1.
$$N = \begin{cases} 1 & 1 & 1 \\ 2 & y & z \\ x^{2} & y^{2} & z^{2} \end{cases}$$

$$R_{3} = \begin{cases} R_{3} - 2R_{1} \\ R_{3} - 2R_{3} \end{cases} = \begin{cases} 1 & 1 & 1 \\ 0 & y - 2R_{3} \\ 0 & y - 2R_{3} \end{cases} = \begin{cases} 2 - 2R_{1} \\ 0 & y - 2R_{3} \end{cases} = \begin{cases} 2 - 2R_{1} \\ 0 & y - 2R_{3} \end{cases} = \begin{cases} 2 - 2R_{1} \\ 0 & y - 2R_{3} \end{cases} = \begin{cases} 2 - 2R_{1} \\ 0 & y - 2R_{2} \end{cases} = \begin{cases} 2 - 2R_{1} \\ 0 &$$

(a) when
$$z \neq y \neq z$$
, $(z-x)(z-y) \neq 0$ Rank (A)= 3

(a) when
$$2 \neq y \neq z$$
, $(z-x)(z-y) \neq 0$ = Rank(x)=3
(b) $x = y \neq z$, $(z-x)(z-y) \neq 0$ = Rank(x)=3
by $y-2=0$. A= $\begin{pmatrix} 1 & 1 & 1 & 1 \\ 0 & 0 & z-x \\ 0 & 0 & (z-x)(z-y) \end{pmatrix}$

not in early for. ...
$$R_3 \rightarrow R_3 - (Z-y) R_2$$

in early for
$$A = R_3 \rightarrow R_3 \rightarrow$$

(c)
$$x=y=Z$$
, then $A = \begin{bmatrix} 1 & 1 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$ $\Rightarrow Rank(A)=1$.

Renk (A+B) = Renk (A) + Renk (B).

Renk (A) =
$$a$$
, Renk (B) = a .

Renk (A) + Renk (B) = a .

But Renk (A+B) = a .

Renk (A) = a Renk (B) = a .

Renk (A) = a Renk (B) = a .

Renk (A) = a Renk (B) = a .

Renk (A) = a Renk (B) = a .

Renk (A) = a Renk (B) = a .

Renk (A) + Renk (B) = a .

Rank (A+B) < Rank (A) + Rank (B).

3) A's skew symmetric
$$\Rightarrow A = -A^{T}$$

aut $(A) = dut (A)$

$$= dut (A)$$

$$= (-1)^{2} dut (A)$$

$$= (-1)^{2} = -1$$

$$\Rightarrow a - dut (A) = -dut (A)$$

$$\Rightarrow a - dut (A) = 0$$

$$\Rightarrow dut (A) = 0$$

$$= dd (-A)$$

$$= (-1)^{2} dd (A)$$

$$= (-1)^{2} = -1$$

$$\Rightarrow \Rightarrow -dd (A) = -1$$

Rank (A) \$5

5) 2-y- \(\hat{z}=0\)

2-4+2=0

2+y-Z=0

 $A = \begin{bmatrix} 1 & -1 & -\lambda \\ 1 & -1 & 1 \\ 1 & 1 & -1 \end{bmatrix}$

$$= \frac{\partial u}{\partial x} (A)$$

$$\frac{1}{\sqrt{2}} = \frac{1}{\sqrt{2}} = \frac{1$$

ninodd,
$$(-1)^2 = -1$$

$$\frac{du(n)}{(-1)^2} = -1$$

4).

(a) $VV^{T} = \begin{bmatrix} x \\ y \\ z \end{bmatrix}_{3x} \begin{bmatrix} x, y \\ z \end{bmatrix}_{1x3} = \begin{bmatrix} x^{2} & xy & xz \\ xy & y^{2} & yz \\ xz & yz & z^{2} \end{bmatrix} = \begin{bmatrix} x^{2} & xy & xz \\ xy & y^{2} & yz \\ xz & yz & z^{2} \end{bmatrix}$ $\begin{array}{c} xyz \begin{bmatrix} x & y & z \\ \end{array}$ $\begin{array}{c} P. L(vv^{T}) = I. \end{array}$

comon line of interection: nous infinite

 $R_{3} \rightarrow R_{3} - R_{1} \begin{bmatrix} 1 & -1 & -\lambda^{2} \\ 0 & 0 & 1+\lambda^{2} \end{bmatrix}$ $R_{3} \rightarrow R_{3} - R_{1} \begin{bmatrix} 0 & 0 & 1+\lambda^{2} \\ 0 & 2 & -(1+\lambda^{2}) \end{bmatrix}$

common point of inteneder : unique ut.

Rank $(vv^{\dagger}) = 1$.

Rank $(vv^{\dagger}) = 1$.

Rank $(v^{\dagger}v) = 1$.

 $R_{a} \leftarrow R_{3} \begin{bmatrix} 1 & -1 & -\lambda^{2} \\ 0 & Q & -(1+\lambda^{2}) \\ 0 & 0 & 1+\lambda^{2} \end{bmatrix}$ Rank (A) = 3 only $\frac{1}{3}$ $\frac{1}{4}$ $\frac{1}{4$ > Rank (A) = 3 s unique nom. The planes intered by a time only of Rank (A) < 3.

