# Problem Set 1.1

#### Problems 1-9 are about addition of vectors and linear combinations.

1 Describe geometrically (line, plane, or all of  $\mathbb{R}^3$ ) all linear combinations of

(a) 
$$\begin{bmatrix} 1\\2\\3 \end{bmatrix}$$
 and  $\begin{bmatrix} 3\\6\\9 \end{bmatrix}$  (b)  $\begin{bmatrix} 1\\0\\0 \end{bmatrix}$  and  $\begin{bmatrix} 0\\2\\3 \end{bmatrix}$  (c)  $\begin{bmatrix} 2\\0\\0 \end{bmatrix}$  and  $\begin{bmatrix} 0\\2\\2 \end{bmatrix}$  and  $\begin{bmatrix} 2\\2\\3 \end{bmatrix}$ 

- 2 Draw  $v = \begin{bmatrix} 4 \\ 1 \end{bmatrix}$  and  $w = \begin{bmatrix} -2 \\ 2 \end{bmatrix}$  and v + w and v w in a single xy plane.
- 3 If  $v + w = \begin{bmatrix} 5 \\ 1 \end{bmatrix}$  and  $v w = \begin{bmatrix} 1 \\ 5 \end{bmatrix}$ , compute and draw v and w.
- 4 From  $v = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$  and  $w = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$ , find the components of 3v + w and cv + dw.
- 5 Compute u + v + w and 2u + 2v + w. How do you know u, v, w lie in a plane?

In a plane 
$$u = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$
,  $v = \begin{bmatrix} -3 \\ 1 \\ -2 \end{bmatrix}$ ,  $w = \begin{bmatrix} 2 \\ -3 \\ -1 \end{bmatrix}$ .

- Every combination of v = (1, -2, 1) and w = (0, 1, -1) has components that add to \_\_\_\_\_. Find c and d so that cv + dw = (3, 3, -6).
- 7 In the xy plane mark all nine of these linear combinations:

$$c\begin{bmatrix}2\\1\end{bmatrix}+d\begin{bmatrix}0\\1\end{bmatrix}$$
 with  $c=0,1,2$  and  $d=0,1,2$ .

- 8 The parallelogram in Figure 1.1 has diagonal v + w. What is its other diagonal? What is the sum of the two diagonals? Draw that vector sum.
- 9 If three corners of a parallelogram are (1, 1), (4, 2), and (1, 3), what are all three of the possible fourth corners? Draw two of them.

#### Problems 10–14 are about special vectors on cubes and clocks in Figure 1.4.

- Which point of the cube is i + j? Which point is the vector sum of i = (1, 0, 0) and j = (0, 1, 0) and k = (0, 0, 1)? Describe all points (x, y, z) in the cube.
- Four corners of the cube are (0,0,0), (1,0,0), (0,1,0), (0,0,1). What are the other four corners? Find the coordinates of the center point of the cube. The center points of the six faces are \_\_\_\_\_.
- How many corners does a cube have in 4 dimensions? How many 3D faces? How many edges? A typical corner is (0,0,1,0). A typical edge goes to (0,1,0,0).

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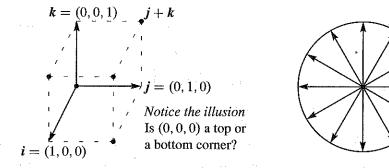


Figure 1.4: Unit cube from i, j, k and twelve clock vectors.

- 13 (a) What is the sum V of the twelve vectors that go from the center of a clock to the hours 1:00, 2:00, ..., 12:00?
  - (b) If the 2:00 vector is removed, why do the 11 remaining vectors add to 8:00?
  - (c) What are the components of that 2:00 vector  $\mathbf{v} = (\cos \theta, \sin \theta)$ ?
- Suppose the twelve vectors start from 6:00 at the bottom instead of (0,0) at the center. The vector to 12:00 is doubled to (0,2). Add the new twelve vectors.

