

**Problem Set 6**

DUE: In class Thursday, Oct. 25 *Late papers will be accepted until 1:00 PM Friday.*

REMARK: We have completed Chapter 5, Sections 5.1, 5.2, 5.3, and 5.4 (except for the QR Factorization – which we will skip). Since Fall Break interrupts this week, this assignment will be shorter.

1. [BRETSCHER, SEC. 5.2 #34] Find an orthonormal basis for the kernel of the matrix

$$A := \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & 2 & 3 & 4 \end{pmatrix}.$$

2. [BRETSCHER, SEC. 5.4 #20] Using pencil and paper, find the least-squares solution to  $A\vec{x} = \vec{b}$  where

$$A = \begin{pmatrix} 1 & 1 \\ 1 & 0 \\ 0 & 1 \end{pmatrix} \quad \text{and} \quad \vec{b} = \begin{pmatrix} 3 \\ 3 \\ 3 \end{pmatrix}.$$

3. Use the Method of Least Squares to find the parabola  $y = ax^2 + b$  that best fits the following data given by the following four points  $(x_j, y_j)$ ,  $j = 1, \dots, 4$ :

$$(-2, 4), \quad (-1, 3), \quad (0, 1), \quad (2, 0).$$

Ideally, you'd like to pick the coefficients  $a$  and  $b$  so that the four equations  $ax_j^2 + b = y_j$ ,  $j = 1, \dots, 4$  are all satisfied. Since this probably can't be done, one uses least squares to find the best possible  $a$  and  $b$ .

4. The water level in the North Sea is mainly determined by the so-called M2 tide, whose period is about 12 hours. The height  $H(t)$  thus roughly has the form

$$H(t) = c + a \sin(2\pi t/12) + b \cos(2\pi t/12),$$

where time  $t$  is measured in hours (note  $\sin(2\pi t/12)$  and  $\cos(2\pi t/12)$  are periodic with period 12 hours). Say one has the following measurements:

$t$ (hours)	0	2	4	6	8	10
$H(t)$ (meters)	1.0	1.6	1.4	0.6	0.2	0.8

Use the method of least squares to find the constants  $a$ ,  $b$ , and  $c$  in  $H(t)$  for this data.

5. Let  $A$  be a real matrix, not necessarily square.
- Show that both  $A^*A$  and  $AA^*$  are self-adjoint.
  - Show that  $\ker A = \ker A^*A$ . [HINT: Show separately that  $\ker A \subset \ker A^*A$  and  $\ker A \supset \ker A^*A$ . The identity  $\langle \vec{x}, A^*A\vec{x} \rangle = \langle A\vec{x}, A\vec{x} \rangle$  is useful.]

[Last revised: October 25, 2012]