

## Quiz 2

1. True or false?  $f(x) = ax + b$ ,  $f: \mathbb{R} \rightarrow \mathbb{R}$  is a linear mapping. Why?

Answer. True if and only if  $b = 0$ . Verify linearity

$$\forall x, y, u, v \in \mathbb{R}: f(ux + vy) = uf(x) + vf(y) \Rightarrow$$

$$a(ux + vy) + b = u(ax + b) + v(ay + b) \Rightarrow b = 0$$

2. True or False? The 3x2 real-component matrix  $\mathbf{A}$  can have maximal rank  $r = 2$ .

Answer. True. Since  $r = \dim C(\mathbf{A})$  and  $\mathbf{A} \in \mathbb{R}^{3 \times 2}$  can have at most two linearly independent column vectors, e.g.,

$$\mathbf{A} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix}.$$

3. True or false?  $\mathbf{x} = [1 \ 1 \ 1]$  is an element of  $C(\mathbf{A})$ ,

$$\mathbf{A} = \begin{bmatrix} 1 & 0 & 1 \\ 1 & -1 & 0 \\ 0 & 0 & 0 \end{bmatrix}.$$

Explain.

Answer(s). False. Applying convention of column organization of vector components,

$$\mathbf{x} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} \notin C\left(\begin{bmatrix} 1 & 0 & 1 \\ 1 & -1 & 0 \\ 0 & 0 & 0 \end{bmatrix}\right).$$

Imposing  $\mathbf{x} = \mathbf{A}\mathbf{y}$  leads to third-component equation

$$1 = 0 \cdot y_1 + 0 \cdot y_2 + 0 \cdot y_3,$$

contradiction.

False.  $\mathbf{x}$  is shown as a row vector.

4. True or false? It is known that  $\mathbf{A}(\mathbf{x} + \mathbf{y}) = \mathbf{b}$  and  $\mathbf{A}\mathbf{x} = \mathbf{b}$ . Then  $N(\mathbf{A}) = \{\mathbf{0}\}$ . Explain.  
Answer. Ambiguous. Subtracting equations gives  $\mathbf{A}\mathbf{y} = \mathbf{0}$ , hence  $\mathbf{y} \in N(\mathbf{A})$ . If  $\mathbf{y} = \mathbf{0}$  then  $N(\mathbf{A}) = \{\mathbf{0}\}$ . If  $\mathbf{y} \neq \mathbf{0}$  then  $N(\mathbf{A}) \neq \{\mathbf{0}\}$ .

5. True or False?  $\mathbf{x} \in N(\mathbf{A})$  for

$$\mathbf{x} = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}, \mathbf{A} = \begin{bmatrix} 0 & -1 & 2 \\ 0 & 1 & -2 \\ 1 & 0 & 2 \end{bmatrix}.$$

Answer. False. Compute

$$\mathbf{A}\mathbf{x} = 1 \cdot \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} + 1 \cdot \begin{bmatrix} -1 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} -1 \\ 1 \\ 1 \end{bmatrix} \neq \mathbf{0}.$$