Work sheet week 5

lørdag 27. januar 2018

C.1

$$Ax = \lambda x \to \begin{bmatrix} a & 1 \\ 1 & a \end{bmatrix} \cdot \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \lambda \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$
$$x_1 \cdot \begin{bmatrix} a \\ 1 \end{bmatrix} + x_2 \begin{bmatrix} 1 \\ a \end{bmatrix} = \lambda \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \to \begin{bmatrix} ax_1 \\ x_1 \end{bmatrix} + \begin{bmatrix} x_2 \\ ax_2 \end{bmatrix} = \begin{bmatrix} \lambda x_1 \\ \lambda x_2 \end{bmatrix}$$

$$ax_1 + x_2 = \lambda x_1 x_1 + ax_2 = \lambda x_2 \lambda = \frac{ax_1 + x_2}{x_1} = \frac{ax_2 + x_1}{x_2}$$

This only works for $x_1 = \pm x_2$ as if they would have any other relation $x_1 = cx_2$ the equality would not hold:

$$\frac{x_1 = cx_2}{acx_2 + x_2} = \frac{ax_2 + cx_2}{x_2}$$
$$a + \frac{1}{c} = a + c$$

And we see this only holds with $c=\pm 1$

The value of λ can then be easily found. We get two different values depending on if $x_1 = x_2$ or $x_1 = -x_2$:

$$x_1 = x_2 \Rightarrow \lambda = \frac{ax_1 + x_1}{x_1} = a + 1$$

 $x_1 = -x_2 \Rightarrow \lambda = \frac{ax_1 - x_1}{x_1} = a - 1$

This can then be summarized as:

$$\begin{vmatrix} x_1 = \pm x_2 \\ \lambda = a + \frac{x_1}{x_2} \end{vmatrix} \Rightarrow Ax = \lambda x$$

For the set $\{u, v, w\}$ to span \mathbb{C}^3 , the determinant of the matrix $[u \ v \ w]$ has to be not equal to zero (as this would imply that theese vectors does not lie in the same plane).

$$\mathbf{u} = \begin{bmatrix} z_1 \\ z_2 \\ z_3 \end{bmatrix}
|\mathbf{u} \quad \mathbf{v} \quad \mathbf{w}| = \begin{vmatrix} z_1 & i & 1 \\ z_2 & i & 2 \\ z_3 & i & 3 \end{vmatrix} = z_1 \begin{vmatrix} i & 2 \\ i & 3 \end{vmatrix} + z_2 \begin{vmatrix} i & 3 \\ i & 1 \end{vmatrix} + z_3 \begin{vmatrix} i & 1 \\ i & 2 \end{vmatrix}
= z_1(3i - 2i) + z_2(i - 3i) + z_3(2i - i)
= i z_1 - 2i z_2 + i z_3 = i(z_1 - 2z_2 + z_3)
i(z_1 - 2z_2 + z_3) \neq 0
z_1 - 2z_2 + z_3 \neq 0$$

We then see that all vectors u such that $u \cdot \begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix} \neq 0$, that is all vectors u that does not lie in the

plane

 $z_1 - 2z_2 + z_3 = 0$ (which is the plane spanned by the vectors \mathbf{v} and \mathbf{w}) makes the set $\{\mathbf{u}, \mathbf{v}, \mathbf{w}\}$ span \mathbb{C}^3

C.3

If Ax = b has a unique solution then this also holds for b = 0 such that Ax = 0. Since x = 0 will always be a solution to this equation and the solution is supposed to be unique, then 0 can be the only solution. Furthermore it can be shown that the equation Ax = b can only have one solution if the equation Ax = 0 Has only the trivial solution.

Suppose that the matrix $A = [\boldsymbol{u} \quad \boldsymbol{v}] = \begin{bmatrix} u_1 & v_1 \\ u_2 & v_2 \end{bmatrix}$ then A represents the linear transform from having $\hat{\imath}$ and $\hat{\jmath}$ as basis vectors to having \boldsymbol{u} and \boldsymbol{v} . For the equation $A\boldsymbol{x} = \boldsymbol{0}$ to have nontrivial solutions, \boldsymbol{u} and \boldsymbol{v} has to be parallel (otherwise no linear combination with non zero coefficients will send you back to the origin). This means that the set $\{\boldsymbol{u} \quad \boldsymbol{v}\}$ does not span the entire plane (\mathbb{R}^2 or \mathbb{C}^2 depending on if the equations exist in the complex plane or not) and there exist values for \boldsymbol{b} that is not contained in the set spanned by $\{\boldsymbol{u} \quad \boldsymbol{v}\}$ which means that if the equation $A\boldsymbol{x} = \boldsymbol{0}$ has non trivial solutions then $A\boldsymbol{x} = \boldsymbol{b}$ does not have solutions for all \boldsymbol{b} , let alone a unique one.