## MATH 218D MIDTERM EXAMINATION 1

| Name |  | Duke Email | @duke.edu |
|------|--|------------|-----------|
|------|--|------------|-----------|

Please **read all instructions** carefully before beginning.

- You have 180 minutes to complete this exam and upload your work. The exam itself is meant to take 75 minutes to complete, so hopefully you will have enough time.
- For full credit you must **show your work** so that your reasoning is clear.
- If you need clarification or think you've found a typo, ask a **private question on Piazza**. We'll be monitoring it.
- If you have time, go back and check your work.
- You may use **your class notes** (not the ones from the website) and the **interactive row reducer** during this exam. You may use a **calculator** for doing arithmetic. All other materials and aids are strictly prohibited.
- You are not allowed to receive **outside help** during this exam. Consulting with someone else is considered cheating; suspected instances will result in immediate referral to to the Office of Student Conduct.
- Be sure to tag your answers on Gradescope, and use a scanning app.
- Good luck!

| Complete when start   | ing the exam: I will r   | neither give nor receiv  | ve aid on this exam.                 |  |  |
|---|--|--|--------------------------------------|--|--|
| Signed:   |  | Tim  | e:                                   |  |  |
| Complete after finish   | ing the exam: I have   | neither given nor reco   | eived aid on this exam.              |  |  |
| Signed:   |  | Tim  | Time:                                |  |  |
| MISS WORMWOOD, MY DAD SAYS WHEN HE WAS IN SCHOOL, THEY TAUGHT HIM TO DO MATH ON A SLIDE RULE. | HE SAYS HE HASN'T USED A SLIDE RULE SINCE, BECAUSE HE GOT A FIVE-BUCK CALCULATOR THAT CAN DO MORE FUNCTIONS THAN HE COULD FIGURE OUT IF HIS LIFE DEPENDED ON IT. | GIVEN THE PACE OF<br>TECHNOLOGY, I PROPOSE<br>WE LEAVE MATH TO THE<br>MACHINES AND GO PLAY<br>OUTSIDE. | MY BILLS ALWAYS DIE IN SUBCOMMITTEE. |  |  |

Problem 1. [20 points]

Consider

$$A = \begin{pmatrix} 0 & 1 & -1 & 0 \\ -2 & -1 & -1 & 2 \\ 2 & 3 & 5 & 4 \\ 6 & 3 & -3 & 0 \end{pmatrix} \qquad b = \begin{pmatrix} -2 \\ -8 \\ 4 \\ 0 \end{pmatrix}.$$

a) Carry out Gaussian reduction with maximal partial pivoting to find a PA = LU decomposition. You should obtain

$$U = \begin{pmatrix} 6 & 3 & -3 & 0 \\ 0 & 2 & 6 & 4 \\ 0 & 0 & -4 & -2 \\ 0 & 0 & 0 & 3 \end{pmatrix}.$$

Be sure to specify what *L* and *P* are. Please write the row operations you performed.

- **b)** Solve the equations Ly = Pb and Ux = y to find a solution of Ax = b.
- **c)** Briefly explain why step **b)** is faster than solving Ax = b using Gaussian elimination on the augmented matrix  $(A \mid b)$ , once you have a PA = LU decomposition.

### Solution.

a) 
$$P = \begin{pmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \end{pmatrix} \qquad L = \begin{pmatrix} 1 & 0 & 0 & 0 \\ \frac{1}{3} & 1 & 0 & 0 \\ 0 & \frac{1}{2} & 1 & 0 \\ -\frac{1}{3} & 0 & \frac{1}{2} & 1 \end{pmatrix}$$

b) 
$$Ly = Pb \implies y = \begin{pmatrix} 0 \\ 4 \\ -4 \\ -6 \end{pmatrix} \qquad Ux = y \implies x = \begin{pmatrix} 1 \\ 0 \\ 2 \\ -2 \end{pmatrix}$$

c) Gaussian elimination takes about  $\frac{2}{3} \cdot 4^3 \approx 43$  flops, whereas forward- and back-substitution take about  $4^2 = 16$  flops.

Problem 2. [15 points]

a) Compute the inverse of  $\begin{pmatrix} 1 & -2 & 3 \\ -2 & 6 & -5 \\ 2 & 3 & 9 \end{pmatrix}.$ 

Be sure to write out any row operations you perform.

- **b)** For which value(s) of k is  $\begin{pmatrix} 1 & -2 & 3 \\ -2 & 6 & k \\ 2 & 3 & 9 \end{pmatrix}$  not invertible?
- **c)** Suppose that A is a  $3 \times 3$  matrix whose third column is in the span of the first two. Briefly explain why A is not invertible.

[Hint: can it have full row rank?]

## Solution.

a) 
$$\begin{pmatrix} 1 & -2 & 3 \\ -2 & 6 & -5 \\ 2 & 3 & 9 \end{pmatrix}^{-1} = \begin{pmatrix} -69 & -27 & 8 \\ -8 & -3 & 1 \\ 18 & 7 & -2 \end{pmatrix}$$

**b**) 
$$k = -\frac{36}{7}$$

**c)** The column space of A is a plane in  $\mathbb{R}^2$  (or a line, or a point), so it does not have full row rank, and hence has fewer than 3 pivots.

