

7.7.

11. 행렬식의 계산.

$$\begin{bmatrix} 6 & -1 & 8 \\ 0 & -2 & 9 \\ 0 & 0 & -4 \end{bmatrix} = 6 \begin{vmatrix} -2 & 9 \\ 0 & -4 \end{vmatrix} + 1 \cdot \cancel{0 \begin{vmatrix} 9 \\ 0 & -4 \end{vmatrix}} + 8 \cdot \cancel{0 \begin{vmatrix} -2 \\ 0 & 0 \end{vmatrix}} = 6 \cdot 8 = 48.$$

13.

삼각행렬로 만들어 보라.

$$\begin{bmatrix} 0 & 4 & -1 & 5 \\ -4 & 0 & 3 & -2 \\ 1 & -3 & 0 & 1 \\ -2 & 1 & 1 & -1 \end{bmatrix} = \begin{bmatrix} 1 & -3 & 0 & 1 \\ -4 & 0 & 3 & -2 \\ 0 & 4 & -1 & 5 \\ -2 & 1 & 1 & -1 \end{bmatrix} \begin{matrix} -\textcircled{1} \\ -\textcircled{2} \\ -\textcircled{3} \\ -\textcircled{4} \end{matrix} \quad \begin{matrix} \textcircled{1} \times 4 + \textcircled{2} \\ \textcircled{1} \times 2 + \textcircled{4} \end{matrix} \Rightarrow \begin{bmatrix} 1 & -3 & 0 & 1 \\ 0 & -12 & 3 & 2 \\ 0 & 4 & -1 & 5 \\ 0 & 5 & 1 & -1 \end{bmatrix} \begin{matrix} -\textcircled{5} \\ -\textcircled{6} \\ -\textcircled{7} \\ -\textcircled{8} \end{matrix}$$

$$\textcircled{6} + \textcircled{1} \times 3 \Rightarrow \begin{bmatrix} 1 & -3 & 0 & 1 \\ 0 & 4 & -1 & 5 \\ 0 & 0 & -0.25 & 7.25 \\ 0 & 0 & 0 & 17 \end{bmatrix} = 1 \times 4 \times 0.25 \times 17 = 17$$

7.8

가우스조르단 법칙

$$3. \begin{bmatrix} 0 & -0.2 & 0.75 \\ 0.4 & 1 & 2 \\ 0 & 0 & 8 \end{bmatrix} + I = \begin{bmatrix} 0 & -0.2 & 0.75 & 1 & 0 & 0 \\ 0.4 & 1 & 2 & 0 & 1 & 0 \\ 0 & 0 & 8 & 0 & 0 & 1 \end{bmatrix} \begin{matrix} \curvearrowright \\ \\ \end{matrix} \times \frac{1}{8}$$

$$\rightarrow \begin{bmatrix} 0.4 & 1 & 2 & 0 & 1 & 0 \\ 0 & -0.2 & 0.75 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & \frac{1}{8} \end{bmatrix} \rightarrow \begin{bmatrix} \frac{2}{5} & 1 & 2 & 0 & 1 & 0 \\ 0 & \frac{1}{5} & \frac{3}{4} & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & \frac{1}{8} \end{bmatrix} \begin{matrix} -\textcircled{1} \\ -\textcircled{2} \\ -\textcircled{3} \end{matrix} \quad \textcircled{2} - \textcircled{3} \times \frac{3}{4}$$

$$\rightarrow \begin{bmatrix} \frac{2}{5} & 1 & 2 & 0 & 1 & 0 \\ 0 & \frac{1}{5} & 0 & 1 & 0 & -\frac{3}{32} \\ 0 & 0 & 1 & 0 & 0 & \frac{1}{8} \end{bmatrix} \begin{matrix} -\textcircled{4} \\ -\textcircled{5} \\ -\textcircled{6} \end{matrix} \quad \begin{matrix} (\textcircled{4} - \textcircled{5} \times 5 - \textcircled{6} \times 2) \times \frac{5}{2} \\ (\textcircled{5} \times 5) \end{matrix}$$

