

$$\text{Q1: } \mathbb{R}^3 \equiv \mathbb{R}^{3 \times 1}$$

$$\hat{a}, \hat{b} \in \mathbb{R}^3$$

$$x \in \mathbb{R}^3 \Rightarrow \begin{bmatrix} \cdot \\ \cdot \\ \cdot \end{bmatrix}$$

$$\hat{i} + 2\hat{j} - \hat{k} \equiv \begin{bmatrix} 1 \\ 2 \\ -1 \end{bmatrix}$$



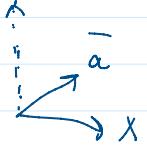
$$\text{Eq: } \hat{a} \times x = \hat{b}$$

Suppose sol<sup>n</sup> exists,

$$\underbrace{\hat{a} \cdot (\hat{a} \times x)}_0 = \hat{a} \cdot \hat{b}$$

$$\hat{a} \cdot \hat{b} = 0$$

Cond<sup>n</sup> for eq to have a sol:  $\hat{a} \cdot \hat{b} = 0$



$$\bar{a} \cdot \bar{b}$$

$$a = \begin{bmatrix} \cdot \\ \cdot \\ \cdot \end{bmatrix}$$

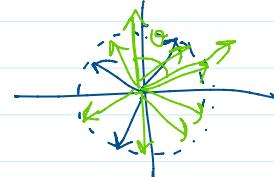
$$b = \begin{bmatrix} \cdot \\ \cdot \\ \cdot \end{bmatrix}$$

$$\bar{a} \cdot \bar{b} \equiv a^T b$$

$$\text{Q2: } p = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \equiv \hat{p} = x_1 \hat{i} + x_2 \hat{j}$$

$$A = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}; p = \begin{bmatrix} \cos \phi \\ \sin \phi \end{bmatrix}$$

$$\{p, Ap, A^2p, \dots\}$$



$$\text{Claim: } A^n = \begin{bmatrix} \cos n\theta & -\sin n\theta \\ \sin n\theta & \cos n\theta \end{bmatrix}$$

$$\text{for } n > 1, \quad A^1 = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \quad \checkmark$$

Let it be true for  $m$

$$A^{m+1} = A^m \cdot A = \begin{bmatrix} \cos m\theta & -\sin m\theta \\ \sin m\theta & \cos m\theta \end{bmatrix} \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

$$\begin{aligned} \text{first term} &= \cos m\theta \cos \theta - \sin m\theta \sin \theta \\ &= \cos(m\theta + \theta) = \cos((m+1)\theta) \end{aligned}$$



Claim is valid

$$A^P = \begin{bmatrix} \cos n\theta & -\sin n\theta \\ \sin n\theta & \cos n\theta \end{bmatrix} \begin{bmatrix} \cos \phi \\ \sin \phi \end{bmatrix} = \begin{bmatrix} \cos(n\theta + \phi) \\ \sin(n\theta + \phi) \end{bmatrix}$$

$$\text{If } \Theta = \frac{a}{b} \cdot 2\pi \quad A^P = \begin{bmatrix} \cos(2a\pi + \phi) \\ \sin(2a\pi + \phi) \end{bmatrix} = P$$

If set is finite  
If not, set is infinite (countably infinite)

$$\textcircled{1}_3: \underbrace{x^2 + y^2 - z^2}_{1 \times 3} + 7xy = 3yz + 6xz = 3$$

$$\begin{bmatrix} x & y & z \end{bmatrix} \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} \rightarrow u A u^T$$

$$a_{11}x^2 + a_{22}y^2 + a_{33}z^2 + \underbrace{(a_{12} + a_{21})xy}_{-1} + \underbrace{(a_{13} + a_{31})xz}_{+} + \underbrace{(a_{23} + a_{32})yz}_{-}$$

$$a_{12} = a_{21} = \frac{7}{2}; \quad a_{13} = a_{31} = \frac{6}{2} = 3; \quad a_{23} = a_{32} = -\frac{3}{2}$$

$$A = \begin{bmatrix} 1 & \frac{7}{2} & 3 \\ \frac{7}{2} & 1 & -\frac{3}{2} \\ 3 & -\frac{3}{2} & -1 \end{bmatrix} \rightarrow \text{sym}$$

But if A is not sym  $\rightarrow$  inf sol<sup>n</sup>

$$\begin{bmatrix} xy \\ xz \\ yz \end{bmatrix} A \begin{bmatrix} x \\ y \\ z \end{bmatrix} \rightarrow \text{quadratic form}$$

$$a \left| \begin{array}{c} c \\ ac \\ \dots \end{array} \right|$$

$$\textcircled{4.a)} \checkmark |A| \neq 0 \iff \text{invertible}$$

Method 1

Is  $I - uu^T$  inv/not

$$u = \begin{bmatrix} x \\ y \\ z \end{bmatrix}; \quad x^2 + y^2 + z^2 = 1$$

$$\boxed{\begin{array}{l} Au = 0 \\ \downarrow \\ 3 \times 3 \quad 3 \times 1 \\ |A| \neq 0 \leftarrow \text{is satisfied by only } u = 0 \\ |A| = 0 \leftarrow \text{is satisfied by } u \neq 0 \end{array}}$$

$$uu^T = \begin{bmatrix} u \\ y \\ z \end{bmatrix} [u \ y \ z] = \begin{bmatrix} u^2 & uy & uz \\ uy & y^2 & yz \\ uz & yz & z^2 \end{bmatrix}$$

$$|I - uu^T| = (-1)^3 \begin{vmatrix} 1 + u^2 & uy & uz \\ uy & 1 + y^2 & yz \\ uz & yz & 1 + z^2 \end{vmatrix}$$

