

# DATA SCIENCE & ARTIFICIAL INTELLIGENCE

Not for CS/IT

## Linear Algebra- II

Lecture No. **05**

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# Recap of previous lecture



Topic

VECTOR SPACE

&

PARTITION MATRIX





# Topics to be Covered



Topic

PROJECTION MATRIX



$$\hat{a} = \frac{\vec{a}}{|\vec{a}|} \Rightarrow \vec{a} = |\vec{a}| \hat{a} = (\text{Magnitude}) (\text{Unit Vector})$$

General Points: Consider  $A = \begin{bmatrix} \text{---} \\ \text{---} \\ \text{---} \\ \vdots \\ \text{---} \end{bmatrix}_{n \times 1}$  &  $A^T = \begin{bmatrix} \text{---} & \text{---} & \text{---} & \text{---} & \text{---} \end{bmatrix}_{1 \times n}$

$$m = A^T A \rightarrow \begin{bmatrix} \text{---} \end{bmatrix}_{1 \times n} \begin{bmatrix} \text{---} \\ \text{---} \\ \text{---} \\ \vdots \\ \text{---} \end{bmatrix}_{n \times 1} = \begin{bmatrix} \text{---} \end{bmatrix}_{1 \times 1} = \text{SCALAR} = \|A\|^2$$

$$N = AA^T = \begin{bmatrix} \text{---} \\ \text{---} \\ \text{---} \\ \vdots \\ \text{---} \end{bmatrix}_{n \times 1} \begin{bmatrix} \text{---} & \text{---} & \text{---} & \text{---} & \text{---} \end{bmatrix}_{1 \times n} = \begin{bmatrix} \text{---} & \text{---} & \text{---} & \text{---} & \text{---} \end{bmatrix}_{n \times n} = \text{Mat (Symm.)}$$

$$N^T = (AA^T)^T = (A^T)^T A^T = AA^T = N \text{ is Symm.}$$

$$A_{n \times 1} \& B_{n \times 1} \text{ then } A \cdot B = A^T B = \begin{bmatrix} \text{---} \end{bmatrix}_{1 \times 1} = \text{Scalar}$$



General Points: ①  $\because \hat{a} = \frac{\vec{a}}{|\vec{a}|} \Rightarrow \boxed{\vec{a} = |\vec{a}| \cdot \hat{a}}$



Any vector = (it's Magnitude)  $\times$  (Unit vector in it's direction)

② let  $A_{n \times 1}$  then  $A_{1 \times n}^T$   $\begin{cases} (A^T A)_{1 \times 1} = \text{symmetric} = \text{scalar} \& \\ (A A^T)_{n \times n} = \text{symmetric Mat.} \end{cases}$

③ let  $A_{n \times 1}$  &  $B_{n \times 1}$   $\begin{cases} (A^T B)_{1 \times 1} = \text{Scalar Quantity} \\ A \cdot B = A^T B = \text{scalar Quantity} \end{cases}$

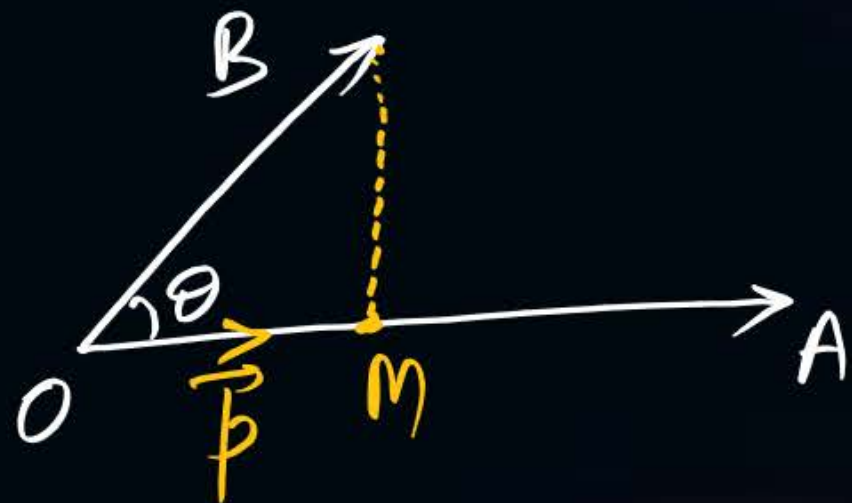
④ if  $A \cdot B = 0$  then  $A$  &  $B$  are called Orthogonal Vectors.

