"Inteligenta artificiala nu va egala niciodata prostia naturala."

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Mate 1: Curs #1

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Matrici 1

Fie $A = \{1, 2, 3, ..., n\}$ si $B = \{1, 2, 3, ..., m\}, m, n \in \mathbb{N}^*$.

Se numeste matrice cu n linii si m coloane, orice aplicatie $f: A \times B \to I$, unde

 $(I, +, \cdot) \text{ inel.}$ $\text{Vom nota } f(i, j) = C_{ij}, \ C = (C_{ij}), 1 \leqslant i \leqslant n, \ 1 \leqslant j \leqslant m.$ $\text{Consideram matricea extinsa:} \begin{pmatrix} x_{11} & x_{12} & \dots & x_{1n} & b_1 \\ x_{21} & x_{22} & \dots & x_{2n} & b_2 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ x_{m1} & x_{m2} & \dots & x_{mn} & b_m \end{pmatrix}$ $\text{a sistemului } A \cdot X = B, \ X = \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix}, \ B = \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{pmatrix}, \ A \in M_n(\mathbb{R})$

Se observa ca daca se inverseaza doua linii pe matricea extinsa, se obtine o matrice extinsa a unui sistem echivalent cu cel initial.

Daca se inmulteste o linie cu un numar nenul si se adauga la alta linie, rezulta un sistem echivalent cu cel original.

Daca folosim cele 2 operatii enuntate anterior $\implies (A|B) \sim \dots \sim (I_n|B^*)$

Observatie:

Daca avem un sistem (A|C1) si un alt sistem (A|C2), se pot rezolva simultan cele 2 sisteme cu metoda Gauss-Jordan:

 $(A|C1|C2)\sim \ldots \sim (I_n|C_1^*|C_2^*)$

 $(A|C1)\sim \ldots \sim (I_n|C_1^*) \iff C_1^* = A^{-1} \cdot C_1$ Daca rezolva simultan n sisteme de

ecuatii de forma $\begin{pmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \\ \vdots \\ \vdots \end{pmatrix} \dots \begin{pmatrix} 0 \\ 0 \\ \vdots \\ \vdots \end{pmatrix}$

$$\begin{pmatrix} A & \begin{pmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{pmatrix} & \begin{pmatrix} 0 \\ 1 \\ \vdots \\ 0 \end{pmatrix} & \dots & \begin{pmatrix} 0 \\ 0 \\ \vdots \\ 1 \end{pmatrix} \end{pmatrix} \iff (A|I_n) \sim \dots \sim (I_n|A^{-1})$$

Pentru determinarea matricelor echivalente cu matricea initiala se poate proceda astfel:

- 1. Daca $A_{11} \neq 0$ se imparte linia 1 la A_{11} obtinand pe aceasta pozitie 1. Daca se inmulteste linia 1 cu $-A_{21}$ si se aduna la linia 2 se obtine pe linia $A_{21}=0$. Se procedeaza analog pana cand sub elementul A_{11} sunt numai valori 0. Ceea ce s-a facut cu A_{11} se face si cu elementele $A_{22}, A_{33}, \ldots, A_{nn}$, obtinandu-se astefel pe diagonala principala numai valori 1 si sub aceasta numai valori 0.
- 2. Absolut analog cu pasul 1, incepand cu coloana n se obtin valori egale cu 0 deasupra diagonalei principale.

De remarcat este faptul ca in toate operatiunile descrise mai sus participa si elementele din coloana termenilor liberi.

Exemplu:

