

Exam 3 Review

- 6.1 Inner Products
 - definition of norm and distance
 - computing the inner product of vectors in \mathbb{R}^n and inner product of functions in $C[a, b]$
- 6.2 Angle and Orthogonality
 - Orthogonal subspaces
 - Orthogonal complement
 - 4 fundamental subspaces and their relationships
 - projection onto a subspace (build an orthogonal basis)
 - writing a vector as a linear combination of vectors in an orthogonal basis
 - new parts of snowball theorem (page 314)
- 6.3 Orthonormal basis
 - orthonormal vs. orthogonal
 - orthogonal set implies linearly indep. set
 - projection theorem (see page 322)
 - Gram-Schmidt process for making orthogonal set
- 7.1 Eigenproblem
 - finding eigenpairs (equivalent conditions)
 - verifying eigenvectors
 - triangular and diagonal matrices
 - characteristic equation
- 7.2 Diagonalization
 - what does diagonalizable mean?
 - when is a matrix diagonalizable? (lin. ind. eigenvectors)
 - what does nullity have to with diagonalizability?
 - using diagonalization for matrix powers
 - distinct eigenvalues mean linearly indep. eigenvectors
 - defective matrix

SWITCH TO DIFF EQ BOOK

- 1.2 Separable DE's
 - basic idea of DE
 - solution of separable - general solution
 - initial value problem
- 2.1 Modeling with systems of DE's
 - predator prey
 - harmonic oscillator

- 2.2 Geometry (phase planes)
 - finding equilibrium
 - intro to phase plane
 - direction field/vector field
- 3.1 Linear systems and linearity
 - general solution
 - initial value problem
 - how do we verify a vector function is a solution?
- 3.2 Straight line solutions (real eigenvalues)
 - using eigenpairs to construct straight line solutions
 - building general solutions
 - geometric interpretation of straight line solutions
- 3.3 Phase planes for systems with real distinct eigenvalues
 - sink, source, saddle (when?)
 - be able to draw each case and typical solutions in 4 “quadrants”
- 3.4 Phase planes for systems with complex eigenvalues
 - general solution
 - phase portrait: center vs. spiral
 - determining rotation direction by using a few points.