$\|A\| = \sqrt{A^T A} \Rightarrow \|A\|^2 = A^T A$



PROJECTION OF VECTOR  $\rightarrow$  If we want to find projection of  $\vec{B}$  onto the vector  $\vec{A}$  (along) PW

then process will be as follows;



$$\triangle OMB: \frac{OM}{OB} = \cos \theta$$

$$OM = |\vec{B}| \cos \theta$$

where  $\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos \theta$

Now Any Vector = (it's Magnitude) (unit vector in it's dir<sup>n</sup>)

$$\vec{p} = (OM) (\hat{A}) = |\vec{B}| \cos \theta \left( \frac{\vec{A}}{|\vec{A}|} \right)$$

$$\vec{p} = |\vec{B}| \cdot \left( \frac{\vec{A} \cdot \vec{B}}{|\vec{A}| |\vec{B}|} \right) \left( \frac{\vec{A}}{|\vec{A}|} \right) = \left( \frac{\vec{A} \cdot \vec{B}}{|\vec{A}|^2} \right) \vec{A} = \left( \frac{\vec{A} \cdot \vec{B}}{||\vec{A}||^2} \right) \vec{A}$$

$$\vec{p} = \left( \frac{\vec{A}^T \vec{B}}{\vec{A}^T \vec{A}} \right) \vec{A} = (\lambda) \vec{A}$$

ie  $\vec{p}$  &  $\vec{A}$  are collinear.



(M-II)

we have shown that,

$$\vec{p} = \left( \frac{A^T B}{A^T A} \right) A$$

$$= A \left( \frac{A^T B}{A^T A} \right)$$

$$= \left( \frac{A A^T}{A^T A} \right) B$$

$$\vec{p} = P B$$

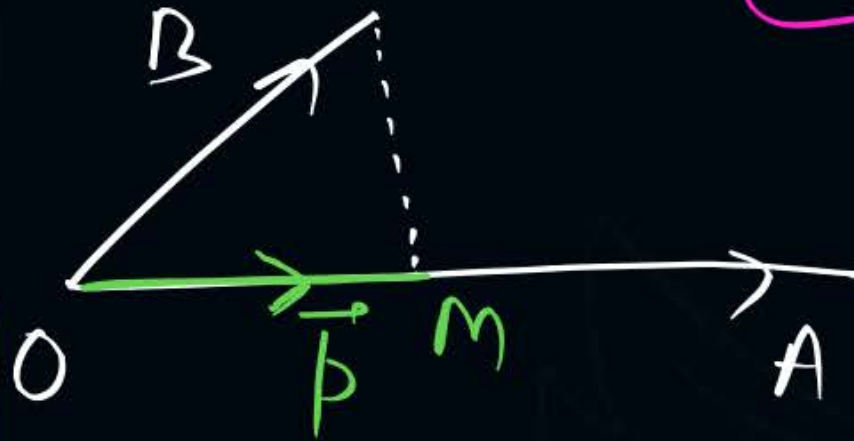
where  $P = \frac{A A^T}{A^T A} = \text{Projection Mat}$

Projection along a line  $\rightarrow$

Projection of vector B along a line A is given as

$$\vec{p} = P B \text{ where } P = \frac{A A^T}{A^T A} = \left[ \right]_{n \times n}$$

= Projection Mat.





