

List of Suggested HW Problems and Full Solutions :

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Problems on D2L

Notation

Vectors are sometimes written in bold font.

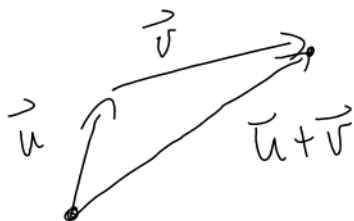
b is a real number

\vec{b} is a vector

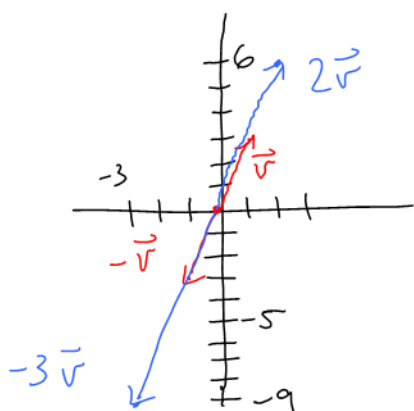
b is a vector

Example: Let $\vec{u} = [-1, 2]$ and $\vec{v} = [1, 3]$. Find $\vec{u} + \vec{v}$ both algebraically and geometrically.

Example: Graph \vec{u}, \vec{v} and $\vec{u} + \vec{v}$ without a coordinate system.



Example: Let $\vec{v} = [1, 3]$. Graph $2\vec{v}, -\vec{v}$ and $-3\vec{v}$.



$$2\vec{v} = [2, 6]$$

$$-\vec{v} = [-1, -3]$$

$$-3\vec{v} = [-3, -9]$$

Definition: The process of multiplying a vector by a real number is called **scalar multiplication**. It produces a vector that is parallel to the original vector.

Example: Calculate $[2, 6] - [3, 4]$

$$= [2, 6] + [-3, -4]$$

$$= [-1, 2]$$

Example: Place \vec{u} and \vec{v} tail to tail. Find the vector that runs from the head of \vec{v} to the head of \vec{u} .

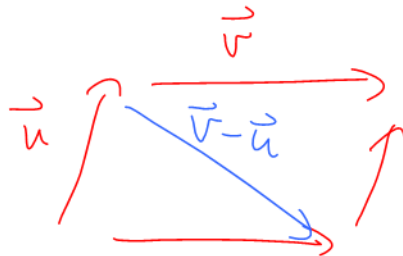
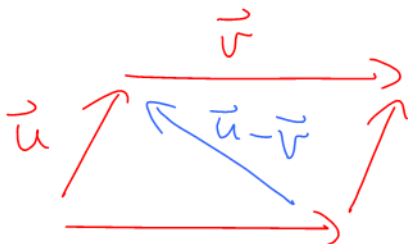
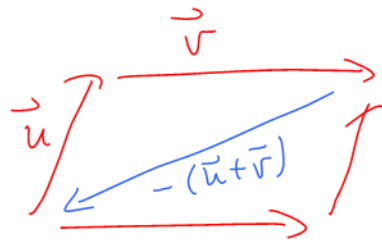
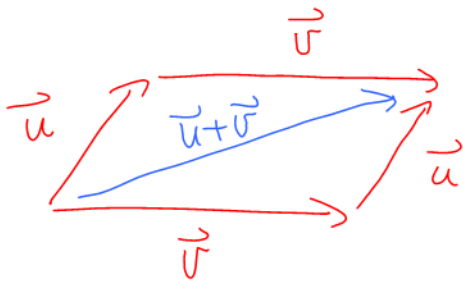


? = backwards along \vec{v}
 then forwards along \vec{u}

$$= -\vec{v} + \vec{u}$$

$$= \vec{u} - \vec{v}$$

Example: Place \vec{u} and \vec{v} tail to tail. Draw the parallelogram formed by \vec{u} and \vec{v} . Label the four diagonals.



