

Suggested HW for Complex Numbers

Omit #7

Omit # 10, 20, 22, 36
from Review Problems

Review

Ex: Find the intersection of

$$2x + 4y + 8z = 10 \text{ and}$$

$2x + 5y + 5z = 7$. Write your
answer in parametric form.

$$\begin{array}{ccc} x & y & z \\ \left[\begin{array}{ccc|c} 2 & 4 & 8 & 10 \\ 2 & 5 & 5 & 7 \end{array} \right] \end{array}$$

$$\frac{R_1}{2} \left[\begin{array}{ccc|c} 1 & 2 & 4 & 5 \\ 2 & 5 & 5 & 7 \end{array} \right]$$

$$R_2 - 2R_1 \left[\begin{array}{ccc|c} 1 & 2 & 4 & 5 \\ 0 & 1 & -3 & -3 \end{array} \right]$$

$$R_1 - 2R_2 \left[\begin{array}{ccc|c} 1 & 0 & 10 & 11 \\ 0 & 1 & -3 & -3 \end{array} \right] \quad \text{RREF}$$



$$z = t$$

$$x + 10z = 11 \Rightarrow x = 11 - 10t$$

$$y - 3z = -3 \Rightarrow y = -3 + 3t$$

$$\begin{cases} x = 11 - 10t \\ y = -3 + 3t \\ z = t \end{cases}$$

Ex: Find $\text{proj}_W \vec{u}$ where
 $W = \text{span} \left(\begin{bmatrix} 1 \\ 0 \\ 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \\ 3 \\ 0 \end{bmatrix} \right)$ and $\vec{u} = \begin{bmatrix} 1 \\ 2 \\ 4 \\ 1 \end{bmatrix}$.

Notice $\left\{ \begin{bmatrix} 1 \\ 0 \\ 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \\ 3 \\ 0 \end{bmatrix} \right\}$ is not an
orthogonal set.

Gram-Schmidt.

Partial Basis $X = \left\{ \begin{bmatrix} 1 \\ 0 \\ 1 \\ 1 \end{bmatrix} \right\}$

$$\vec{v}_2 = \begin{bmatrix} 1 \\ 2 \\ 3 \\ 0 \end{bmatrix} - \text{proj}_X \begin{bmatrix} 1 \\ 2 \\ 3 \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} 1 \\ 2 \\ 3 \\ 0 \end{bmatrix} - \frac{4}{3} \begin{bmatrix} 1 \\ 0 \\ 1 \\ 1 \end{bmatrix}$$

$$3\vec{v}_2 = 3 \begin{bmatrix} 1 \\ 2 \\ 3 \\ 0 \end{bmatrix} - 4 \begin{bmatrix} 1 \\ 0 \\ 1 \\ 1 \end{bmatrix}$$

$$= \begin{bmatrix} -1 \\ 6 \\ 5 \\ -4 \end{bmatrix}$$

Orthogonal Basis for W

$$= \left\{ \underbrace{\begin{bmatrix} 1 \\ 0 \\ 1 \\ 1 \end{bmatrix}}_{\vec{w}_1}, \underbrace{\begin{bmatrix} -1 \\ 6 \\ 5 \\ -4 \end{bmatrix}}_{\vec{w}_2} \right\}$$

$$\vec{u} = \begin{bmatrix} 1 \\ 2 \\ 4 \\ 1 \end{bmatrix}$$

$$\text{Proj}_W \vec{u} = \text{Proj}_{\vec{w}_1} \vec{u} + \text{Proj}_{\vec{w}_2} \vec{u}$$

$$= \frac{6}{3} \begin{bmatrix} 1 \\ 0 \\ 1 \\ 1 \end{bmatrix} + \frac{27}{78} \begin{bmatrix} -1 \\ 6 \\ 5 \\ -4 \end{bmatrix}$$

