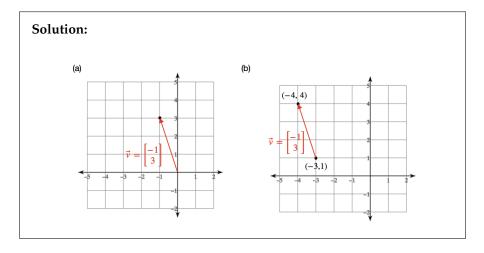
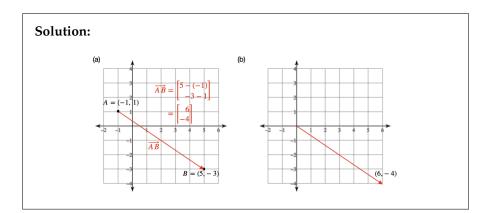
## HW 1 Due: Thursday, January 30

1. Let  $\overrightarrow{\nu} = \begin{bmatrix} 3 \\ -2 \end{bmatrix}$ .

- (a) Draw the vector in standard position (with its tail at the origin).
- (b) Draw the vector with its tail at (2, -3).

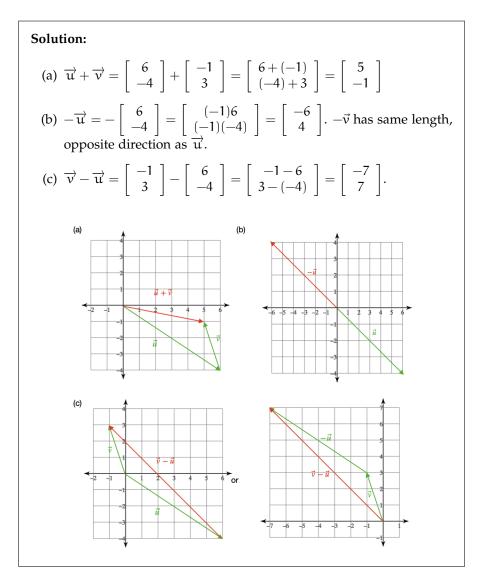


2. Given that A = (1, -1) and B = (4, 2), draw  $\overrightarrow{AB}$ . Compute the vector numerically, and also draw it in standard position.



- 3. Let  $\overrightarrow{v}$  be the vector from problem 1, and let  $\overrightarrow{u} = \overrightarrow{AB}$  from problem 2. Compute the following algebraically. Also show and explain how to obtain the same result geometrically.
  - (a)  $\overrightarrow{u} + \overrightarrow{v}$

(b)  $-\overrightarrow{v}$ (c)  $\overrightarrow{u} - \overrightarrow{v}$ 



4. If the vector  $\vec{v} = \begin{bmatrix} 3 \\ -1 \\ 2 \end{bmatrix}$  has head at (4, 2, -3), where is its tail?

**Solution:** If  $\vec{v} = \begin{bmatrix} -2\\ 3\\ -3 \end{bmatrix}$  is drawn in standard position, then its head is at (-2, 3, -3) and tail (0, 0, 0). To draw it so that its head is at (-3, -2, 1) we must shift -1 in x-direction, -5 in y direction, and 4 in z-direction (that is  $\begin{bmatrix} -3\\ -2\\ 1 \end{bmatrix} - \begin{bmatrix} -2\\ 3\\ -3 \end{bmatrix} = \begin{bmatrix} -1\\ -5\\ 4 \end{bmatrix}$ ). So the tail will move to  $\begin{bmatrix} 0\\ 0\\ 0 \end{bmatrix} + \begin{bmatrix} -1\\ -5\\ 4 \end{bmatrix} = \begin{bmatrix} -1\\ -5\\ 4 \end{bmatrix}$ , that is (-1, -5, 4).