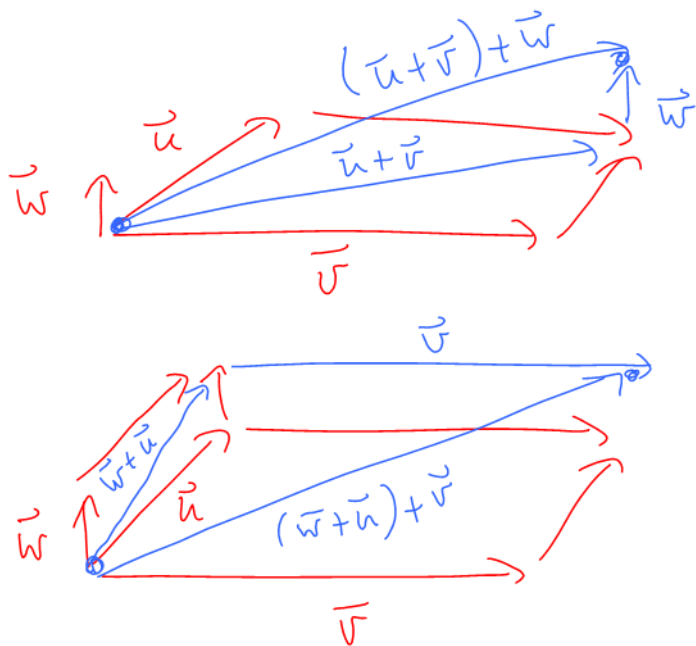
Fact: Order doesn't matter when adding vectors. For any vectors \vec{u} , \vec{v} and \vec{w} :

$$\vec{u} + \vec{v} = \vec{v} + \vec{u}$$

$$(\vec{u} + \vec{v}) + \vec{w} = (\vec{w} + \vec{u}) + \vec{v}$$

Example: Let \vec{u} , \vec{v} and \vec{w} be positioned tail to tail to tail. Show geometrically that

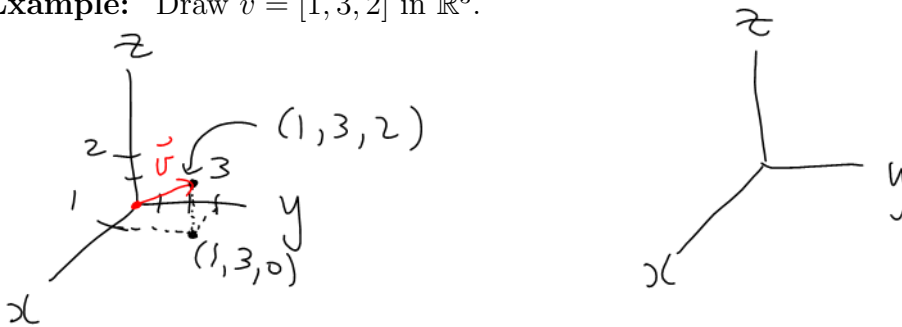
$$(\vec{u} + \vec{v}) + \vec{w} = (\vec{w} + \vec{u}) + \vec{v}$$



Fact: The above example illustrates that we can write $\vec{u} + \vec{v} + \vec{w}$ without any bracketing.

Definition: Consider the expression: \vec{v} in \mathbb{R}^n . This means that \vec{v} has n components, and each component is a real number.

Example: Draw $\vec{v} = [1, 3, 2]$ in \mathbb{R}^3 .



Definition: The **zero vector** is written $\vec{0}$. Each of its components is zero. The zero vector is useful for algebra.

Example: Write the zero vector in \mathbb{R}^2 and \mathbb{R}^3 .

In \mathbb{R}^2 : $\vec{0} = [0, 0]$

In \mathbb{R}^3 : $\vec{0} = [0, 0, 0]$

Example: Let \vec{u} be in \mathbb{R}^2 . Show (prove) that $\vec{u} + (-\vec{u}) = \vec{0}$.

$$\begin{aligned} \text{Let } \vec{u} &= [u_1, u_2] \\ \vec{u} + (-\vec{u}) &= [u_1, u_2] + [-u_1, -u_2] \\ &= [0, 0] \\ &= \vec{0} \end{aligned}$$

Example: Solve for \vec{x} given that $7\vec{x} - \vec{a} = 3(\vec{a} + 4\vec{x})$.

$$\begin{aligned} 7\vec{x} - \vec{a} &= 3\vec{a} + 12\vec{x} \\ -5\vec{x} - \vec{a} &= 3\vec{a} \\ -5\vec{x} &= 4\vec{a} \\ \vec{x} &= -\frac{4}{5}\vec{a} \end{aligned}$$

Definition: Consider the statement:

\vec{w} is a **linear combination** of $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$ and $\begin{bmatrix} 0 \\ 2 \end{bmatrix}$ with coefficients -3 and 2 .