or $\frac{1}{26} \begin{bmatrix} 43 \\ 54 \\ 97 \\ 16 \end{bmatrix}$

Ex: Find the eigenvalues of

$$A = \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix}$$

$$|A - \lambda I| = 0$$

$$\begin{vmatrix} 1-\lambda & -1 \\ 1 & 1-\lambda \end{vmatrix} = 0$$

$$(1-\lambda)^2 + 1 = 0$$

$$1 - 2\lambda + \lambda^2 + 1 = 0$$

$$\lambda^2 - 2\lambda + 2 = 0$$

$$\lambda = \frac{2 \pm \sqrt{4 - 4(1)(2)}}{2}$$

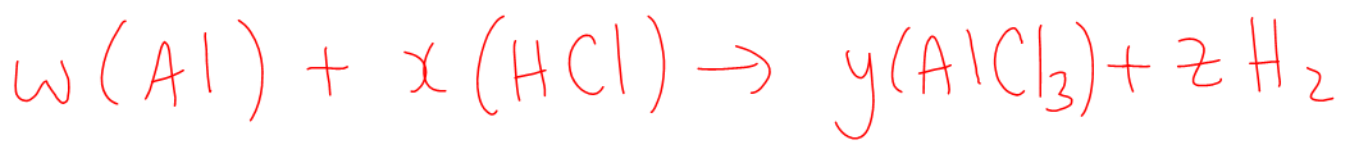
$$\lambda = \frac{2 \pm \sqrt{-4}}{2} \quad \sqrt{4}\sqrt{-1} \quad (2i)$$

$$\lambda = \frac{2 \pm 2i}{2}$$

$$\lambda = 1 \pm i$$

Ex: Set up and solve a system.





$$\text{Al} : \quad w = y \quad \Rightarrow \quad w - y = 0$$

$$\text{H} : \quad x = 2z \quad \Rightarrow \quad x - 2z = 0$$

$$\text{Cl} : \quad x = 3y \quad \Rightarrow \quad x - 3y = 0$$

$$\begin{array}{cccc|c} w & x & y & z & \\ \hline 1 & 0 & -1 & 0 & 0 \\ 0 & 1 & 0 & -2 & 0 \\ 0 & 1 & -3 & 0 & 0 \end{array}$$

$R_3 - R_2$

$$\begin{array}{cccc|c} 1 & 0 & -1 & 0 & 0 \\ 0 & 1 & 0 & -2 & 0 \\ 0 & 0 & -3 & 2 & 0 \end{array}$$

$\frac{R_3}{-3}$

$$\begin{array}{cccc|c} 1 & 0 & -1 & 0 & 0 \\ 0 & 1 & 0 & -2 & 0 \\ 0 & 0 & 1 & -\frac{2}{3} & 0 \end{array}$$

$R_1 + R_3$

$$\begin{array}{cccc|c} w & x & y & z & \\ \hline 1 & 0 & 0 & -\frac{2}{3} & 0 \\ 0 & 1 & 0 & -2 & 0 \\ 0 & 0 & 1 & -\frac{2}{3} & 0 \end{array}$$

RREF



$$z = t$$

$$w - \frac{2}{3}z = 0 \Rightarrow w = \frac{2}{3}t$$

$$x = 2t$$

...

$$y = \frac{2}{3}t$$

...

Need a non-negative integer solution.

Choose $t=3$:

$$(w, x, y, z) = (2, 6, 2, 3) \checkmark$$



Review Problems

$$\textcircled{1} \quad \vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos \theta$$