### Problems 15–19 go further with linear combinations of v and w (Figure 1.5a).

- 15 Figure 1.5a shows  $\frac{1}{2}v + \frac{1}{2}w$ . Mark the points  $\frac{3}{4}v + \frac{1}{4}w$  and  $\frac{1}{4}v + \frac{1}{4}w$  and v + w.
- Mark the point -v + 2w and any other combination cv + dw with c + d = 1. Draw the line of all combinations that have c + d = 1.
- 17 Locate  $\frac{1}{3}v + \frac{1}{3}w$  and  $\frac{2}{3}v + \frac{2}{3}w$ . The combinations cv + cw fill out what line?
- 18 Restricted by  $0 \le c \le 1$  and  $0 \le d \le 1$ , shade in all combinations cv + dw.
- 19 Restricted only by  $c \ge 0$  and  $d \ge 0$  draw the "cone" of all combinations cv + dw.

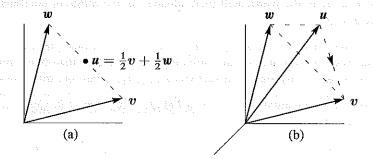


Figure 1.5: Problems 15–19 in a plane Problems 20–25 in 3-dimensional space

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# Problems 20–25 deal with u, v, w in three-dimensional space (see Figure 1.5b).

- Locate  $\frac{1}{3}u + \frac{1}{3}v + \frac{1}{3}w$  and  $\frac{1}{2}u + \frac{1}{2}w$  in Figure 1.5b. 'Challenge problem: Under what restrictions on c, d, e, will the combinations cu + dv + ew fill in the dashed triangle? To stay in the triangle, one requirement is  $c \ge 0, d \ge 0, e \ge 0$ .
- The three sides of the dashed triangle are v u and w v and u w. Their sum is \_\_\_\_\_. Draw the head-to-tail addition around a plane triangle of (3, 1) plus (-1, 1) plus (-2, -2).
- Shade in the pyramid of combinations cu + dv + ew with  $c \ge 0$ ,  $d \ge 0$ ,  $e \ge 0$  and  $c + d + e \le 1$ . Mark the vector  $\frac{1}{2}(u + v + w)$  as inside or outside this pyramid.
- If you look at *all* combinations of those u, v, and w, is there any vector that can't be produced from cu + dv + ew? Different answer if u, v, w are all in \_\_\_\_\_.
- Which vectors are combinations of u and v, and also combinations of v and w?
- Draw vectors u, v, w so that their combinations cu + dv + ew fill only a line. Find vectors u, v, w so that their combinations cu + dv + ew fill only a plane.
- What combination  $c \begin{bmatrix} 1 \\ 2 \end{bmatrix} + d \begin{bmatrix} 3 \\ 1 \end{bmatrix}$  produces  $\begin{bmatrix} 14 \\ 8 \end{bmatrix}$ ? Express this question as two equations for the coefficients c and d in the linear combination.
- 27 Review Question. In xyz space, where is the plane of all linear combinations of i = (1,0,0) and i + j = (1,1,0)?

## Challenge Problems

- Find vectors v and w so that v + w = (4, 5, 6) and v w = (2, 5, 8). This is a question with \_\_\_\_ unknown numbers, and an equal number of equations to find those numbers.
- Find two different combinations of the three vectors  $\mathbf{u} = (1,3)$  and  $\mathbf{v} = (2,7)$  and  $\mathbf{w} = (1,5)$  that produce  $\mathbf{b} = (0,1)$ . Slightly delicate question: If I take any three vectors  $\mathbf{u}, \mathbf{v}, \mathbf{w}$  in the plane, will there always be two different combinations that produce  $\mathbf{b} = (0,1)$ ?
- 30 The linear combinations of v = (a, b) and w = (c, d) fill the plane unless \_\_\_\_\_. Find four vectors u, v, w, z with four components each so that their combinations cu + dv + ew + fz produce all vectors  $(b_1, b_2, b_3, b_4)$  in four-dimensional space.
- Write down three equations for c, d, e so that cu + dv + ew = b. Can you somehow find c, d, and e?

$$oldsymbol{u} = egin{bmatrix} 2 \\ -1 \\ 0 \end{bmatrix} \quad oldsymbol{v} = egin{bmatrix} -1 \\ 2 \\ -1 \end{bmatrix} \quad oldsymbol{w} = egin{bmatrix} 0 \\ -1 \\ 2 \end{bmatrix} \quad oldsymbol{b} = egin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}.$$