Q. Find the projection of  $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$  onto the vector  $\begin{bmatrix} -2 \\ 1 \end{bmatrix}$

Sol: Here  $B = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ ,  $A = \begin{bmatrix} -2 \\ 1 \end{bmatrix}$

$$A^T B = [-2 \ 1] \begin{bmatrix} 1 \\ 1 \end{bmatrix} = [(-2+1)] = \textcircled{-1}$$

$$A^T A = [-2 \ 1] \begin{bmatrix} -2 \\ 1 \end{bmatrix} = [(4+1)] = \textcircled{5}$$

$$\text{So } \vec{p} = \left( \frac{A^T B}{A^T A} \right) \vec{A} = \left( \frac{-1}{5} \right) \vec{A} = -\frac{1}{5} \begin{bmatrix} -2 \\ 1 \end{bmatrix}$$

ie  $\vec{p} = \begin{bmatrix} 2/5 \\ -1/5 \end{bmatrix}$ ,

M-II  $A^T A = [-2 \ 1] \begin{bmatrix} -2 \\ 1 \end{bmatrix} = 5$

$$A A^T = \begin{bmatrix} -2 \\ 1 \end{bmatrix} [-2 \ 1] = \begin{bmatrix} 4 & -2 \\ -2 & 1 \end{bmatrix}$$

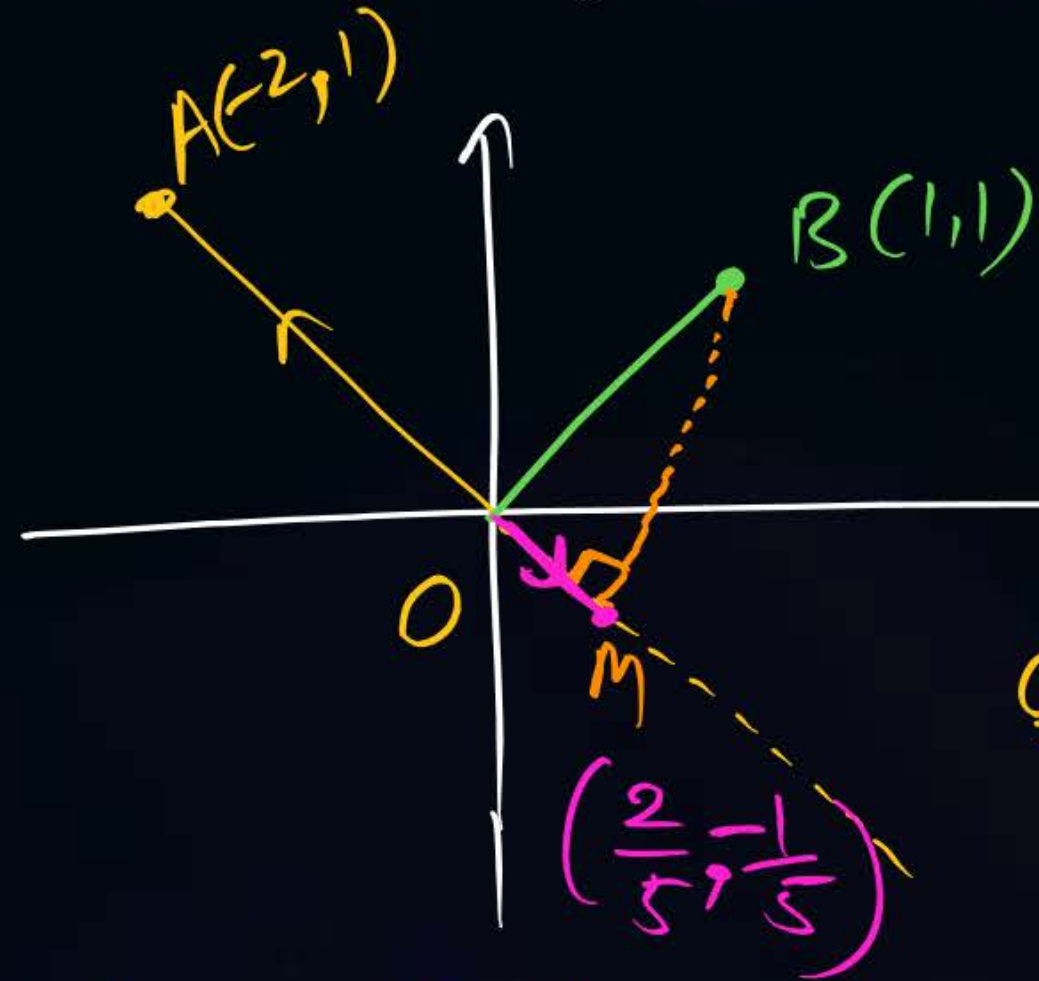
Projection Mat  $P = \frac{A A^T}{A^T A} = \frac{1}{5} \begin{bmatrix} 4 & -2 \\ -2 & 1 \end{bmatrix}$