$$\begin{bmatrix} 1 & 0 & 0 & +2.5 & 2.5 & -\frac{115}{64} \\ 0 & 1 & 0 & 5 & 0 & +\frac{15}{32} \\ 0 & 0 & 1 & 0 & 0 & \frac{1}{8} \end{bmatrix} \quad \frac{2}{3} \text{ 행렬꼴로 } \begin{bmatrix} +2.5 & 2.5 & -\frac{115}{64} \\ 5 & 0 & +\frac{15}{32} \\ 0 & 0 & \frac{1}{8} \end{bmatrix}$$

Cramer 로 풀기.

$$\begin{bmatrix} 0 & -0.2 & 0.75 \\ 0.4 & 1 & 2 \\ 0 & 0 & 8 \end{bmatrix} \quad \det A = 0.2 \begin{vmatrix} 0.4 & 2 \\ 0 & 8 \end{vmatrix} + 0.75 \begin{vmatrix} 0.4 & 1 \\ 0 & 0 \end{vmatrix} = 0.64$$

$$x_1 = \frac{1}{\det A} \begin{vmatrix} 1 & -0.2 & 0.75 \\ 0 & 1 & 2 \\ 0 & 0 & 8 \end{vmatrix}^T = \frac{8}{0.64} = 12.5$$

$$x_2 = \frac{1}{\det A} \begin{vmatrix} 0 & 0 & 0.75 \\ 0.4 & 1 & 2 \\ 0 & 0 & 8 \end{vmatrix}^T = \frac{0}{0.64} = 0.$$

$$x_3 = \frac{1}{\det A} \begin{vmatrix} 0 & -0.2 & 0 \\ 0.4 & 1 & 0 \\ 0 & 0 & 1 \end{vmatrix}^T = \frac{0.08}{0.64} = 0.125$$

$$x_4 = \frac{1}{\det A} \begin{vmatrix} 0 & 1 & 0.75 \\ 0.4 & 0 & 2 \\ 0 & 0 & 8 \end{vmatrix}^T = \frac{3.2}{0.64} = 5$$

$$x_5 = \frac{1}{\det A} \begin{vmatrix} 0 & -0.2 & 1 \\ 0.4 & 1 & 0 \\ 0 & 0 & 0 \end{vmatrix}^T = 0$$

$$x_6 = \frac{1}{\det A} \begin{vmatrix} 0 & -0.2 & 0.75 \\ 1 & 1 & 2 \\ 0 & 0 & 8 \end{vmatrix}^T = \frac{1.6}{0.64} = 2.5$$

$$x_7 = \frac{1}{\det A} \begin{vmatrix} 0 & -0.2 & 0.75 \\ 0 & 1 & 2 \\ 1 & 0 & 8 \end{vmatrix}^T = \frac{-(0.2 \cdot 2 + 0.75)}{0.64} = -\frac{1.15}{0.64}$$

$$x_8 = \frac{1}{\det A} \begin{vmatrix} 0 & 0 & 0.75 \\ 0.4 & 0 & 2 \\ 0 & 1 & 8 \end{vmatrix}^T = \frac{0.3}{0.64} = \frac{15}{32}$$

$$x_9 = \frac{1}{\det A} \begin{vmatrix} 0 & -0.2 & 0 \\ 0.4 & 1 & 1 \\ 0 & 0 & 0 \end{vmatrix}^T = 0$$

$$\begin{bmatrix} 12.5 & 2.5 & -\frac{1.15}{0.64} \\ 5 & 0 & \frac{15}{32} \\ 0 & 0 & \frac{1}{8} \end{bmatrix} \quad \text{--- 역행렬}$$

→ 가우스조각난 소거법을 통해
같은 역행렬과 같은 값을
확인할 수 있다.