

# HW 15 Novosad Ivan 231

$$\textcircled{1} \begin{bmatrix} 1 & 0 & -1 \\ 2 & 1 & -1 \\ -1 & 1 & 2 \\ 2 & 2 & 0 \end{bmatrix} \xrightarrow{\text{RREF}} \begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \Rightarrow \mathcal{U}_1 = \left\langle \underbrace{\begin{bmatrix} 1 \\ 2 \\ -1 \\ 2 \end{bmatrix}}_{\phi_1}, \underbrace{\begin{bmatrix} 0 \\ 1 \\ 1 \\ 2 \end{bmatrix}}_{\phi_2} \right\rangle$$

basis for  $\mathcal{U}_1$

$$\begin{bmatrix} -3 & 2 & 1 \\ -5 & 3 & 2 \\ 4 & -2 & -2 \\ -4 & 3 & 1 \end{bmatrix} \xrightarrow{\text{RREF}} \begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & -1 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \Rightarrow \mathcal{U}_2 = \left\langle \underbrace{\begin{bmatrix} -3 \\ -5 \\ 4 \\ -4 \end{bmatrix}}_{\psi_1}, \underbrace{\begin{bmatrix} 2 \\ 3 \\ -2 \\ 3 \end{bmatrix}}_{\psi_2} \right\rangle$$

basis for  $\mathcal{U}_2$

"free"ed

$$\text{a) } \begin{array}{cc} \mathcal{U}_1 & \mathcal{U}_2 \\ \left[ \begin{array}{cccc} 1 & 0 & -3 & 2 \\ 2 & 1 & -5 & 3 \\ -1 & 1 & 4 & -2 \\ 2 & 2 & -4 & 3 \end{array} \right] & \rightarrow \left[ \begin{array}{cccc} 1 & 0 & -3 & 0 \\ 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{array} \right] \Rightarrow \mathcal{U}_1 + \mathcal{U}_2 = \left\langle \begin{bmatrix} 1 \\ 2 \\ -1 \\ 2 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 1 \\ 2 \end{bmatrix}, \begin{bmatrix} 2 \\ 3 \\ -2 \\ 3 \end{bmatrix} \right\rangle$$

basis for  $\mathcal{U}_1 + \mathcal{U}_2$

b) Using Zassenhaus algorithm and bases found in (a) we get

$$\begin{bmatrix} [\phi_1^T] & [\phi_1^T] \\ [\phi_2^T] & [\phi_2^T] \\ [\psi_1^T] & [0] \\ [\psi_2^T] & [0] \end{bmatrix} \xrightarrow{\text{REF}} \begin{bmatrix} \left[ \begin{array}{c} \in \\ 0 \end{array} \right] & \left[ \begin{array}{c} * \\ \$ \\ 0 \end{array} \right] \end{bmatrix}, \text{ where } \in_{(i)}^T \in \mathcal{U}_1 + \mathcal{U}_2, \$_{(i)}^T \in \mathcal{U}_1 \cap \mathcal{U}_2$$

that's how algorithm works in general (google it) ❤️

$$\begin{bmatrix} 1 & 2 & -1 & 2 & 1 & 2 & -1 & 2 \\ 0 & 1 & 1 & 2 & 0 & 1 & 1 & 2 \\ -3 & -5 & 4 & -4 & 0 & 0 & 0 & 0 \\ 2 & 3 & -2 & 3 & 0 & 0 & 0 & 0 \end{bmatrix} \xrightarrow{\text{REF}} \begin{bmatrix} 1 & 2 & -1 & 2 & \left[ \begin{array}{c} * \\ * \\ * \\ * \end{array} \right] \\ 0 & 1 & 1 & 2 & \\ 0 & 0 & 1 & 1 & \\ 0 & 0 & 0 & 0 & \underbrace{\begin{bmatrix} 3 & 5 & -4 & 4 \end{bmatrix}}_{\text{ans}^*} \end{bmatrix} \Rightarrow \mathcal{U}_1 \cap \mathcal{U}_2 = \left\langle \begin{bmatrix} 3 \\ 5 \\ -4 \\ 4 \end{bmatrix} \right\rangle$$

$$\textcircled{2} \mathcal{U}_1 = \langle (x+1)(x-2); (x+1)(x-2)x; (x+1)(x-2)x^2 \rangle$$

$$\mathcal{U}_2 = \langle (x-1); (x-1)x; (x-1)x^2; (x-1)x^3 \rangle$$

$$\Downarrow$$

$$\mathcal{U}_1 \cap \mathcal{U}_2$$

$$\Downarrow$$

$$\langle (x-1)(x+1)(x-2); (x-1)(x+1)(x-2)x \rangle$$

$$\textcircled{3} \text{ Consider } \mathcal{U}_1 = \langle (x-a); (x-a)x; (x-a)x^2 \dots (x-a)x^{n-1} \rangle$$

$$\text{and } \mathcal{U}_2 = \langle (x-b); (x-b)x; (x-b)x^2 \dots (x-b)x^{n-1} \rangle$$

then take vectors from both bases with the same deg.

and subtract one from another.

$$\text{i.e. } (x-a) - (x-b) = b-a \neq 0 = \lambda \text{ hence } \lambda \in \mathcal{U}_1 + \mathcal{U}_2 \Rightarrow \mathcal{U}_1 + \mathcal{U}_2 = \mathbb{R}(x; n)$$

$$\textcircled{4} \quad 25 \leq \dim(\mathcal{U}_1 + \mathcal{U}_2) \leq 33 \quad \checkmark$$

$$0 \leq \dim(\mathcal{U}_1 \cap \mathcal{U}_2) \leq 14 \quad \text{weak} \quad \left( \text{note: 1st is trivial; 2nd:} \right)$$

$$\Downarrow$$

$$6 \leq \dim(\mathcal{U}_1 \cap \mathcal{U}_2) \leq 14 \quad \checkmark$$

suppose we have 33 chairs (basis vectors of  $V$ )  
hence 25 was occupied by  $\mathcal{U}_1$ , hence

rest is 8 free chairs  $\Rightarrow$  min 6 chairs is object of var!