

# Lösungen

---

1

**a**

```
>>u=[0 2 4 8 9]; length(u)  
ans=5
```

**b**

```
>>u=[0 2 4 8 9]; size(u)  
ans=1 5
```

**c**

```
>>m=[3,0,-5]; n=[2,1,6]; m+n  
ans=5 1 1
```

**d**

```
>>m=[3,0,-5]; n=[2,1,6]; dot(m,n)  
ans=-24
```

**e**

```
>>m=[3,0,-5]; n=[2,1,6]; cross(m,n)  
ans=5-28 3
```

**f**

```
>>format long; a=sqrt(90)  
a=9.48683298050514
```

## 2

```
Remove["Global`*"]
```

```
Remove::rmnsm : There are no symbols matching "Global`*". Mehr...
```

```
Solve[{a x + 2 y + 3 z == 4, b x - 2 y + 3 z == 4, x + 2 y - c z == d}, {x, y, z}]
```

```
{{x -> \frac{2(4c + 3d)}{6 - 3a + 3b + ac + bc}, y -> -\frac{4ac - 4bc + 3ad - 3bd}{2(6 - 3a + 3b + ac + bc)}, z -> -\frac{-8 + 4a - 4b + ad + bd}{6 - 3a + 3b + ac + bc}}}
```

## a

```
Solve[{a x + 2 y + 3 z == 4, b x - 2 y + 3 z == 4, x + 2 y - c z == d}, {x, y, z}] /.
```

```
{a -> 1, b -> 1, c -> 3, d -> 4}
```

```
{{x -> 4, y -> 0, z -> 0}}
```

```
% // Simplify
```

```
{{x -> 4, y -> 0, z -> 0}}
```

Lösung eindeutig.

## b

```
Solve[{a x + 2 y + 3 z == 4, b x - 2 y + 3 z == 4, x + 2 y - c z == d}, {x, y, z}] /.
```

```
{b -> 1, c -> 3, d -> 4}
```

```
{{x -> 4, y -> \frac{1}{24} (24 - 24 a), z -> \frac{1}{12} (8 - 8 a)}}
```

```
% // Simplify
```

```
{{x -> 4, y -> 1 - a, z -> -\frac{2}{3} (-1 + a)}}
```

Unendlich viele Lösungen kommt nicht vor. a ist Parameter.

Dim(L) = 1 (Rang = 2, Ordnung = 3.)

## c

```
Solve[{a x + 2 y + 3 z == 4, b x - 2 y + 3 z == 4, x + 2 y - c z == d}, {x, y, z}] /.
```

```
{a -> 1, c -> 3, d -> 4}
```

```
{{x -> \frac{48}{6 + 6 b}, y -> -\frac{24 - 24 b}{2(6 + 6 b)}, z -> 0}}
```

```
% // Simplify
```

```
{{x -> \frac{8}{1 + b}, y -> \frac{2(-1 + b)}{1 + b}, z -> 0}}
```

b = -1: Keine Lösung. (Nenner wird 0, Zähler bei x ungleich 0.)

Sonst Lösung eindeutig.

**d**

```
Solve[{a x + 2 y + 3 z == 4, b x - 2 y + 3 z == 4, x + 2 y - c z == d}, {x, y, z}] /.
  {a -> 1, b -> 1, d -> 4}

{{x ->  $\frac{2(12 + 4c)}{6 + 2c}$ , y -> 0, z -> 0}}
```

**% // Simplify**

```
{x -> 4, y -> 0, z -> 0}
```

```
Solve[{a x + 2 y + 3 z == 4, b x - 2 y + 3 z == 4, x + 2 y + 3 z == d}, {x, y, z}] /.
  {a -> 1, b -> 1, d -> 4}

Power::infy : Infinite expression  $\frac{1}{0}$  encountered. Mehr...
∞::indet : Indeterminate expression 0 ComplexInfinity encountered. Mehr...

Power::infy : Infinite expression  $\frac{1}{0}$  encountered. Mehr...
∞::indet : Indeterminate expression 0 ComplexInfinity encountered. Mehr...

Power::infy : Infinite expression  $\frac{1}{0}$  encountered. Mehr...
General::stop : Further output of Power::infy will be suppressed during this calculation. Mehr...

∞::indet : Indeterminate expression 0 ComplexInfinity encountered. Mehr...
General::stop : Further output of ∞::indet will be suppressed during this calculation. Mehr...

{{x -> Indeterminate, y -> Indeterminate, z -> Indeterminate}}
```

```
Reduce[{x + 2 y + 3 z == 4, x - 2 y + 3 z == 4, x + 2 y + 3 z == 4}, {x, y, z}]

y == 0 && z ==  $\frac{4}{3} - \frac{x}{3}$ 
```

c ungleich -3: Lösung eindeutig.

c = -3: Bei x Zähler und Nenner wird 0.  $x(6+2c) = 2(12+4c) \implies x$  ist unbestimmt. Unendlich viele x sind möglich, y, z sind fix. x ist als Parameter freil

Dim(L) = 1 (Rang = 2, Ordnung = 3.)