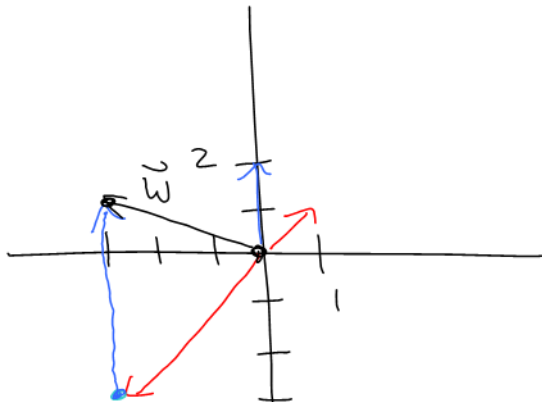
This means that $\vec{w} = -3 \begin{bmatrix} 1 \\ 1 \end{bmatrix} + 2 \begin{bmatrix} 0 \\ 2 \end{bmatrix}$.

Example: Let $\vec{w} = -3 \begin{bmatrix} 1 \\ 1 \end{bmatrix} + 2 \begin{bmatrix} 0 \\ 2 \end{bmatrix}$.

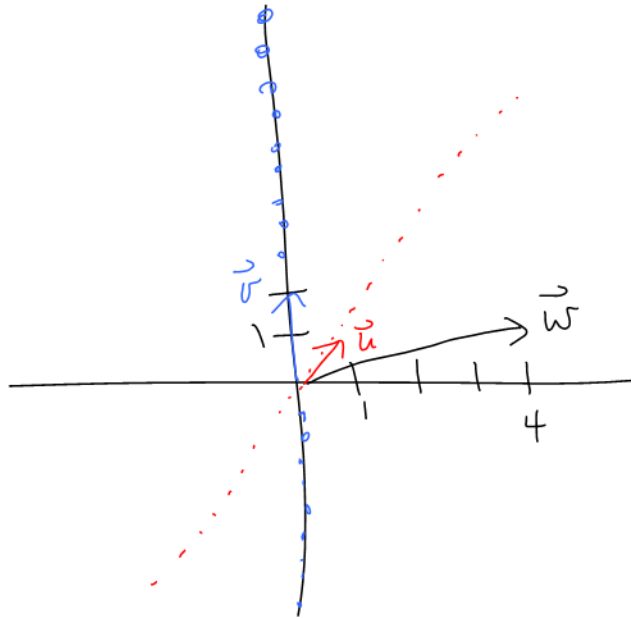
a) Find \vec{w} algebraically.

$$\begin{aligned} \vec{w} &= \begin{bmatrix} -3 \\ -3 \end{bmatrix} + \begin{bmatrix} 0 \\ 4 \end{bmatrix} \\ &= \begin{bmatrix} -3 \\ 1 \end{bmatrix} \end{aligned}$$

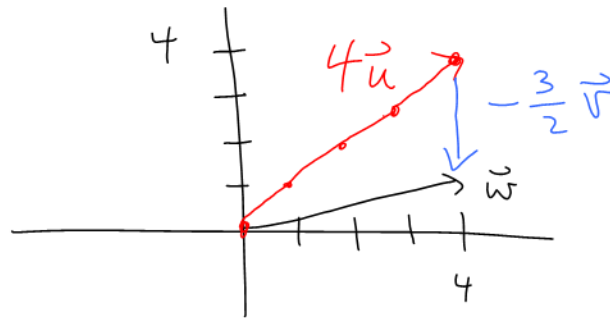
b) Find \vec{w} geometrically.



Example: Write $\vec{w} = \begin{bmatrix} 4 \\ 1 \end{bmatrix}$ as a linear combination of $\vec{u} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ and $\vec{v} = \begin{bmatrix} 0 \\ 2 \end{bmatrix}$ by graphing.



Think of \vec{u} and \vec{v} as the axes.



$$\begin{aligned} \begin{bmatrix} 0 \\ -3 \end{bmatrix} &= k \begin{bmatrix} 0 \\ 2 \end{bmatrix} \\ -3 &= k(2) \\ -\frac{3}{2} &= k \end{aligned}$$

$$\vec{w} = 4\vec{u} - \frac{3}{2}\vec{v}$$

We'll do this algebraically in Ch. 2

$$\text{Let } \begin{bmatrix} 4 \\ 1 \end{bmatrix} = c_1 \begin{bmatrix} 1 \\ 1 \end{bmatrix} + c_2 \begin{bmatrix} 0 \\ 2 \end{bmatrix}$$