5. Solve for  $\overrightarrow{x}$  in terms of  $\overrightarrow{a}$  and  $\overrightarrow{b}$ :

$$\overrightarrow{\mathbf{x}} + 2\overrightarrow{\mathbf{a}} - \overrightarrow{\mathbf{b}} = 3(\overrightarrow{\mathbf{x}} + \overrightarrow{\mathbf{a}}) - 2(2\overrightarrow{\mathbf{a}} - \overrightarrow{\mathbf{b}}).$$

Solution:

$$2\vec{x} - \vec{a} - 3\vec{b} = 2(\vec{a} + \vec{b}) - (\vec{x} - \vec{b})$$
  

$$2\vec{x} - \vec{a} - 3\vec{b} = 2\vec{a} + 2\vec{b} - \vec{x} + \vec{b}$$
  

$$2\vec{x} - \vec{a} - 3\vec{b} = 2\vec{a} + 2\vec{b} + \vec{b} - \vec{x}$$
  

$$2\vec{x} - \vec{a} - 3\vec{b} = 2\vec{a} + 3\vec{b} - \vec{x} \qquad | +\vec{x} + \vec{a} + 3\vec{b}$$
  

$$2\vec{x} + \vec{x} = 2\vec{a} + 3\vec{b} + \vec{a} + 3\vec{b}$$
  

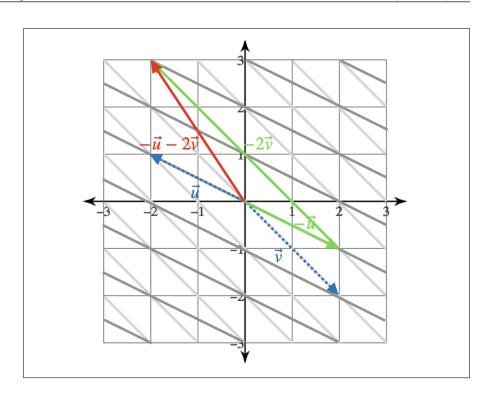
$$3\vec{x} = 2\vec{a} + \vec{a} + 3\vec{b} + 3\vec{b}$$
  

$$3\vec{x} = 3\vec{a} + 6\vec{b}$$
  

$$\vec{x} = \vec{a} + 2\vec{b}$$

6. Draw the coordinate grid corresponding to the vectors  $\vec{u} = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$  and  $\vec{v} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ . Compute  $\vec{w} = 2\vec{u} + 3\vec{v}$  and draw  $\vec{w}$  using the grid.

Solution: 
$$\overrightarrow{u} = \begin{bmatrix} -2\\1 \end{bmatrix}, \overrightarrow{v} = \begin{bmatrix} 2\\-2 \end{bmatrix}$$
. Thus  $-\overrightarrow{u} - 2\overrightarrow{v} = -\begin{bmatrix} -2\\1 \end{bmatrix} - 2\begin{bmatrix} 2\\-2 \end{bmatrix} = \begin{bmatrix} -1\cdot(-2)-2\cdot2\\-1\cdot1-2\cdot(-2) \end{bmatrix} = \begin{bmatrix} -2\\3 \end{bmatrix}$ .



7. If 
$$\overrightarrow{u} = \begin{bmatrix} 3 \\ -2 \end{bmatrix}$$
 and  $\overrightarrow{v} = \begin{bmatrix} 4 \\ 6 \end{bmatrix}$ , what are  $\overrightarrow{u} \cdot \overrightarrow{v}$  and  $\|\overrightarrow{u}\|$ ?

Solution: 
$$\vec{u} \cdot \vec{v} = \begin{bmatrix} 1\\2\\2 \end{bmatrix} \cdot \begin{bmatrix} 3\\2\\1 \end{bmatrix} = 1 \cdot 3 + 2 \cdot 2 + 2 \cdot 1 = 3 + 4 + 2 = 9.$$
  
 $\|\vec{u}\| = \sqrt{\vec{u} \cdot \vec{u}} = \sqrt{1 \cdot 1 + 2 \cdot 2 + 2 \cdot 2} = \sqrt{9} = 3.$ 

