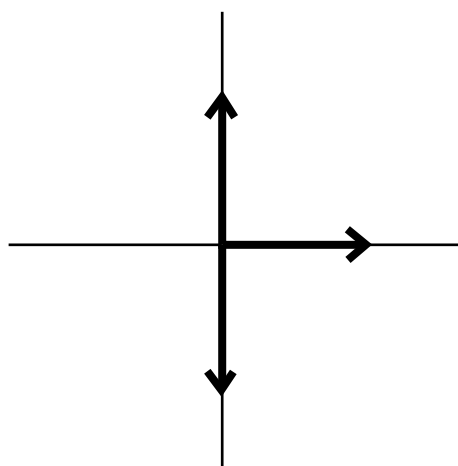


Figure (b)

For example, in Figure (a) above, the four vectors are offensive, because for any vector in  $\mathbb{R}^2$ , at least one of these four vectors will be incompatible. However, in Figure (b), the three vectors do not form an offensive collection, because there exist vectors like  $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$  that are compatible with all three of those vectors.

It can be shown that any collection of  $n$  or fewer vectors in  $\mathbb{R}^n$  cannot be offensive (you may assume this result in your answer to the questions below).

Question 1: What is the *smallest* number of vectors needed to form an offensive set in  $\mathbb{R}^2$ ? Draw a picture representing the vectors in such a collection, and explain your reasoning.

Question 2: What is the *smallest* number of vectors needed to form an offensive set in  $\mathbb{R}^n$ ? Explain your reasoning.

## Equation Sheet

$$\begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix} \times \begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix} = \begin{bmatrix} v_2 w_3 - v_3 w_2 \\ v_3 w_1 - v_1 w_3 \\ v_1 w_2 - v_2 w_1 \end{bmatrix}$$