Comments on two of the WW9 problems.

3. There's no issue with this problem, but it does take a little more cleverness than most.

The characteristic polynomial is degree 3 (a "cubic" polynomial); k appears as the constant term in the polynomial.

Call the chracteristic polynomial  $P(\lambda)$ .

Try graphing  $y = P(\lambda)$  after setting k = 0. You should see a local maximum and local minimum. You will probably want to locate <u>where</u> these occur and calculate the <u>y value</u> at the local maximum and minimum. (*This uses calculus, but very little – at the level of Calc I.*)

Now, if you change k, the effect is just to translate the graph vertically up or down. Your job is to pick the values for k that will make the equation  $P(\lambda) = 0$  have 3 roots – that is, you want the graph of  $y = P(\lambda)$  to cross the horizontal axis 3 times. It should be clear that this won't happen if k is too big or too small. What k's will make it happen?

16. The problem is not worded well.

V is a plane through **0** in  $\mathbb{R}^3$ . It is a 2 dimensional subspace and you are given a basis for  $V : \{b_1, b_2\}$ 

You're also given a  $3 \times 3$  matrix A. A is used to define a mapping from the plane V to  $\mathbb{R}^3$ .

For  $\boldsymbol{x}$  in the plane V:  $T(\boldsymbol{x}) = A\boldsymbol{x}$  a vector in  $\mathbb{R}^3$ We're thinking of the <u>domain</u> of T <u>not</u> as all of  $\mathbb{R}^3$ but only those  $\boldsymbol{x}$  in the given subspace (plane) V.

It turns out that the <u>image of V = T(V) is a 2-dimensional</u> subspace W of  $\mathbb{R}^3$  (another plane through **0**), and  $b_1, b_2$  turn out to be in W. This is because of how WW designed the matrix A.

You could verify all this for your particular A and  $b_1$ ,  $b_2$  but it's probably not obvious from just loking at the matrix and vectors., b

Therefore  $T: V \to W$ , and  $\mathcal{B} = \{\boldsymbol{b_1}, \boldsymbol{b_2}\}$  is a basis for both V and W.

The matrix for T with respect to  $\mathcal{B}$  is a 2  $\times$  2 matrix and this is the matrix WW wants.