& projected vector is  $\vec{p} = P B$

$$\vec{p} = \frac{1}{5} \begin{bmatrix} 4 & -2 \\ -2 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 2/5 \\ -1/5 \end{bmatrix}$$



PODCAST:  $A = \begin{bmatrix} -2 \\ 1 \end{bmatrix}$ ,  $B = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ ,  $\vec{P} = \begin{bmatrix} 2/5 \\ -1/5 \end{bmatrix} = \frac{-1}{5} \begin{bmatrix} -2 \\ 1 \end{bmatrix} = \frac{-1}{5} A$



Q: what Multiple of  $\begin{bmatrix} 2 \\ 1 \end{bmatrix}$  will be closest to  $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$

- (a) -1 (b)  $\frac{1}{5}$  (c)  $-\frac{1}{5}$  (d)  $-\frac{2}{5}$

Q: Find the point on the line  $x+2y=0$  which is closest to the point  $(1,1)$ ?

Vector along the line  $x+2y=0$  is  $A = \begin{bmatrix} -2 \\ 1 \end{bmatrix}$

Given point  $B = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$  So Closest point = P. Vector =  $\vec{P} = \begin{bmatrix} 2/5 \\ -1/5 \end{bmatrix}$

- (a)  $(-2, 1)$  (b)  $(2, -1)$

- (c)  $(\frac{2}{5}, -\frac{1}{5})$  (d)  $(-\frac{2}{5}, \frac{1}{5})$



Q Find a Matrix that projects every point in 2D plane <sup>along</sup> onto the line  $x+2y=0$ .  
Also Find the projection of  $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$  onto that line.

Sol: vector along the line  $x+2y=0$  is  $A = \begin{bmatrix} -2 \\ 1 \end{bmatrix}$

①  $P = \frac{AA^T}{A^T A} = \frac{1}{5} \begin{bmatrix} 4 & -2 \\ -2 & 1 \end{bmatrix}$  already Calculated

②  $\hat{P} = PB = \begin{bmatrix} 2/5 \\ -1/5 \end{bmatrix}$  already Calculated



Q Find a Matrix that projects every point in 2D plane onto the line  $x+2y=0$   
Also Find the projection of  $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$  onto that line.

Sol: vector form of line  $x+2y=0$  is  $A = \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} -2 \\ 1 \end{bmatrix}$

So Projection Mat  $P = \frac{AA^T}{A^T A} = \dots = \frac{1}{5} \begin{bmatrix} 4 & -2 \\ -2 & 1 \end{bmatrix}$

(ii)  $B = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$  So  $\vec{P} = P\vec{B} = \frac{1}{5} \begin{bmatrix} 4 & -2 \\ -2 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \frac{1}{5} \begin{bmatrix} -2 \\ 1 \end{bmatrix} = \begin{bmatrix} -2/5 \\ 1/5 \end{bmatrix}$

Note:  $\text{Tr}(P) = 1$ ,  $|P| = 0$ ,  $f(A) = 1$ ,  $\lambda = 0 \neq 1$ , No. of L.I. Eigen = Two = order  
 $P = \text{symm} \& \text{Idempotent}$  Hence Diagonalizable.

