Solutions-Problem set 4(section 3.3)

Wednesday, March 2, 2016

Ker of a 3x3 matrix is spanned by $\begin{bmatrix} 0\\-1 \end{bmatrix}$ iff the 1st and seemd Columnare linearly indepead the 2nd and 3^{tol} Column are equal.

⇒ Just L has the same kernel as C.

$$\operatorname{Im}(C) = \operatorname{Span}\left(\begin{bmatrix} 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) = \operatorname{Span}\left(\begin{bmatrix} 0 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) = \operatorname{Span}\left(\begin{bmatrix} 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \end{bmatrix}\right)$$

>>> Im(C)= Im(H) = Im(X)

$$Im(T) = Span(\begin{bmatrix} 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \end{bmatrix}) = Span(\begin{bmatrix} 0 \\ 1 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \end{bmatrix}) = Im(Y)$$

=> Lis the matrix whom image is different from all the other matrices.

$$\begin{bmatrix}
1 & 0 & 0 & 2 \\
0 & 1 & 0 & 3 \\
0 & 0 & 1 & 4 \\
2 & 3 & 4 & K
\end{bmatrix}
\xrightarrow{\Theta-20}
\begin{bmatrix}
1 & 0 & 0 & 2 \\
0 & 1 & 0 & 3 \\
0 & 0 & 1 & 4 \\
0 & 3 & 4 & K-4
\end{bmatrix}
\xrightarrow{\Theta-30}
\begin{bmatrix}
1 & 0 & 0 & 2 \\
0 & 1 & 0 & 3 \\
0 & 0 & 1 & 4 \\
0 & 0 & 4 & K-13
\end{bmatrix}
\xrightarrow{\Theta-49}$$

$$\begin{bmatrix} 1 & 0 & 0 & 2 \\ 0 & 1 & 0 & 3 \\ 0 & 0 & 1 & 4 \\ 0 & 0 & 0 & K-2q \end{bmatrix} \implies \text{ invertible iff } K \neq 2q$$

$$\implies \text{ for any } K \neq 2q \text{ , vertors are linearly indep.}$$

$$30 \quad 2x_{1} - x_{2} + 2x_{3} + 4x_{4} = 0 \quad \Longrightarrow \quad x_{1} - \frac{x_{2}}{2} + x_{3} + 2x_{4} = 0 \Rightarrow \begin{bmatrix} \frac{t}{2} - s - \lambda r \\ t \\ s \\ r \end{bmatrix} = t \begin{bmatrix} \frac{1}{2} \\ 1 \\ 0 \\ 0 \end{bmatrix} + s \begin{bmatrix} -1 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

$$\Rightarrow banis = \left(\begin{bmatrix} 1/2 \\ 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} -1 \\ 0 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} -2 \\ 0 \\ 0 \\ 1 \end{bmatrix} \right)$$

$$\overrightarrow{\chi} \cdot \begin{bmatrix} 1 \\ 0 \\ -1 \\ 1 \end{bmatrix} = 0 \quad \text{and} \quad \overrightarrow{\chi} \cdot \begin{bmatrix} 0 \\ 1 \\ 2 \\ 3 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4 \end{bmatrix} = 0 \quad \text{and} \quad \begin{bmatrix} 1 \\ 0 \\ 3 \\ 4$$

Im
$$(A) = \operatorname{Span}(\overline{V_1}, ..., \overline{V_p}, \overline{\omega_1}, ..., \overline{\omega_q}) = V$$

After removing redundant vectors of $(\overline{V_1}, ..., \overline{V_p}, \overline{\omega_1}, ..., \overline{\omega_q})$ we get a banis for $V \cdot \operatorname{Sine}$
 $\overline{V_1}, ..., \overline{V_p}$ are linearly indep. no redundant vector between $\overline{V_1}, ..., \overline{V_p}$. Therefore, the obtained banis consists of all $\overline{V_1}, ..., \overline{V_p}$.

rank(A) = dim Im(A)
$$\longrightarrow$$
 dim Im(A) = 2 \longrightarrow rank(A) = 2
A: projection on a plane