

6. exercise sheet for Engineering Mathematics

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6.1. (*Solving systems of linear equations with a parameter*) (4 credits)

For $x \in \mathbb{R}$, consider the matrix $A_x = \begin{pmatrix} x-1 & 2 \\ 2 & x-1 \end{pmatrix} \in \mathbb{R}^{2 \times 2}$.

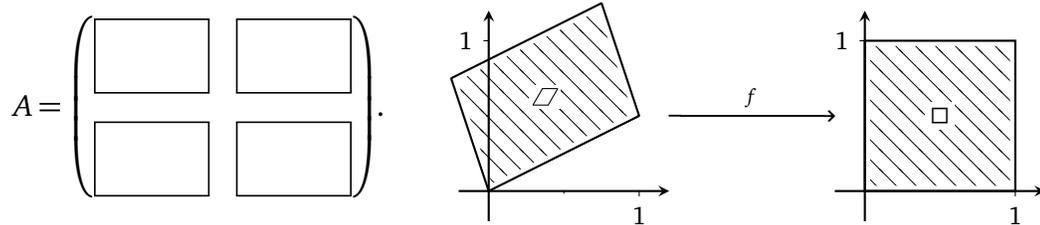
- (a) Find *all* values of x such that the system of linear equations given by $A_x \vec{v} \stackrel{!}{=} \begin{pmatrix} 0 \\ 0 \end{pmatrix}$ admits a solution $\vec{v} \in \mathbb{R}^2$ different from the zero vector. (Hint: one can deduce from Cramer's rule that it suffices to consider the x such that $\det A_x = 0$.)

- (b) For each x determined above, provide a non-zero solution \vec{v} to the above system.

- 6.2. (Finding certain linear maps) (4 credits)
 Find a matrix $A \in \mathbb{R}^{2 \times 2}$ such that the associated linear map $f: \mathbb{R}^2 \rightarrow \mathbb{R}^2$, $\vec{v} \mapsto A\vec{v}$, maps the parallelogram

$$\square = \{(x, y) \in \mathbb{R}^2 : 0 \leq \frac{6}{7}x + \frac{2}{7}y \leq 1, 0 \leq \frac{8}{7}y - \frac{4}{7}x \leq 1\}$$

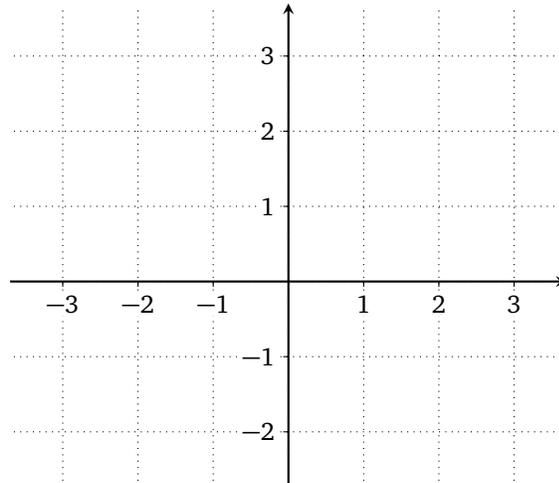
onto the unit square $\square = [0, 1] \times [0, 1]$, i.e., $f(\square) := \{f(\vec{v}) : \vec{v} \in \square\} = \square$:



(Hint: it may be easier to find a matrix $B \in \mathbb{R}^{2 \times 2}$ such that the associated linear map maps \square onto \square . One may then take $A = B^{-1}$.)

- 6.3. (Gram determinants) (4 credits)
 Consider the matrix $A = \begin{pmatrix} 1 \\ 3 \end{pmatrix} \in \mathbb{R}^{2 \times 1}$ and the associated linear map $f: \mathbb{R}^1 \rightarrow \mathbb{R}^2$, $v \mapsto Av$.

(a) Sketch the image $\text{im } f = \{f(v) : v \in \mathbb{R}\} \subseteq \mathbb{R}^2$ of f below:



(b) In your above sketch, mark the part of $\text{im } f$ that is $\{f(v) : 0 \leq v \leq 1\}$ and determine its length.

Length of $\{f(v) : 0 \leq v \leq 1\} = \boxed{}$.

(c) Compute $\sqrt{\det(A^T A)} = \boxed{}$ and $\sqrt{\det(AA^T)} = \boxed{}$.

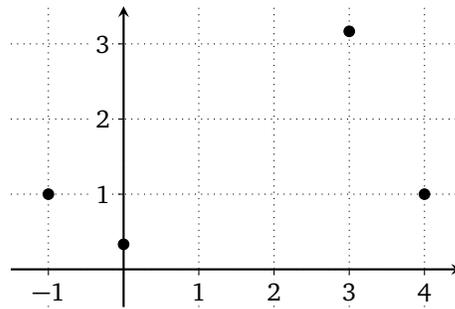
- 6.4. (Gram determinants) (4 credits)

Consider the matrix $A = \begin{pmatrix} 1 & -1 \\ 1 & 0 \\ 1 & 3 \\ 1 & 4 \end{pmatrix} \in \mathbb{R}^{4 \times 2}$ and the vector $\vec{b} = \begin{pmatrix} 1 \\ 1/3 \\ 19/6 \\ 1 \end{pmatrix} \in \mathbb{R}^4$.

(a) Solve the system of linear equations $A^T A \vec{x} \stackrel{!}{=} A^T b$ for $\vec{x} = (x_1, x_2) \in \mathbb{R}^2$.

$$x_1 = \boxed{}, \quad x_2 = \boxed{}.$$

(b) With your solution \vec{x} from above, sketch the graph of the affine map $f: \mathbb{R} \rightarrow \mathbb{R}$, $t \mapsto x_1 + x_2 t$, below:



(The black points are $(-1, 1)$, $(0, 1/3)$, $(3, 19/6)$ and $(4, 1)$.)

(c) Using the function f from the previous exercise, compute

$$\mathcal{E}_f := (1 - f(-1))^2 + (1/3 - f(0))^2 + (19/6 - f(3))^2 + (1 - f(4))^2. \quad (\star)$$

$$\mathcal{E}_f = \boxed{}.$$

(Hint: the final solution may look slightly ugly, but it is roughly 3.5.)

(d) Pick a vector $(y_1, y_2) \in \mathbb{R}^2$ other than \vec{x} and compute the quantity in (\star) with f replaced by $g: \mathbb{R} \rightarrow \mathbb{R}$, $t \mapsto y_1 + y_2 t$. Also sketch the graph of g in the figure in (b).

$$\mathcal{E}_g = \boxed{}.$$

(Remark: you may consult § 3.2.6 of the lecture notes for some general context on this exercise.)