Q. The projection of  $B = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$  onto the line  $A = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$  will be?



Sol:  $A^T A = [1 \ 1 \ 1] \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = [1+1+1] = 3$

$$A A^T = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} [1 \ 1 \ 1] = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

Sol  $P = \frac{A A^T}{A^T A} = \frac{1}{3} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$

& Hence  $\vec{P} = P B = \frac{1}{3} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 2 \\ 2 \\ 2 \end{bmatrix}$





Q. What multiple of  $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$  is closest to the vector  $\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$ ?  $\vec{p} = 2 \begin{bmatrix} 1 \\ 1 \end{bmatrix}$

- (a)  $\begin{bmatrix} 2 \\ 2 \\ 2 \end{bmatrix}$ , (b)  $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$ , (c)  $\cancel{2}$  (d) 6

Q. The point along the vector  $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$  which is closest to the vector  $\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$  will be?

- (a) (1, 1, 1) (b) 2 (c)  $\cancel{(2, 2, 2)}$  (d) (1, 2, 3)



Q. What Multiple of  $A(1,1,1)$  is closest to the point  $B(2,4,4)$ ?



OR

Find the projection of  $B(2,4,4)$  onto the vector  $A(1,1,1)$

(a) 3

(b) 10

(c) 10/3

(d) 3/10

$$A = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}, A^T = [1 \ 1 \ 1] \Rightarrow A^T A = [1 \ 1 \ 1] \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = 3$$

$$A A^T = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} [1 \ 1 \ 1] = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

$$P = \frac{A A^T}{A^T A} = \frac{1}{3} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}_{3 \times 3}$$

$$\vec{p} = PB = \frac{1}{3} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 2 \\ 4 \\ 4 \end{bmatrix} = \begin{bmatrix} 10/3 \\ 10/3 \\ 10/3 \end{bmatrix} = \frac{10}{3} \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$$

Note:  $\text{Tr}(P) = 1$ ,  $|P| = 0$   
 $\rho(A) = \text{one}$ ,  $\lambda = 0, 0, 1$

$P$  - Symm & Idempotent

GM of '0' = two

GM of '1' = one

No. of L.I. E.Vectors = three

Hence  $P$  = Diagonalizable.



Q Find the projection Matrix that projects every point in  $\mathbb{R}^3$  onto the line of Intersection of the planes  $x+y+z=0$  &  $x-z=0$ .

& Hence find the projection of  $B(1, 2, 3)$ ?

Solving ① & ②,  $x+y+x=0 \Rightarrow 2x+y=0 \Rightarrow \boxed{2x+y+0z=0}$  — ③

Along vector along line ③, is  $A = \begin{bmatrix} 1 \\ -2 \\ 0 \end{bmatrix}$

$$\text{Now, } A^T A = \begin{bmatrix} 1 & -2 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ -2 \\ 0 \end{bmatrix} = \begin{bmatrix} 1+4+0 \end{bmatrix} = 5$$

$$A A^T = \begin{bmatrix} 1 \\ -2 \\ 0 \end{bmatrix} \begin{bmatrix} 1 & -2 & 0 \end{bmatrix} = \begin{bmatrix} 1 & -2 & 0 \\ -2 & 4 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$\text{So } P = \frac{A A^T}{A^T A} = \frac{1}{5} \begin{bmatrix} 1 & -2 & 0 \\ -2 & 4 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$\& \vec{p} = P B = \frac{1}{5} \begin{bmatrix} 1 & -2 & 0 \\ -2 & 4 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \frac{1}{5} \begin{bmatrix} -3 \\ 6 \\ 0 \end{bmatrix}$$

$$\vec{p} = \left[ -\frac{3}{5} \quad \frac{6}{5} \quad 0 \right]'$$



Analysis : line of Intersection is  $2x + y + 0z = 0$  — lies in  $xy$  plane.

