

① HW 4:

Given  $v_1 = \begin{pmatrix} 1 \\ 2 \\ -2 \end{pmatrix}$   $v_2 = \begin{pmatrix} 3 \\ 1 \\ 0 \end{pmatrix}$   $v_3 = \begin{pmatrix} 4 \\ 3 \\ -2 \end{pmatrix}$   $v_4 = \begin{pmatrix} 2 \\ -1 \\ 1 \end{pmatrix}$

Are  $v_1, \dots, v_4$  l.i., if not, find a linear relation among them.

columns with pivots

$$\begin{pmatrix} 1 & 3 & 4 & 2 \\ 2 & 1 & 3 & -1 \\ -2 & 0 & -2 & 1 \end{pmatrix} \rightarrow \begin{pmatrix} 1 & 3 & 4 & 2 \\ 0 & -5 & -5 & -5 \\ 0 & 1 & 1 & 0 \end{pmatrix} \rightarrow \begin{pmatrix} 1 & 3 & 4 & 2 \\ 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$\Rightarrow v_1, v_2, v_4$  l.i.;  $v_3$  linearly depends on the others:  $x_1 v_1 + x_2 v_2 + x_3 v_4 = v_3$

To find  $x_1, x_2, x_3$ , need to solve system with augmented matrix

$$\left( \begin{array}{ccc|c} 1 & 3 & 2 & 4 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{array} \right) \rightarrow \left( \begin{array}{ccc|c} 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{array} \right)$$

$\Rightarrow$  we have shown that  $1 \cdot v_1 + 1 \cdot v_2 + 0 \cdot v_4 = v_3$

② Show that if columns of  $A$  are l.i.  $\Rightarrow A^T A$  is invertible.

$$A = \begin{pmatrix} | & & | \\ c_1 & \dots & c_n \\ | & & | \end{pmatrix}$$

typically tall

$c_1, \dots, c_n$  l.i.  $\Leftrightarrow x_1 c_1 + \dots + x_n c_n = 0$  implies  $x_1 = \dots = x_n = 0$

$\Leftrightarrow Ax = 0$  implies  $x = 0$

$A^T A$  invertible  $\Leftrightarrow A^T A$  has full rank  $\Leftrightarrow A^T A x = 0$  has only the trivial solution  $x = 0$

square

$\Leftrightarrow A^T A x = 0$  implies  $x = 0$

Given  $A^T A x = 0$ , want to prove that this implies  $x = 0$ .

$$\downarrow$$

$$\underbrace{x^T A^T A x}_{\|Ax\|^2} = x^T 0 = 0 \Rightarrow Ax = 0 \Rightarrow x = 0$$

by property of norms

③ Finish last example from the Monday class:

After reduction by dominance, payoff matrix is

$$G_{\text{red}} = \begin{pmatrix} -2 & 4 \\ 1 & -2 \end{pmatrix}$$

Expected payoff for row player with mixed strategy  $r^T = (p, (1-p))$

$$\begin{aligned} r^T G_{\text{red}} &= (p, 1-p) \begin{pmatrix} -2 & 4 \\ 1 & -2 \end{pmatrix} = (-2p + 1 \cdot (1-p), 4p - 2(1-p)) \\ &= (-3p + 1, 6p - 2) \end{aligned}$$

Optimal strategy has  $-3p + 1 = 6p - 2 \Rightarrow 3 = 9p \Rightarrow p = \frac{1}{3}$

Value of the game:  $-3 \cdot \frac{1}{3} + 1 = 0$  "the game is fair"

④ In how many ways can a 10 question multiple-choice test with 4 answers per question be answered?

Interpretation 1: exactly one of four answers is correct.

$$4^{10}$$

Interpretation 2: any number of answers may be correct

$$2^{4 \cdot 10} = 2^{40} > 4^{10}$$

$$2^{4 \cdot 10} = (2^4)^{10} = 16^{10}$$

Interpretation 3: One or more answers may be correct

$$\underbrace{\binom{4}{1} + \binom{4}{2} + \binom{4}{3} + \binom{4}{4}} = 15 \text{ possibilities per question, so } 15^{10} \text{ possibilities in total.}$$

up to 2 correct answers per question: 10 per question,  $10^{10}$  in total.

⑤ In how many ways can 3 books be selected from 4 English and 2 History books, if at least one English book must be chosen?

$$C_3^4 C_0^2 + C_2^4 C_1^2 + C_1^4 C_2^2 = 4 \cdot 1 + 6 \cdot 2 + 4 \cdot 1 = 20$$

↑  
choose 3 E, 0 H

WRONG computation:

$$4 \cdot C_2^6 = \dots = 60 \neq 20$$

↑

choose 1 English book

← from the remaining 6 books, choose 2.

⑥ In how many ways can the word OUTSIDE be re-arranged st. it has a consonant in first and last place.

$$3 \cdot 2 \cdot 5! = 720$$

↑

choose first

choose last

↑ # of permutations of the remaining letters