Mostly Ben: Fell 2013 mi	dfern 1
(4 points) Can you find a matrix $A$ with 3 rows and 5 columns such that $A\vec{x} = \vec{0}$ has a unique solution? If so, write down such a matrix. If not, explain why not.	S[: ]3 Columns must be
(4 points) Can you find a matrix $A$ with 4 rows and 3 columns that satisfies $rank(A)=2$ and $nullity(A)=2$ ? If so, write down such a matrix. If not, explain why not.	Aff: unique sol to Azz = 6. reguires  A to home no free voniobles
Crank = dim (im/A) = # profs in	RREF (A) = # low nodes cols · B. A
nullity = dim (ker (A)) = # frec v. Answer: not possible.	enfables =3
ex. A= [0-0] 5 rank= 0	nullity = 5: A = 0 for all == 10
5	$Pur(A) = R^{6}$
(4 points) Can you find a $2 \times 2$ matrix $A$ satisfying $image(A) = ker(A)$ ? If so, a down such a matrix. If not, explain why not.	write ~ yes, eg. [10] has ken zim 2 span [
• (4 points) Can you find a matrix $A$ with 3 rows and 4 columns such that $ker(A) = \sum_{i=1}^{n-1} a_i$	ey. [ ] has ken = in = spen []
$span\begin{bmatrix} 1\\0\\0\\0\end{bmatrix}$ . If so, write down such a matrix. If not, explain why not.	
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(4 points) Write down the matrix of any linear transformation $T: \mathbb{R}^2 \to \mathbb{R}^3$ that satisfies $T \begin{bmatrix} 0 \\ 2 \end{bmatrix} = \begin{bmatrix} 4 \\ 8 \\ 12 \end{bmatrix}$ .	

Here is a matrix M and its row reduction

$$M = \begin{bmatrix} 2 & 2 & 8 & 16 & 28 \\ 2 & 3 & 9 & 18 & 37 \\ 3 & 3 & 12 & 24 & 42 \end{bmatrix} \qquad \text{rref}(M) = \begin{bmatrix} 1 & 0 & 3 & 6 & 5 \\ 0 & 1 & 1 & 2 & 9 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}.$$

(a) (6 points) Compute a basis for the karnel of M. 1 3rd d = 3 (1st il) + 1 tecino all

which of these are bases of m(M)?

b) [3], [3] No! 
$$\begin{bmatrix} \frac{2}{3} \end{bmatrix}$$
  $\in \text{rm} M$ , but not in spinlol,  $\begin{bmatrix} \frac{1}{3} \end{bmatrix}$ 

And these 2 vector are I'm indep.

Question 3 (24 points)

A stock fund is a bundle of stocks which can be purchased together at a fixed ratio. Purchasing 1 dollar of the Gauss stock fund will buy you 0.70 dollars of stock in software companies and 0.30 dollars of stock in automotive companies. Purchasing 1 dollar of the Cayley stock fund will buy you 0.40 dollars of software stocks and 0.60 dollars of automotive stocks.

- (a) (5 points) Write down a  $2 \times 2$  matrix  $\underline{A}$  that maps the vector  $\underbrace{\left(\begin{array}{c} \text{dollars of Gauss stock} \\ \text{dollars of Cayley stock} \end{array}\right)}_{\text{to the vector}}$
- (b) (6 points) If you desire 3 dollars of software stock and 3 dollars of automotive stock, but you can only buy the Gauss and Cayley funds, how much of each should you purchase?

a) 
$$A[0] = [0.7]$$
  $A[0] = [0.4]$   $A[0] = [0.4]$ 

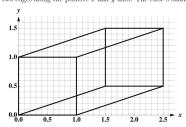
(b): 
$$A^{-1} \begin{bmatrix} 3 \\ 3 \end{bmatrix} := \begin{bmatrix} 2 & -43 \\ -1 & 713 \end{bmatrix} := \begin{bmatrix} 27 \\ 47 \end{bmatrix}$$

	(4 points) Write a formula in terms of $B$ and $A$ that gives the matrix which converts the vector $\begin{pmatrix} \text{dollars of Gauss stock bought a year ago} \\ \text{dollars of Cayley stock bought a year ago} \end{pmatrix}$ to $\begin{pmatrix} \text{dollars of software stock now} \\ \text{dollars of auto. stock now} \end{pmatrix}$ ? You need not evaluate this formula.															e													
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Question 2 (11 points) (a) (5 points) Determine if the vectors below are linearly independent.  $\vec{v}_1 = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 0 \end{bmatrix}, \quad \vec{v}_2 = \begin{bmatrix} 1 \\ -1 \\ 4 \\ 2 \end{bmatrix}, \quad \vec{v}_3 = \begin{bmatrix} 2 \\ 0 \\ 1 \\ 2 \end{bmatrix}$ (b) (6 points) Let  $\vec{w}$  be the vector below, and let  $\vec{v}_1$  and  $\vec{v}_3$  be as above. For which value(s) of  $\vec{b}$  are the vectors  $\vec{v}_1$ ,  $\vec{w}$ , and  $\vec{v}_3$  linearly dependent?

Question 4 (17 points)

We place a wire-frame cube one unit on each side on a table. We create a coordinate system with one corner of the cube at the origin, vertical edge of the cube along the positive z axis and the other two edges along the positive x and y axes. The cube's shadow is shown below.



(a) (5 points) Assuming that the map which sends a point to its shadow is linear, give the matrix of this map.

(b) (6 points) Give a formula parametrizing all points in  $\mathbb{R}^3$  whose shadow is at (4,7).

(c) (6 points) We rotate the cube  $45^{\circ}$  counterclockwise around the z-axis (so that the positive x-axis is turned towards the positive y-axis). Where now is the shadow of the corner which, before the rotation, was at (1,1,1)?