

## Math 312, Homework 6 (due Friday, October 26th)

Name: \_\_\_\_\_ (if you choose to use this as a coversheet)

**Reading** Chapter 6 of Bretscher (and additional review of chapter 4 as needed). I also recommend you start reading chapter 7.

### Book problems

- Section 6.1, problems 21, 38, 40 (use shortcuts as necessary!) (Also do as many practice determinants in 1–22 that you need to feel very comfortable with these).
- Section 6.2, problems 10, 17, 20, 38, 40 (orthogonal means  $A^T A$  is the identity)
- Section 6.3, problems 2, 7, 11

### Additional Problems

1. Find all solutions to the ODE  $f'' - 3f' + 2f = 2x^2 - 6x + 4$  by first finding the homogeneous solutions and then also a particular solution. (We did a similar example in class.)
2. Suppose  $\vec{v}_1, \vec{v}_2, \vec{v}_3$  are orthogonal unit vectors in  $\mathbb{R}^3$  such that  $\vec{v}_3 = \vec{v}_1 \times \vec{v}_2$  (cross product).
  - (a) Let  $P$  be the matrix whose columns are  $\vec{v}_1, \vec{v}_2, \vec{v}_3$ . Explain why the transpose of  $P$  is also the inverse of  $P$ .
  - (b) Describe a formula for the matrix, **in the standard basis**, that rotates by  $\theta$  radians about the line through  $\vec{v}_3$  in the direction from  $\vec{v}_1$  to  $\vec{v}_2$ . (Hint: you know how to find this matrix in the  $\vec{v}_i$  basis; you also know the change-of-basis formula.)
3. Let  $V = M_{n,n}(\mathbb{R})$ , the vector space of  $n \times n$  matrices with real entries. Let  $P$  be an invertible  $n \times n$  matrix. Define a transformation  $T : V \rightarrow V$  by

$$T(A) = PAP^{-1}.$$

- (a) Show that  $T$  is linear.
  - (b) Prove that  $T$  is an isomorphism (by finding an inverse).
  - (c) Interpret what the linear transformation  $T$  is doing in terms of change-of-basis.
4. Consider the problem of finding a polynomial of degree  $n$  passing through  $n + 1$  specified distinct points in the plane. For definiteness, take  $n = 3$ , and say our points are  $(a_1, b_1), (a_2, b_2), (a_3, b_3)$ , and  $(a_4, b_4)$ . This problem involves  $\mathbb{P}_3$ , and so we could work in the usual basis  $\{x^3, x^2, x, 1\}$ . However, we will investigate how using a different basis can make our computations simpler.

- (a) Consider the cubic polynomial

$$p_1(x) = \frac{1}{(a_1 - a_2)(a_1 - a_3)(a_1 - a_4)}(x - a_2)(x - a_3)(x - a_4).$$

What does  $p_1(x)$  equal at the points  $x = a_1, a_2, a_3, a_4$ ?

- (b) Write down similar polynomials  $p_2(x), p_3(x), p_4(x)$  that play the same roles for  $a_2, a_3, a_4$ , respectively.
- (c) Prove that the set  $\{p_1(x), p_2(x), p_3(x), p_4(x)\}$  is linearly independent (you won't need to multiply them out!). Since  $\dim \mathbb{P}_3 = 4$ , this shows we have a basis (called a Lagrange basis).
- (d) What linear combination of these 4 basis polynomials produces the polynomial passing through the desired four points?
- (e) Using this approach, find the polynomial of degree 3 passing through the points  $(0, -3)$ ,  $(1, -1)$ ,  $(2, 11)$ , and  $(-1, -7)$ .
5. Let  $S$  and  $T$  be linear transformations from a vector space  $V$  to itself. Suppose each of  $S$  and  $T$  have a 1-dimensional kernel. Our goal in this problem is to understand the dimension of the kernel of  $T \circ S$ .
- (a) Explain why the kernel of  $T \circ S$  must have dimension at least one.
- (b) By finding examples using  $2 \times 2$  matrices, show that it is possible for  $T \circ S$  to have a one-dimensional kernel and a two-dimensional kernel (where each  $T$  and  $S$  have one-dimensional kernel).
- (c) Back to the general case. Suppose there are three linearly independent vectors  $v_1, v_2, v_3$  in the kernel of  $T \circ S$ . Arrive at a contradiction by showing that either  $T$  or  $S$  has a kernel of dimension 2 or greater.

Remark: This shows the dimension of the kernel of  $T \circ S$  must be either 1 or 2.

6. In class we carefully showed that  $f'' + f = 0$  has a 2-dimensional solution space. Here we will prove the same statement for a much larger class of ODEs. Suppose you're given the ODE:

$$f'' + bf' + cf = 0,$$

where  $b$  and  $c$  are real constants. Our usual approach is to guess a solution of the form  $f(x) = e^{rx}$ , which leads to the quadratic equation

$$r^2 + br + c = 0.$$

We will assume this quadratic equation has real roots  $r_1$  and  $r_2$ , but we will NOT assume our solution has to be of the form  $e^{rx}$ .

- (a) Let  $D : C^\infty(\mathbb{R}) \rightarrow C^\infty(\mathbb{R})$  be differentiation on the vector space of infinitely differentiable functions, and let  $I$  be the identity transformation. Find the kernels of the transformations  $D - r_1I$  and  $D - r_2I$  (using single-variable calculus). They will each be one-dimensional.

- (b) Prove that the kernel of  $(D - r_1I) \circ (D - r_2I)$  is the same as the solution space of the ODE we started with.
- (c) Conclude the solution space of the ODE is at most two-dimensional (using the previous problem). What is a basis for it? (consider the cases  $r_1 = r_2$  and  $r_1 \neq r_2$  separately).

Remark: this technique readily generalizes to  $n$ th order linear, homogeneous ODEs with constant coefficients, and also to the case in which some of the roots are complex.

7. Consider a system of four interlinked webpages, described as follows.
- Pages 1 and 2 link to each other.
  - Pages 3 and 4 link to each other.
  - Pages 1 and 3 link to each other
  - Page 1 links to page 4.

Find the  $4 \times 4$  matrix  $A$  used in the Google PageRank algorithm for this web. Finally, by solving an appropriate linear system, determine which page gets ranked as the most important (using a computer if you wish, but it is not necessary). (Don't use the method involving 0.85 and 0.15.)

The article <http://www.rose-hulman.edu/~bryan/googleFinalVersionFixed.pdf> explaining Google's algorithm may be helpful, but we covered enough material in class for you to solve this problem.

8. Suppose a mirror is located in the  $xy$  plane, and you are living in the region  $z > 0$ . What is the standard matrix of the linear transformation that sends you to your mirror image? Arguing geometrically, what is its determinant?