

§2.2.

3(a). $\begin{cases} x = 2-s \\ y = s \end{cases}$

$$\begin{cases} z = -3-t \\ w = t \end{cases}$$

8(b). $\begin{cases} x = 1-r \\ y = 2+r \end{cases}$

$$z = -1+r$$

$x_4 = r$, any real number

10. $\vec{x} = \begin{pmatrix} r \\ 0 \end{pmatrix}$ where $r \neq 0$.

15. (a). $a = \pm \sqrt{3}$

(b). $a \neq \pm \sqrt{3}$

c). There is no value of a ,

s.t. the system has infinitely
many solns.

19. (\Rightarrow) If $A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$ is row equivalent
to I_2 , then a & c can't be
zero at the same time;

Without loss of generality, we assume $a \neq 0$.

Then we can perform row operations.

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \rightarrow \begin{pmatrix} 1 & \frac{b}{a} \\ c & d \end{pmatrix} \rightarrow \begin{pmatrix} 1 & \frac{b}{a} \\ 0 & d - \frac{bc}{a} \end{pmatrix}$$

Again $A \sim I_2 \Rightarrow d - \frac{bc}{a} \neq 0 \Rightarrow ad - bc \neq 0$.

19 (\Leftarrow) Conversely, if $ad - bc \neq 0$,

then a, c can't be zero at the same time
(otherwise $0 \cdot d - b \cdot 0 = 0$, not allowed).

Without loss of generality, we can assume $a \neq 0$.
Then we can again perform row operations.

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \rightarrow \begin{pmatrix} 1 & \frac{b}{a} \\ c & d \end{pmatrix} \rightarrow \begin{pmatrix} 1 & \frac{b}{a} \\ 0 & d - \frac{bc}{a} \end{pmatrix}$$

Now, since $ad - bc \neq 0 \Rightarrow d - \frac{bc}{a} \neq 0$,
we can divide the 2nd row by $(d - \frac{bc}{a})$.

and get

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \rightarrow \begin{pmatrix} 1 & \frac{b}{a} \\ 0 & 1 \end{pmatrix} \rightarrow \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

Therefore $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$ is row equivalent to I_2 . #.

22. $-ax + b + c = 0$

29. (b). Let x_p be any particular soln to $Ax = b$,
 x be any other soln to $Ax = b$.
Then let $x_h = x - x_p$.

Then $Ax_h = A(x - x_p) = Ax - Ax_p = 0$
and $x = (x - x_p) + x_p = x_h + x_p$. #

42. No soln.

§2.3.

4(a). $A \sim \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} = C$

10. (d). $\begin{pmatrix} \frac{3}{5} & -\frac{3}{5} & -\frac{1}{5} \\ \frac{3}{5} & \frac{3}{5} & -\frac{4}{5} \\ -\frac{1}{5} & \frac{1}{5} & \frac{3}{5} \end{pmatrix}$

(b). $B = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 2 & 0 & 1 \end{pmatrix}$

(c) $A \cdot B = I_3$

$B \cdot A = I_3$

16. $A = \begin{pmatrix} \frac{3}{2} & 1 & \frac{1}{2} \\ \frac{1}{2} & 0 & -\frac{1}{2} \\ 1 & 1 & 0 \end{pmatrix}$

17. (a) & (b)

23. pf. The matrices A and B are row equivalent if and only if $B = E_k \cdot E_{k-1} \cdots E_2 \cdot E_1 \cdot A$.

Then let $p = E_k E_{k-1} \cdots E_2 E_1$, which is non-singular (Thm 2.8).

9. (a) singular

(b). $A^{-1} = \begin{pmatrix} \frac{1}{2} & -\frac{1}{4} \\ \frac{1}{2} & \frac{1}{2} \end{pmatrix}$

(c) $A^{-1} = \begin{pmatrix} 0 & 1 & -1 \\ 2 & -2 & -1 \\ -1 & 1 & 1 \end{pmatrix}$

(d) singular.

If j -th column of A is the zero column, then the homogeneous system $A \cdot \vec{x} = 0$ has non-trivial solutions, the vector \vec{x} with 1 in the j -th entry and zeros elsewhere. By Thm 2.9, A is singular. #.

(b). $\begin{pmatrix} 1 & -1 & 0 \\ 1 & -2 & 1 \\ -\frac{3}{2} & \frac{5}{2} & -\frac{1}{2} \end{pmatrix}$

(c). $\begin{pmatrix} 1 & \frac{1}{2} & \frac{1}{2} \\ 1 & -\frac{3}{2} & \frac{1}{2} \\ 0 & \frac{1}{2} & -\frac{1}{2} \end{pmatrix}$

§2.4

2(a). $\begin{pmatrix} I_4 \\ 0_{m \times n} \end{pmatrix}$

6. $B = \begin{pmatrix} I_2 & 0 \\ 0 & 0 \end{pmatrix}$

and $B = \begin{pmatrix} 1 & 2 & 0 \\ 1 & 1 & 0 \\ -1 & 1 & 1 \end{pmatrix} \cdot A \cdot \begin{pmatrix} 1 & 0 & -1 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{pmatrix}$

8. (\Rightarrow) If A is equivalent to $0_{m \times n}$.

Then $A = P \cdot 0_{m \times n} \cdot Q$ for

non-singular matrices $P \neq Q$. (Thm 2.13)

But $P \cdot 0_{m \times n} \cdot Q = 0_{m \times n}$, so

$A = 0$

(\Leftarrow) conversely, if $A = 0$, then

A is of course equivalent to 0 ,

which is the definition (Def 2.5).

10. possible answer:

(a) $\begin{pmatrix} 1 & -2 & 3 & 0 \\ 0 & -1 & 4 & 3 \\ 0 & 2 & -5 & 2 \end{pmatrix}$