Homework 4 Solutions $\frac{2.3.9}{2.1} = \frac{1}{21} = \frac{100}{100} = \frac{1}{21} = \frac{100}{100} = \frac{1}{21} = \frac{100}{100} = \frac{1}{21} = \frac{100}{100} = \frac{100}{100$ P_{23} : Exchange Rows 2 and 3 of identity: $P_{23} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$ $M = P_{23}E_{21} = \begin{bmatrix} 100 \\ 001 \\ -110 \end{bmatrix} = \begin{bmatrix} 100 \\ 001 \end{bmatrix}$ (b) $E_{31} = \begin{bmatrix} 1 & 0 & 0 \\ -1 & 0 & 1 \end{bmatrix}$, $M = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ -1 & 0 & 1 \end{bmatrix}$ If you switch Rows 2 and 3 first, then subtract Row 1 from Row 3, even though E's ore different. The shows

that is the same as subtracting Row I from the original Row 2, and then switching Rows 2 and 3. So you get the same M: P23 F21=F31P23,

$$\begin{bmatrix} 1 & 0 & 0 \\ -1 & 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 2 & 3 \\ 1 & 3 & 1 \\ -1 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 & 3 \\ 0 & 1 & -2 \\ 0 & 2 & -3 \end{bmatrix}$$

 $2.3.17 (x,y) = (1,4): H=0+b(1)+c(1)^2$ $= (1,4): H = a + b(1) + c(1)^{2}$ $= (2,8): 8 = a + b(2) + c(2)^{2}$ $= (2,8): 10 = a + b(3) + c(3)^{2}$ $= (3,8): 10 = a + b(3) + c(3)^{2}$ $= (3,8): 10 = a + b(3) + c(3)^{2}$ $= (3,8): 10 = a + b(3) + c(3)^{2}$ $= (3,8): 10 = a + b(3) + c(3)^{2}$ $= (3,8): 10 = a + b(3) + c(3)^{2}$ $= (3,8): 10 = a + b(3) + c(3)^{2}$ $= (3,8): 10 = a + b(3) + c(3)^{2}$ $= (3,8): 10 = a + b(3) + c(3)^{2}$ $= (3,8): 10 = a + b(3) + c(3)^{2}$ $= (3,8): 10 = a + b(3) + c(3)^{2}$ $=(3,14): 14=0+b(3)+c(3)^2$ $-9 \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 4 \\ 1 & 3 & 9 \end{bmatrix} \begin{bmatrix} 8 \\ 5 \\ 1 \end{bmatrix} = \begin{bmatrix} 4 \\ 8 \\ 14 \end{bmatrix} - 3 \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 2 & 4 & 1 \\ 1 & 3 & 9 & 14 \end{bmatrix} Row 3 - Row 1$

$$A+2AB+B = \begin{bmatrix} 1 & 2 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 0 & 0 \end{bmatrix} + 2 \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} + 2 \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 2 \\ 3 & 0 \end{bmatrix} = \begin{bmatrix} 16 & 2 \\ 3 & 0 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & 2 \\ 0 & 0 \end{bmatrix} + 2 \begin{bmatrix} 7 & 0 \\ 0 & 0 \end{bmatrix} + \begin{bmatrix} 1 & 0 \\ 3 & 0 \end{bmatrix} = \begin{bmatrix} 16 & 2 \\ 3 & 0 \end{bmatrix}$$

Correct rule:
$$(A+B)^2 = (A+B)(A+B) = A^2 + BA + AB + B^2$$

Different, not 2AB

2.4.15 (a) If A is mxn, then
$$A^2$$
 is $(m \times n)(m \times n)$
have to be some, $m = n$

So true, A is square (m=n) if A2 is defined.

(b) A
$$k \times RM$$
, $\rightarrow BA$: $(m \times n) \cdot (k \times \ell)$ AB: $(k \times \ell) \cdot (m \times n)$
 $B \times RM$ Same, $n = k$ Same, $\ell = m$

So A has to be nxm and B has to be mxn if AB, BA are both defined. So false, A and B don't have to be square (minisology), (c) We saw that if AB, BA are both defined and B is mxn, (3) then A is nxm.

~> AB is (nxm)(mxn) = nxn; square ~>BA is (mxn)(nxm) =mxm, square so true, AB and BA are both square.

(d) False, A doesn't need to be I since Bright not be invertible.

For example, if $A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ and $B = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$, then

 $AB = B \text{ if } \begin{bmatrix} ab \\ cd \end{bmatrix} \begin{bmatrix} 100 \\ 000 \end{bmatrix} = \begin{bmatrix} 100 \\ 000 \end{bmatrix}$ $= \begin{bmatrix}$

So $\lceil 16 \rceil B = B$, $\lceil 16 \rceil$ might not be I.

Note: If B is invertible, then indeed A would have to be I.

Proof: $AB = B \longrightarrow (AB)B^{-1} = BB^{-1} = I$ some if $A(BB^{-1}) = AI = A^{-1}B^{-1}$ exists

2.4.18 (a) $A = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ -a_{31} & a_{32} & a_{33} \end{bmatrix}$ $A = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 2 \\ 1 & 0 & 3 \end{bmatrix}$

(b) $Q_{ij} = (-1)^{i+j}$, $A = \begin{bmatrix} (-1)^{i+1} & (-1)^{i+2} & (-1)^{i+3} \\ (-1)^{2+1} & (-1)^{2+2} & (-1)^{2+3} \end{bmatrix} = \begin{bmatrix} 1 & -1 & 1 \\ -(& 1 & -1 \\ 1 & -1 & 1 \end{bmatrix}$

(c) $O(i) = \frac{1}{j}$, $A = \begin{bmatrix} 1/1 & 1/2 & 1/3 \\ 2/1 & 2/2 & 2/3 \\ 3/1 & 3/2 & 3/3 \end{bmatrix} = \begin{bmatrix} 1 & 1/2 & 1/3 \\ 2 & 1 & 2/3 \\ 3 & 3/2 & 1 \end{bmatrix}$

Graded Problem 1 [ab][0]=[0a], [o][ab]=[cd] commute if $[00] = [cd] \rightarrow a = d$ and c = 0So all matrices that commute with [01] look like [0a], a, b any real numbers All matrices commuting with [0] look like [0] of a cony If [ab] commuter with both [o] and [o], then it has to bolc like both [ab] and [ao]. That is, a=d and b= (=0. 50 [as], a any real number, at one all such motrices.

Graded Problem 2.