- 8. Suppose  $\overrightarrow{u}, \overrightarrow{v}, \overrightarrow{w}$  are vectors in  $\mathbb{R}^n$ , c is a scalar, and  $\cdot$  denotes the dot product. Explain why the expressions below don't make sense:
  - (a)  $\|\overrightarrow{u}\cdot\overrightarrow{v}\|$
  - (b)  $\overrightarrow{u} \cdot \overrightarrow{v} + \overrightarrow{w}$
  - (c)  $\overrightarrow{u} \cdot (\overrightarrow{v} \cdot \overrightarrow{w})$
  - (d)  $\mathbf{c} \cdot (\overrightarrow{\mathbf{u}} + \overrightarrow{\mathbf{v}})$

## Solution:

- (a)  $\vec{u} \cdot \vec{v}$  is a number, but we can only take the norm of a vector, so  $\|\vec{u} \cdot \vec{v}\|$  makes no sense.
- (b)  $\vec{u} \cdot \vec{v}$  is a number and  $\vec{w}$  a vector, but we can't add a number and a vector, so  $\vec{u} \cdot \vec{v} + \vec{w}$  makes no sense.
- (c)  $\vec{v} \cdot \vec{w}$  is a number,  $\vec{u}$  is a vector, so  $\vec{u} \cdot (\vec{v} \cdot \vec{w})$  makes no sense, no matter if you interpret the first  $\cdot$  as a dot product, scalar product, or multiplication of real numbers.
- (d)  $\vec{u} + \vec{v}$  is a vector, so  $c \cdot (\vec{u} + \vec{v})$  makes no sense since we can't do a dot product of a number and a vector.
- 9. Prove Theorem 1.2b: if  $\overrightarrow{u}, \overrightarrow{v}, \overrightarrow{w}$  are vectors in  $\mathbb{R}^n$ , then

$$\overrightarrow{\mathfrak{u}} \cdot (\overrightarrow{\mathfrak{v}} + \overrightarrow{\mathfrak{w}}) = \overrightarrow{\mathfrak{u}} \cdot \overrightarrow{\mathfrak{v}} + \overrightarrow{\mathfrak{u}} \cdot \overrightarrow{\mathfrak{w}}.$$

Solution:  $\vec{u} \cdot c\vec{v} = \vec{u} \cdot \left( c \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix} \right) = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix} \cdot \begin{bmatrix} cv_1 \\ cv_2 \\ \vdots \\ cv_n \end{bmatrix}$   $= u_1(cv_1) + u_2(cv_2) + \dots + u_n(cv_n)$   $= (u_1c)v_1 + (u_2c)v_2 + \dots + (u_nc)v_n$   $= (cu_1)v_1 + (cu_2)v_2 + \dots + (cu_n)v_n$   $= c(u_1v_1) + c(u_2v_2) + \dots + c(u_nv_n)$   $= c(u_1v_1 + u_2v_2 + \dots + u_nv_n)$   $= c(\vec{u} + \vec{v})$ 

10. Prove that if  $\overrightarrow{u}, \overrightarrow{v}$  are vectors in  $\mathbb{R}^n$ , then

$$\|\overrightarrow{\mathfrak{u}}-\overrightarrow{\mathfrak{v}}\|^2 = \|\overrightarrow{\mathfrak{u}}\|^2 - 2\overrightarrow{\mathfrak{u}}\cdot\overrightarrow{\mathfrak{v}} + \|\overrightarrow{\mathfrak{v}}\|^2.$$

## Solution:

$$\begin{split} \|\vec{u} - \vec{v}\|^2 &= (\vec{u} - \vec{v}) \cdot (\vec{u} - \vec{v}) = \vec{u} \cdot (\vec{u} - \vec{v}) - \vec{v} \cdot (\vec{u} - \vec{v}) \\ &= \vec{u} \cdot \vec{u} - \vec{u} \cdot \vec{v} - \vec{v} \cdot \vec{u} + \vec{v} \cdot \vec{v} \\ &= \vec{u} \cdot \vec{u} - \vec{u} \cdot \vec{v} - \vec{u} \cdot \vec{v} + \vec{v} \cdot \vec{v} \\ &= \|\vec{u}\|^2 - 2\vec{u} \cdot \vec{v} + \|\vec{v}\|^2 \end{split}$$