$R_1 \rightarrow uR_1$   
 $R_2 \rightarrow yR_2$   
 $R_3 \rightarrow zR_3$

$$\begin{vmatrix} u^2 - 1 & u^2 & u^2 \\ y^2 & y^2 - 1 & y^2 \\ z^2 & z^2 & z^2 - 1 \end{vmatrix} \quad u \text{ common from } C_1 \dots$$

$$R_1 \rightarrow R_1 + R_2 + R_3 \quad \begin{vmatrix} u^2 + y^2 + z^2 - 1 & u^2 + y^2 + z^2 - 1 & u^2 + y^2 + z^2 - 1 \\ \vdots & \vdots & \vdots \\ \vdots & \vdots & \vdots \end{vmatrix} = 0$$

$I - uu^T$  is  $\not\in$  not inv

Method 2

$$(I - uu^T)u = I \cdot u - \cancel{uu^T} u \rightarrow \bar{u} \cdot \bar{u} = 1$$

$$= 0$$

$$\Rightarrow |I - uu^T| = 0$$

$\hookrightarrow$  not inv

$$b) f(x) = (I - 2uu^T)x \quad ; \quad x \in \mathbb{R}^3$$

$$\text{For, } X = \lambda u \quad ; \quad \lambda \in \mathbb{R}$$

$$(I - 2uu^T)\lambda u$$

$$\lambda u - 2\lambda u = -\lambda u$$

$$\lambda u \mapsto -\lambda u$$

$$\text{For } X = a \quad ; \quad a \perp u \checkmark$$

$$(I - 2uu^T)a$$

$$a - 2u \cancel{u^T} a = a$$

$$\bar{u} \cdot \bar{a} = 0$$

$$a \in \mathbb{R} \rightarrow b \in \mathbb{R}$$

$$f(x) = x - 1$$

$$5 \rightarrow 1$$

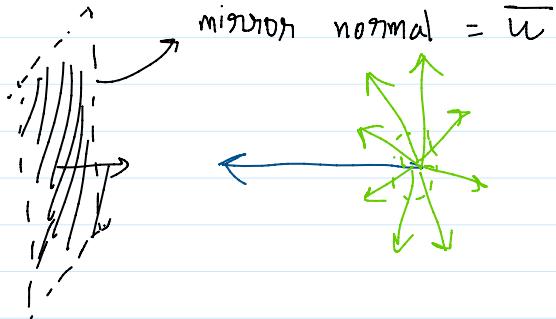
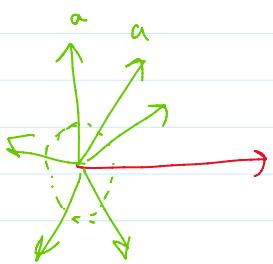
$$\left[ \begin{array}{c} a \\ b \\ c \end{array} \right] \rightarrow \left[ \begin{array}{c} p \\ q \\ r \end{array} \right]$$



$$a - \frac{2u u \cdot a}{\|u\|^2} = a$$

$\hat{u} \cdot \hat{a} = 0$

$a \mapsto a$



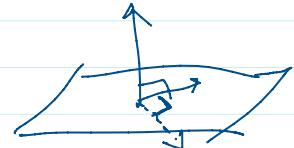
$$k \cdot a + l \cdot u$$

Q5.  $x + y + z = 0 \rightarrow \text{normal} = \frac{\hat{i}}{\sqrt{3}} + \frac{\hat{j}}{\sqrt{3}} + \frac{\hat{k}}{\sqrt{3}}$

Find  $\hat{u}$  that lies on plane

$$\hat{v} =$$

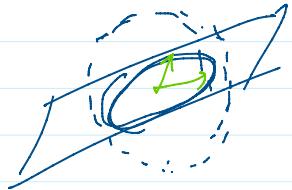
$$\hat{u} \times \hat{n}$$



$$(0, 0, 0) - (1, -1, 0) = \frac{\hat{i}}{\sqrt{2}} - \frac{\hat{j}}{\sqrt{2}}$$

$$\hat{v} = \hat{u} \times \hat{n} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \end{vmatrix}$$

$$x^2 + y^2 + z^2 = 1 \rightarrow \text{sphere}$$



$\hat{u}, \hat{v} \rightarrow$  lie on the plane  
 $\rightarrow$  unit vectors  $\rightarrow$  lie on sphere } cross section circle

Top view



$\hat{a}$  lies on circle

$$\hat{u} \cos \theta + \hat{v} \sin \theta$$

like  $\hat{i}$       like  $\hat{j}$



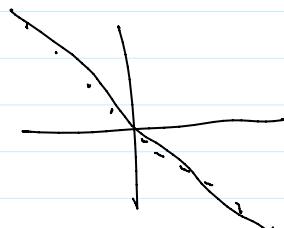
$$f: \begin{pmatrix} 1 \\ -1 \end{pmatrix} : \mathbb{R} \rightarrow \mathbb{R}^2 \rightarrow \text{line through origin}$$

$$f: \begin{bmatrix} 1 \\ -1 \end{bmatrix} : \mathbb{R} \rightarrow \mathbb{R}^- \rightarrow \text{line through origin}$$

↓  
2

$$2 \rightarrow \begin{bmatrix} 2 \\ -2 \end{bmatrix}$$

$$(2, -2)$$



$$x + y = 0$$