LINEAR SYSTEMS AND PROPERTIES OF FUNCTIONS

- 1. (a) The function f is surjective: For any $y \in \mathbb{R}_{\geq 0}$, we have f(y) = |y| = y. However, f is not injective as for example f(-1) = f(1) = 1.
 - (b) The function g is not surjective, since 1 is not contained in its image. It is nevertheless injective: if g(a) = g(b), then a + 1 = b + 1, so a = b.
 - (c) The function h is bijective. We first show surjectivity. Let $k \in \mathbb{Z}$ be any integer. if $k \ge 0$, then h(2k) = k. If k < 0, then h(-2k + 1) = k. This shows that every element of \mathbb{Z} is in the image of h.

To prove that h is injective, assume that h(m) = h(n). If this is simply zero, it immediately follows that m = n = 0. Suppose therefore that h(n) = h(m) is equal to a positive integer. Then $\frac{m}{2} = \frac{n}{2}$, so m = n. If on the other hand h(m) = h(n) is a negative number, m and n must be odd; from $-\frac{m+1}{2} = -\frac{n+1}{2}$ we again deduce that m = n.

Using the above considerations we deduce that the inverse of h is given by

$$h^{-1}: \mathbb{Z} \to \mathbb{N}_0, \quad h^{-1}(k) = \begin{cases} 2k, & \text{if } k \ge 0, \\ -2k-1, & \text{if } k < 0. \end{cases}$$

- 2. (a) Comparing the first row with the third yields z = 1. Comparing the first row with the second yields y = 2. If we now substitute y = 2 and z = 1 in the first row, we find that x = 1. The unique solution of the system is therefore the point $(1, 2, 1) \in \mathbb{R}^3$.
 - (b) Subtracting three times the first row from the second, we find that y = 1. Substituting this into the first row gives x = 4. The point $(4, 1) \in \mathbb{R}^2$ is exactly the intersection of the two lines $\{y = \frac{x}{2} - 1\}$ and $\{y = -\frac{3}{5}x + \frac{17}{5}\}$.
 - (c) By elimination, we reduce the system to

Comparing the last two rows, we see that the system is inconsistent; it has no solution, because 1 = 0 is never true.

3. (a) We first reduce the system to

$$\begin{vmatrix} x + y - z &= -2 \\ y - 2z &= -3 \\ 0 &= k - 7 \end{vmatrix},$$

hence k = 7 is a necessary condition for the system to be consistent.

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- (b) For k = 7, the last row simply becomes 0 = 0, and we may discard it. The remaining system now consists of two equations in three variables; geometrically we are considering two planes. If these equations admit simultaneous solutions, the two planes must intersect in a line. Each point of this line will be a solution, so in other words there are infinitely many solutions.
- (c) The line described above can be parametrized as (1, -3, 0) + t(-1, 2, 1), $t \in \mathbb{R}$. To see this, recall that the parametrization of a line is given by u + tv, where u denotes a point on the line, and v a vector parallel to it. To find such a vector v, it suffices to take the difference of two points on the line. The suggested parametrization is constructed using u = (1, -3, 0) and v = (0, -1, 1) (1, -3, 0).
- 4. Proceed by backward substitution: The last row tells you that $x_4 = 0$. Using this information in the second-to-last row, find the value of x_3 . Now proceed inductively: by substituting the value of x_3 and x_4 in the second row you find the value of x_2 , and so on.
- 5. We aim to find a polynomial $f(t) = at^2 + bt + c$ such that f(-1) = 1, f(2) = 3, f(3) = 13. This amounts to solving the linear system

$$\begin{vmatrix} a & -b & +c & = 1 \\ 4a & +2b & +c & = 3 \\ 9a & +3b & +c & = 13 \end{vmatrix},$$

which we immediately reduce to

$$\begin{vmatrix} a & -b & +c & = 1\\ 6b & +-3c & = -1\\ -2c & = 6 \end{vmatrix}.$$

In particular c = -3; using the first and second row above, we now easily compute $b = -\frac{5}{3}$ and $a = \frac{7}{3}$. The resulting polynomial is therefore $f(t) = \frac{7}{3}t^2 - \frac{5}{3}t - 3$.

6. Let x denote the number of 20ct coins, y the number of 50ct coins and z the number of 1 Fr. coins. To receive the award, the following two conditions must be satisfied:

The solution of the system is $x = -\frac{5}{3}(1000 - z)$, $y = \frac{8}{3}(1000 - z)$. By definition, x needs to be a non-negative integer. Now since $z \le 1000$ and $x \ge 0$, the only possible solution is x = 0, y = 0 and z = 1000.

7. <u>AB</u>. This is 2×3 times 3×2 , which will give us a 2×2 matrix.

$$AB = \begin{pmatrix} 0 & -1 & 2 \\ 4 & 11 & 2 \end{pmatrix} \begin{pmatrix} 3 & -1 \\ 1 & 2 \\ 6 & 1 \end{pmatrix} = \begin{pmatrix} 0 \times 3 + (-1) \times 1 + 2 \times 6 & 0 \times (-1) + -1 \times 2 + 2 \times 1 \\ 4 \times 3 + 11 \times 1 + 2 \times 6 & 4 \times (-1) + 11 \times 2 + 2 \times 1 \end{pmatrix}$$

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which gives a two by two matrix

$$\begin{pmatrix} 11 & 0\\ 35 & 20 \end{pmatrix}.$$

In a similar way, we compute the three by three matrix

$$BA = \begin{pmatrix} -4 & -14 & 4\\ 8 & 21 & 6\\ 4 & 5 & 14 \end{pmatrix}.$$

Moreover, we see that AB is not equal to AB. In fact, for most matrices, you cannot reverse the order of multiplication and get the same result.