$$-3 = \sqrt{2} \sqrt{29} \cos \theta$$

$$\frac{-3}{\sqrt{2} \sqrt{29}} = \cos \theta$$

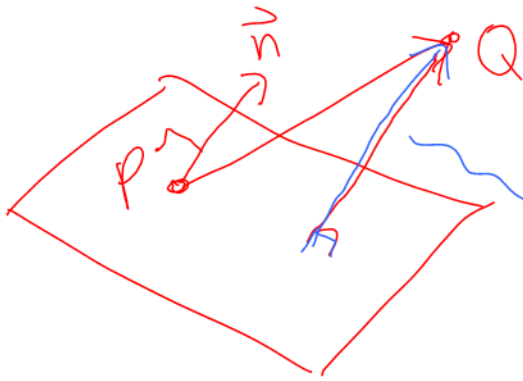
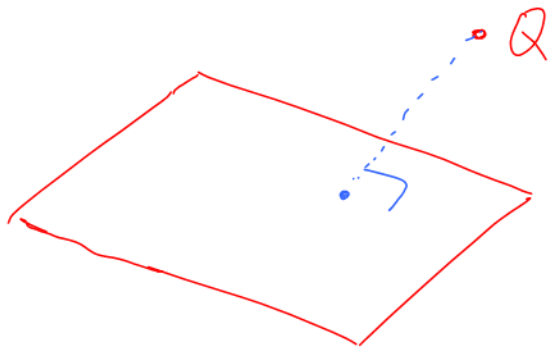
$$\theta = \cos^{-1} \left(\frac{-3}{\sqrt{2} \sqrt{29}} \right)$$

$$\approx 113^\circ$$

$$\begin{aligned} \textcircled{2} \quad LS &= \|\vec{u} + \vec{v}\|^2 + \|\vec{u} - \vec{v}\|^2 \\ &= (\vec{u} + \vec{v}) \cdot (\vec{u} + \vec{v}) \\ &\quad + (\vec{u} - \vec{v}) \cdot (\vec{u} - \vec{v}) \\ &= \vec{u} \cdot \vec{u} + \vec{u} \cdot \vec{v} + \vec{v} \cdot \vec{u} + \vec{v} \cdot \vec{v} \\ &\quad + \vec{u} \cdot \vec{u} - \vec{u} \cdot \vec{v} - \vec{v} \cdot \vec{u} + \vec{v} \cdot \vec{v} \\ &= 2(\vec{u} \cdot \vec{u}) + 2(\vec{v} \cdot \vec{v}) \\ &= 2\|\vec{u}\|^2 + 2\|\vec{v}\|^2 \\ &= RS \end{aligned}$$

③, ④ Try on your own.

(5)



Point P is on the plane.

$$\text{proj}_{\vec{n}} \vec{PQ}$$

$$\text{Distance} = \|\text{proj}_{\vec{n}} \vec{PQ}\|$$

$$P = (0, 0, 0)$$

$$\vec{PQ} = \begin{bmatrix} 1 \\ 4 \\ 0 \end{bmatrix}$$

$$\vec{n} = \begin{bmatrix} 1 \\ 3 \\ 5 \end{bmatrix}$$

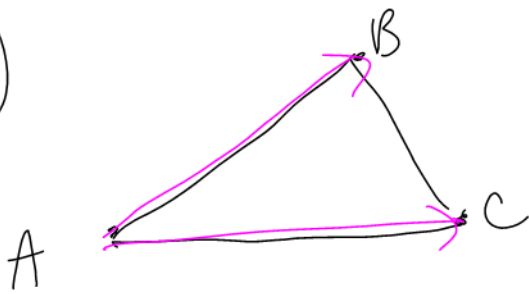
$$\text{proj}_{\vec{n}} \vec{PQ} = \frac{13}{35} \begin{bmatrix} 1 \\ 3 \\ 5 \end{bmatrix}$$

$$\text{Distance} = \left\| \frac{13}{35} \begin{bmatrix} 1 \\ 3 \\ 5 \end{bmatrix} \right\|$$

$$= \frac{13}{35} \left\| \begin{bmatrix} 1 \\ 3 \\ 5 \end{bmatrix} \right\|$$

$$= \frac{13}{35} \sqrt{35}$$

6



$$\vec{AB} = \begin{bmatrix} \quad , \quad , \quad \end{bmatrix}$$

$$\vec{AC} = \begin{bmatrix} \quad , \quad , \quad \end{bmatrix}$$

$$\text{area (triangle)} = \frac{\|\vec{AB} \times \vec{AC}\|}{2}$$

Try on your own.