



Q1: Let $\mathbf{u} = \begin{pmatrix} 1 \\ 3 \\ -2 \end{pmatrix}$, $\mathbf{v} = \begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix}$, $\mathbf{w} = \begin{pmatrix} -2 \\ 0 \\ 0 \end{pmatrix}$

Compute

1. $\mathbf{u} \cdot \mathbf{v}$
2. $\mathbf{u} \times \mathbf{v}$

Test whether your result is correct by checking whether the resulting vector $\mathbf{u} \times \mathbf{v}$ is perpendicular to both \mathbf{u} and \mathbf{v} .

3. the angle between \mathbf{u} and \mathbf{v}

Q2: Compute the area of the triangle defined by the vertices $P_1 = \begin{pmatrix} 2 \\ 0 \\ 0 \end{pmatrix}$, $P_2 = \begin{pmatrix} 0 \\ -1 \\ 0 \end{pmatrix}$, $P_3 = \begin{pmatrix} 2 \\ -1 \\ 3 \end{pmatrix}$

Q3: Find all vectors which are orthogonal to the vector $\mathbf{u} = \begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix}$

Q4: Let $\mathbf{M} = \begin{pmatrix} 3 & -1 & 0 \\ 2 & 4 & 1 \end{pmatrix}$, $\mathbf{N} = \begin{pmatrix} 1 & 0 \\ 0 & 4 \\ -2 & -3 \end{pmatrix}$

Compute

1. $\mathbf{M}^T + \mathbf{N}$
2. $\mathbf{M} \cdot \mathbf{N}$
3. $\mathbf{N} \cdot \mathbf{M}$

Q5: Determine whether the four points $P_1 = \begin{pmatrix} 2 \\ 1 \\ 0 \end{pmatrix}$, $P_2 = \begin{pmatrix} 2 \\ -1 \\ 0 \end{pmatrix}$, $P_3 = \begin{pmatrix} 1 \\ 1 \\ 3 \end{pmatrix}$, $P_4 = \begin{pmatrix} 0 \\ 0 \\ 6 \end{pmatrix}$ lie on the

same plane.

Q6: Compute the distance of the point $Q = \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}$ to the plane $\begin{pmatrix} 3 \\ 1 \\ 1 \end{pmatrix} \cdot \mathbf{p} = 2$

Q7: Let $\mathbf{M} = \begin{pmatrix} 0 & 2 & 0 \\ 3 & 0 & 1 \\ 5 & 0 & 2 \end{pmatrix}$

- Compute the inverse of \mathbf{M} .
- Test whether your result is correct by computing $\mathbf{M} \mathbf{M}^{-1}$.

Q8: Compute the intersection point (if any)

a) of the line $\begin{pmatrix} 0 \\ 2 \\ 1 \end{pmatrix} + \lambda \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$ with the plane $\begin{pmatrix} 0 \\ -1 \\ 3 \end{pmatrix} \cdot \mathbf{p} = 4$

b) of the line $\begin{pmatrix} 0 \\ 2 \\ 1 \end{pmatrix} + \lambda \begin{pmatrix} 0 \\ -1 \\ 0 \end{pmatrix}$ with the plane $\begin{pmatrix} 0 \\ -1 \\ 3 \end{pmatrix} \cdot \mathbf{p} = 4$