Problem 3. [25 points]

Consider

$$A = \begin{pmatrix} 1 & 3 & -2 & 0 \\ -2 & -6 & 6 & -2 \\ 2 & 6 & 3 & -7 \end{pmatrix} \qquad b = \begin{pmatrix} 2 \\ -8 \\ -10 \end{pmatrix}.$$

- a) Find the parametric vector form of the solution set of Ax = b. Be sure to write out any row operations you perform.
- **b)** Write down two different solutions of Ax = b. (Your answer will be two vectors with numbers in them.)
- c) Does Ax = b' have a solution for every vector  $b' \in \mathbb{R}^3$ ? Why or why not?
- **d)** Find a spanning set for Nul(*A*).
- e) Let v = (-1, 1, 1, 1). Check that  $v \in \text{Nul}(A)$ , and write v as a linear combination of the spanning vectors you obtained in **d**).

[Hint: what values do the free variables have to take?]

### Solution.

a) 
$$\begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{pmatrix} = x_2 \begin{pmatrix} -3 \\ 1 \\ 0 \\ 0 \end{pmatrix} + x_4 \begin{pmatrix} 2 \\ 0 \\ 1 \\ 1 \end{pmatrix} + \begin{pmatrix} -2 \\ 0 \\ -2 \\ 0 \end{pmatrix}$$

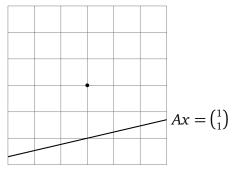
- **b)** Choose any values of the free variables. For instance,  $(x_2, x_4) = (1, 0)$  and (0, 1) give (-5, 1, -2, 0) and (0, 0, -1, 1), respectively.
- c) No: the matrix A has only two pivots, hence does not have full row rank.

Nul(A) = Span 
$$\left\{ \begin{pmatrix} -3\\1\\0\\0 \end{pmatrix}, \begin{pmatrix} 2\\0\\1\\1 \end{pmatrix} \right\}$$

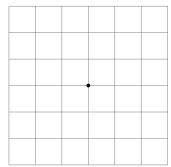
e) One computes Av = 0, so  $v \in Nul(A)$ . The second (resp. fourth) coordinate of v is the value of  $x_2$  (resp.  $x_4$ ), so

$$v = \begin{pmatrix} -3\\1\\0\\0 \end{pmatrix} + \begin{pmatrix} 2\\0\\1\\1 \end{pmatrix}.$$

For a certain  $2 \times 2$  matrix A, the solution set of  $Ax = \binom{1}{1}$  is drawn. Copy this grid onto your paper, and draw **a**) the solution set of Ax = 0 and **b**) the solution set of  $Ax = \binom{-1}{-1}$ . Be sure to label which is which.

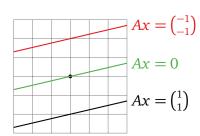


- **c)** What is the rank of *A*?
- **d)** Draw the column space of *A* in a grid like below. Be precise!

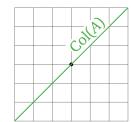


# Solution.

**a)** and **b)** 



- **c)** The rank is 1, since *A* has one free variable.
- d)



Problem 5. [15 points]

Find examples of matrices with the following properties. If no such matrix exists, write "no way, man," or use your favorite colloquialism instead.

- a) A matrix A, in RREF, such that Ax = b has at least one solution for every b, but A does not have full column rank.
- **b)** A  $3 \times 5$  matrix of rank 4, in RREF.
- c) A 2 × 2 matrix A such that the solution set of  $Ax = \binom{3}{4}$  is a line, and  $Ax = \binom{1}{1}$  has no solutions.
- **d)** A  $3 \times 3$  matrix A with no zero entries, such that Col(A) is a plane.
- e) A  $4 \times 4$  matrix A with full row rank such that A(1, 2, -1, 1) = 0.

### Solution.

- a) There are many answers; one is  $A = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$ .
- **b)** Yeah, right.
- **c)** There are many answers; one is  $A = \begin{pmatrix} 3 & 0 \\ 4 & 0 \end{pmatrix}$ .
- **d)** There are many answers; one is  $A = \begin{pmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ -1 & 1 & 1 \end{pmatrix}$ .
- e) As if.

Which of the following are subspaces of  $\mathbb{R}^4$ ? If not, why?

a) Span 
$$\left\{ \begin{pmatrix} 1\\0\\0\\2 \end{pmatrix}, \begin{pmatrix} 0\\-2\\-1\\0 \end{pmatrix}, \begin{pmatrix} 1\\-2\\-1\\2 \end{pmatrix} \right\}$$

**b)** Nul 
$$\begin{pmatrix} 2 & -1 & 3 \\ 0 & 0 & 4 \\ 6 & -4 & 2 \\ -9 & 3 & 4 \end{pmatrix}$$

c) 
$$Col \begin{pmatrix} 2 & -1 & 3 \\ 0 & 0 & 4 \\ 6 & -4 & 2 \\ -9 & 3 & 4 \end{pmatrix}$$

$$\mathbf{d}) \ \left\{ \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} \right\}$$

f) 
$$V = \left\{ \text{all vectors } \begin{pmatrix} x \\ y \\ z \\ w \end{pmatrix} \text{ in } \mathbb{R}^4 \text{ such that } xy = zw \right\}$$

# Solution.

- a) Yes.
- **b)** No: this is a subspace of  $\mathbb{R}^3$ .
- c) Yes.
- d) Yes.
- e) No: this does not contain the zero vector.
- f) No: this is not closed under addition. For instance,

$$\begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 0 \\ 0 \end{pmatrix}$$