Which is nence possible for any NER. now, to find P. $\begin{bmatrix}
1 & 1 & 2 & 2 \\
0 & 2 & -U+2 & 2 \\
0 & 0 & 1+\lambda^2
\end{bmatrix}$ Sina; this is a homogeneous nytem, (0,0,0) will be the unique roln, i.e, P=(0,0,0) 6) 2x+y+z=1 $3x-y+\lambda z=2$ $x+\lambda y+z=3$

32 - 9 + 12 = 3 x + 89 + 7 = 3 $A \mid B = \begin{bmatrix} 2 & 1 & 1 & 1 \\ 3 & -1 & 2 & 1 \\ 1 & 1 & 1 & 3 \end{bmatrix}$

Roy

$$\begin{array}{c} R_{3} \rightarrow aR_{3} - 3R_{1} \\ R_{3} \rightarrow aR_{3} - R_{1} \\ R_{3} \rightarrow aR_{3$$

$$y = \begin{pmatrix} 1 - \frac{7}{5} \\ -5 \end{pmatrix} = \frac{5 - 7}{25} = \frac{7 - 5}{25}$$

$$y = \begin{pmatrix} 1 - \frac{7}{5} \\ -\frac{7}{5} \end{pmatrix} = \frac{7 - 5}{25}$$

$$2x+y+z=1 \Rightarrow x=\frac{1-y-z}{2}=\frac{1-z-s}{2}-z$$

$$\frac{1}{30-26z} = \frac{15-25z}{15-25z}$$

$$\frac{1}{50} = \frac{30-26z}{50} = \frac{15-13z}{25}$$

$$\frac{15-13z}{25}$$

$$\frac{15-13z}{25}$$

Let
$$z=t$$

$$y = \frac{13}{4} = \frac{13}{5} = \frac{13}{25} = \frac{13$$

$$x = \frac{15-13t}{25}$$

$$y = -\frac{1}{5} + \frac{1}{25}t$$

$$y = \frac{1}{5} + \frac{1}{25$$

Let the two planes of
$$a_1 \times b_1 y + c_1 z = d_1$$

$$a_2 \times b_2 y + c_2 z = d_2$$

$$a_3 \times b_4 y + c_4 z = d_3$$
Thus are parallel if $a_1 = b_1 = c_1$

They are parallel if
$$\frac{a_1}{a_a} = \frac{b_1}{b_a} = \frac{c_1}{c_a}$$
.

They are parallel \Rightarrow attent two of $\frac{a_1}{a_a}$, $\frac{b_1}{b_a}$ not parallel \Rightarrow attent two be definent.

not parallel => at attent two of
$$\frac{a_1}{a_a}$$
, $\frac{b_1}{b_a}$

not parallel => attent two of $\frac{a_1}{a_a}$, $\frac{b_1}{b_a}$

Will be different.

(A) $\frac{a_1}{a_a}$, $\frac{b_1}{b_a}$

(A) $\frac{a_1}{a_a}$, $\frac{b_1}{a_a}$

(A) $\frac{a_1}{a_a}$, $\frac{a_1}{a_a}$, $\frac{a_1}{a_a}$, $\frac{b_1}{a_a}$

AlB = \[\begin{pmatrix} a_1 & b_1 & c_1 & d_1 \\ a_2 & b_2 & c_2 & d_2 \end{pmatrix} This will be usdvalle'y Rank (A) = Rank (A1B) Ra - Ra - Ra - Ra R1 [a, b, c] d1

[o a, ba a, ca a, da - ta a d]

- aabi - aacit Rank (AB) = Rank(A) y altered two of a, b, -a, b, \$0 or the following hads: $a_1c_a - a_ac_1 \neq 0$ ieig a, b, & a, b, or a, (a & a, c) i.e, $\frac{a_1}{a_a} \neq \frac{b_1}{b_a}$ or $\frac{a_1}{a_a} \neq \frac{c_1}{c_a}$ The crystem is redualle.

This hads vince the planes are not parallel.

Now, wince AlB and A are 2x4 and 2x3 materices respedively, mein vank will be equal to 2.

which is less than the no of variables. ne volution will be a line (infinite solution)

 $P_1: -2x - 3y + z = 0$ P_{x} ; bz = 5Ps: ay + 22=5.

 $A \mid B = \begin{bmatrix} -2 & -3 & 1 & 0 \\ 0 & 0 & b & 5 \\ 0 & a & 2 & 5 \end{bmatrix}$ (a) P3 intersects the line joining P, and P2 at a unique point is equivalent to the system having a unique essentión This happens of Rank (A) = Rank (A 18) = \$3 This i.e, if att, b + 0, a + 0. (Not b=2 will not give in (b) never to interects Lif he rystern don't have a relutions. I 6=0, men Rank (A) = 2 + Rank (A/B)-3. a ER. contains Lig P3 interects P, and P2 with a me contains Ly me interection of Pi, Pe and Ps is me line L. Mis will happaring Rank (A) = Rank (A1B) < 3. This will happen of a=0, b=2. men the last Low can be made O. Mone Rank (A) = 2 = Rank (A/B) <3