

Name:

MATH 221

BOSS FIGHT 2 BONUS QUIZ (10PTS)

You may use a non-graphing calculator on this test and you are allowed a page of notes front and back. You have 10 minutes. Most of that time is for Problem 2. Be sure to box your answers, thanks!

**Problem 1:** (5pts) Let  $\gamma = \left\{ \frac{1}{\sqrt{3}}(1, 1, 1), \frac{1}{\sqrt{2}}(-1, 0, 1) \right\}$  give a basis for  $W = \text{span}(\gamma)$ . Calculate  $[(a, b, c)]_\gamma$  given that  $(a, b, c) \in W$ .

Since  $\gamma = \{v_1, v_2\}$  has  $v_1 \cdot v_1 = 1$ ,  $v_2 \cdot v_2 = 1$  and  $v_1 \cdot v_2 = 0$   
we see  $\gamma$  is orthonormal. Therefore,

$$\begin{aligned} [(a, b, c)]_\gamma &= \begin{bmatrix} (a, b, c) \cdot v_1 \\ (a, b, c) \cdot v_2 \end{bmatrix} \\ &= \begin{bmatrix} \frac{a+b+c}{\sqrt{3}} \\ \frac{-a+c}{\sqrt{2}} \end{bmatrix} \end{aligned}$$

Problem 2: (5pts) Let  $A = \begin{matrix} & v_1 & v_2 & v_3 \\ \begin{bmatrix} 3 & 6 & 4 \\ 3 & 1 & 4 \\ 3 & 6 & 0 \\ 3 & 1 & 0 \end{bmatrix} \end{matrix}$ . Find the QR-decomposition of the given matrix.

Begin by forming an orthonormal basis for  $\text{Col}(A)$

$$v_1' = (1, 1, 1, 1), \quad \underline{v_1' \cdot v_1' = 4}$$

$$\tilde{v}_2' = (6, 1, 6, 1) - \left( \frac{v_1' \cdot v_2}{v_1' \cdot v_1'} \right) (1, 1, 1, 1)$$

$$= (6, 1, 6, 1) - (7/2, 7/2, 7/2, 7/2)$$

$$= (5/2, -5/2, 5/2, -5/2)$$

$$= \frac{5}{2}(1, -1, 1, -1) \Rightarrow \underline{v_2' = (1, -1, 1, -1)}, \quad \underline{v_2' \cdot v_2' = 4}$$

get rid of pesky fraction.

$$\tilde{v}_3' = (4, 4, 0, 0) - \left( \frac{v_3 \cdot v_1'}{v_1' \cdot v_1'} \right) v_1' - \left( \frac{v_3 \cdot v_2'}{v_2' \cdot v_2'} \right) v_2'$$

$$= (4, 4, 0, 0) - 2(1, 1, 1, 1)$$

$$= (2, 2, -2, -2) \Rightarrow \underline{v_3' = (1, 1, -1, -1)}, \quad \underline{v_3' \cdot v_3' = 4}$$

Thus  $q_1, q_2, q_3$  are given by normalizing  $v_1', v_2', v_3'$  hence,

$$Q = \frac{1}{2} \begin{bmatrix} 1 & 1 & 1 \\ 1 & -1 & 1 \\ 1 & 1 & -1 \\ 1 & -1 & -1 \end{bmatrix}$$

$$Q^T A = \frac{1}{2} \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 \\ 1 & 1 & -1 & -1 \end{bmatrix} \begin{bmatrix} 3 & 6 & 4 \\ 3 & 1 & 4 \\ 3 & 6 & 0 \\ 3 & 1 & 0 \end{bmatrix} = \frac{1}{2} \begin{bmatrix} 12 & 14 & 8 \\ 0 & 10 & 0 \\ 0 & 0 & 8 \end{bmatrix} = \begin{bmatrix} 6 & 7 & 4 \\ 0 & 5 & 0 \\ 0 & 0 & 4 \end{bmatrix}$$

$$A = QR = \begin{bmatrix} 1/2 & 1/2 & 1/2 \\ 1/2 & -1/2 & 1/2 \\ 1/2 & 1/2 & -1/2 \\ 1/2 & -1/2 & -1/2 \end{bmatrix} \begin{bmatrix} 6 & 7 & 4 \\ 0 & 5 & 0 \\ 0 & 0 & 4 \end{bmatrix}$$