$$\sim \begin{pmatrix} 1 & 0 & 1 & | & 0 & 1 & 0 \\ 0 & 1 & 1 & | & 1 & 0 & 0 \\ 0 & 0 & -2 & | & -1 & -1 & 1 \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 1 & | & 0 & 1 & 0 \\ 0 & 1 & 1 & | & 1 & 0 & 0 \\ 0 & 0 & 1 & | & \frac{1}{2} & \frac{1}{2} & -\frac{1}{2} \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 1 & | & 0 & 1 & 0 \\ 0 & 1 & 0 & | & \frac{1}{2} & -\frac{1}{2} & \frac{1}{2} \\ 0 & 0 & 1 & | & \frac{1}{2} & \frac{1}{2} & -\frac{1}{2} \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 1 & | & 0 & 1 & 0 \\ 0 & 1 & 0 & | & \frac{1}{2} & -\frac{1}{2} & \frac{1}{2} \\ 0 & 0 & 1 & | & \frac{1}{2} & \frac{1}{2} & -\frac{1}{2} \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 1 & | & 0 & 1 & 0 \\ 0 & 1 & 0 & | & \frac{1}{2} & -\frac{1}{2} & \frac{1}{2} \\ 0 & 0 & 1 & | & \frac{1}{2} & \frac{1}{2} & -\frac{1}{2} \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 1 & | & 0 & 1 & 0 \\ 0 & 1 & 0 & | & \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} \\ 0 & 0 & 1 & | & \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 1 & | & 0 & 1 & 0 \\ 0 & 1 & 0 & | & \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} \\ 0 & 0 & 1 & | & \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 1 & | & 0 & 1 & 0 \\ 0 & 1 & 0 & | & \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} \\ 0 & 0 & 1 & | & \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 1 & | & 0 & 1 & 0 \\ 0 & 1 & 0 & | & \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} \\ 0 & 0 & 1 & | & \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 1 & | & 0 & 1 \\ 0 & 1 & 0 & | & \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} \\ 0 & 0 & 1 & | & \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 1 & | & 0 & 1 \\ 0 & 1 & 0 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 1 & | & 0 & 1 \\ 0 & 0 & 1 & | & 1 & | & 1 & | & 1 \\ 0 & 0 & 1 & | & 1 & | & 1 & | & 1 \\ 0 & 0 &$$

$$\sim \begin{pmatrix} 1 & 0 & 0 & -\frac{1}{2} & \frac{1}{2} & \frac{1}{2} \\ 0 & 1 & 0 & \frac{1}{2} & -\frac{1}{2} & \frac{1}{2} \\ 0 & 0 & 1 & \frac{1}{2} & \frac{1}{2} & -\frac{1}{2} \end{pmatrix} = (I_n | A^{-1})$$

Se verifica usor ca matricea obtinuta este intradevar A^{-1} , intrucat respecta relatia $A \cdot A^{-1} = I_3$.

2 Spatii vectoriale

Fie (V,+) un grup abelian si $(K,+,\cdot)$ un corp. Spunem ca V are structura de spatiu vectorial peste corpul K \iff

1.
$$\lambda(v+u) = \lambda v + \lambda u \ \forall \lambda, u \in K, v \in V$$

2.
$$(\lambda + u)v = \lambda v + uv \ \forall \lambda, u \in K, v \in V$$

3.
$$\lambda u(v) = \lambda(uv)$$

4.
$$1 \cdot v = v, \forall v \in V$$

Elementele din V se numesc vectori iar elementele din K se numesc scalari. Exemple de spatii vectoriale:

- $V = \mathbb{R}^n, K = \mathbb{R}, n \in \mathbb{N}$
- $V = \mathbb{C}, K = \mathbb{R}$
- $V = M_{n,m}(\mathbb{R}), K = \mathbb{R}$
- $V = V_3, K = \mathbb{R}$
- $V = \mathbb{R}[X], K = \mathbb{R}$

Fie scalarii $\alpha_1, \alpha_2, \ldots, \alpha_n$ si vectorii $v_1, v_2, \ldots v_n$. Atunci expresia $\alpha_1 \cdot v_1 + \cdots + \alpha_n \cdot v_n$ se numeste combinatie liniara a vectorilor $v_1, v_2, \ldots v_n$, cu scalarii $\alpha_1, \alpha_2, \ldots, \alpha_n$.

Definitie: Fie V un spatiu vectorial peste K. Vectorii $\{v_1, v_2, \ldots, v_n\}$ formeaza sistem de generatori pentru $V \iff \forall v \in V \exists \alpha_1, \alpha_2, \ldots, \alpha_n \text{ a.i. } v = \alpha_1 \cdot v_1 + \cdots + \alpha_n \cdot v_n$.

Definitie: Vectorii $v_1, v_2, \dots v_n$ din spatiul vectorial V peste K formeaza un sistem liniar independent peste K daca din orice relatie $\alpha_1 \cdot v_1 + \dots + \alpha_n \cdot v_n = 0 \implies \alpha_1 = \alpha_2 = \dots = 0$. Altfel spus, un sistem de generatori nu poate fi scris ca o combinatie liniara decat daca toti scalarii acesteia sunt nuli.

Definitie: Un spatiu vectorial care admite un sistem de generatori cu numar finit de vectori se numeste spatiu vectorial finit generat.

Definitie: O multime de vectori care formeaza un sitem de generatori liniar independenti se numeste baza.

Proprietate: Din orice sistem de generatori se poate extrage o baza.

Demonstratie: Vectorii din sistemul de generatori care se pot scrie ca fiind o combinatie liniara a celorlalti vectori se pot exclude din sistemul de generatori. Procedeul poate sa fie continuat pana in momentul in care nici unul dintre vectori nu mai poate fi scris ca o combinatie liniara a celorlalti.