**e**

```
Solve[{a x + 2 y + 3 z == 4, b x - 2 y + 3 z == 4, x + 2 y - c z == d}, {x, y, z}] /.
  {a -> 1, b -> 1, c -> 3}

{{x ->  $\frac{1}{6}(12 + 3d)$ , y -> 0, z ->  $\frac{1}{12}(8 - 2d)$ }}
```

**% // Simplify**

```
{{x ->  $\frac{4+d}{2}$ , y -> 0, z ->  $\frac{4-d}{6}$ }}
```

Unendlich viele Lösungen kommt nicht vor. d ist Parameter.

Dim(L) = 1 (Rang = 2, Ordnung = 3.)

### 3

```
Remove["Global`*"]

v = {1, 2, 3};
b1 = {3, 2, -2};
b2 = {3, 2, 1};
b3 = {2, -1, 2};

v == λ b1 + μ b2 + ν b3

{1, 2, 3} == {3 λ + 3 μ + 2 ν, 2 λ + 2 μ - ν, -2 λ + μ + 2 ν}

Solve[v == λ b1 + μ b2 + ν b3, {λ, μ, ν}]

{{λ -> -8/7, μ -> 13/7, ν -> -4/7}}

N[%]

{{λ -> -1.14286, μ -> 1.85714, ν -> -0.571429}}
```

### 4

#### a

```
Det[{b1, b2, b3}] / 6

7/2

N[%]

3.5
```

#### b

```
winkelGrad[a_, b_] := ArcCos[a.b / Norm[a] / Norm[b]] / Degree // N

winkelGrad[b1, b2]

44.5185

winkelGrad[b1, b3]

90.
```

```
winkelGrad[b2, b3]
```

```
57.6885
```

Alle Winkel verschieden. Einer rechter Winkel.

## 5

### a

```
w = {2, -1};
d[φ_] := {{Cos[φ], -Sin[φ]}, {Sin[φ], Cos[φ]}};
d[φ] // MatrixForm

$$\begin{pmatrix} \cos[\varphi] & -\sin[\varphi] \\ \sin[\varphi] & \cos[\varphi] \end{pmatrix}$$

d[Pi/2].{{1}, {0}}
{{0}, {1}}
d[38.96 Degree].Transpose[{w}] // MatrixForm

$$\begin{pmatrix} 2.18395 \\ 0.47997 \end{pmatrix}$$

ps = d[38.96 Degree].Transpose[{w}] // Flatten
{2.18395, 0.47997}
```

### b

```
r[t_] := w + t {1.5, 2.5}
n = {-2.5, 1.5};
h[s_] := ps + s n;
solv = Solve[r[t] == h[s], {t, s}] // Flatten
{t -> 0.467747, s -> -0.207069}
ss = r[t] /. solv
{2.70162, 0.169367}
pss = ps + 2 (ss - ps)
{3.21929, -0.141236}
```

**6**

```
r1 = {1, 2, 1}; r2 = {2, 2, -1}; a1 = {3, -1, -1}; a2 = {-1, -1, 2}; p0 = {5, 5, 5};
x1[λ_] := r1 + λ a1; x2[μ_] := r2 + μ a2;
```

**a**

Die Richtungsvektoren sind linear unabhängig (nicht parallel). Prüfung, ob die Geraden einen Schnittpunkt haben:

```
Solve[x1[λ] == x2[μ], {λ, μ}]
{}
```

Nein! Windschief!

**b**

```
volumenSpat = Det[{r2 - r1, a1, a2}]
```

```
5
```

```
GrundFlaecheSpat = Norm[Cross[a1, a2]]
```

```
5 √2
```

```
abstand = volumenSpat / GrundFlaecheSpat
```

```
 $\frac{1}{\sqrt{2}}$ 
```

```
N[%]
```

```
0.707107
```

**c**

```
n = Cross[a2, a1] / Norm[Cross[a2, a1]]
```

```
 $\left\{ \frac{3}{5\sqrt{2}}, \frac{1}{\sqrt{2}}, \frac{2\sqrt{2}}{5} \right\}$ 
```

```
N[%]
```

```
{0.424264, 0.707107, 0.565685}
```

**d**

```
θ[λ_, μ_] := r1 + λ a1 + μ a2;
```

```
-Det[{P0 - r1, a1, a2}] / Norm[Cross[a1, a2]]
```

$$\frac{43}{5\sqrt{2}}$$

```
N[%]
```

```
6.08112
```