① if we take  $A = \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix}$  then after putting the values we are getting  $2(1) + (-2) + 0(1) = 0$  i.e.  $0 = 0$

But on  $xy$  plane,  $z = 0$  (always) so we should not take  $z = 1$ .  
Common sense.

②  $\because B = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$  lies in 3-D But line of intersection lies in 2-D so projected vector will also lie in 2-D. & it is given as  $\vec{b} = \begin{bmatrix} -3/5 \\ 6/5 \\ 0 \end{bmatrix}$  Hence justified



③  $P = \frac{1}{5} \begin{bmatrix} 1 & -2 & 0 \\ -2 & 4 & 0 \\ 0 & 0 & 0 \end{bmatrix} \Rightarrow \text{Tr}(P) = 1, |P| = 0, f(A) = 1 \Rightarrow \boxed{\lambda = 0, 0, 1}$

$P^T = P \Rightarrow P = \text{Symm.}$

$P^2 = P \Rightarrow P = \text{Idempotent}$

$\text{GM of } (\lambda = 0) = \text{order} - f(A - \lambda I)$

$= 3 - f(A - 0 \cdot I)$

$= 3 - f(A) = 3 - 1 = \text{two}$

$\& \text{GM of } (\lambda = 1) = \text{one}$

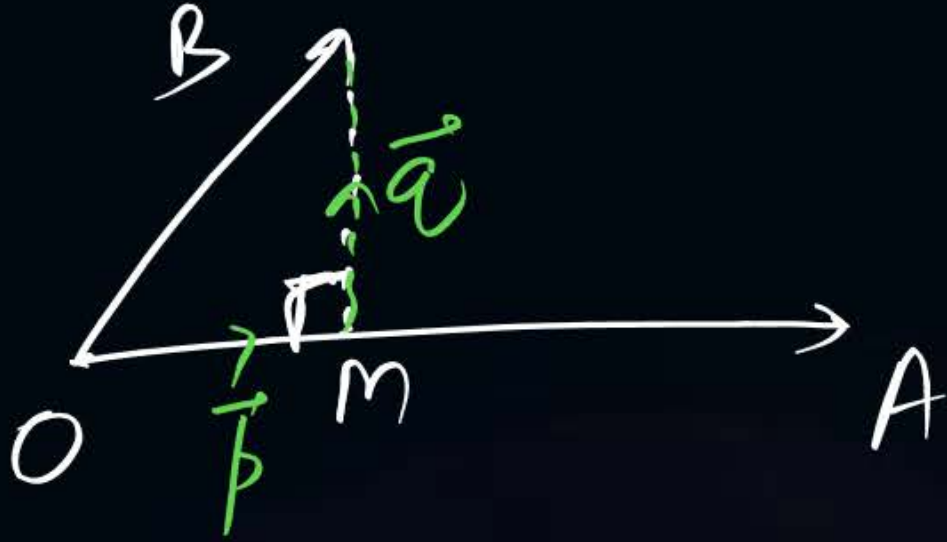
Hence No. of LI Eigenvectors = three = order

Hence  $P$  is Diagonalisable.



orthogonal Complement of B  $\rightarrow \vec{p} = \text{Projection Vector}$

$\vec{q} = \text{orthogonal complement of } \vec{p}$



By vector Law,  $\vec{p} + \vec{q} = \vec{B}$

$$\Rightarrow \boxed{\vec{q} = \vec{B} - \vec{p}}$$

$$PB + QB = B$$

$$(P + Q)B = B \Rightarrow \boxed{P + Q = I}$$

where  $Q = \text{Projection Mat for orthogonal complement of } \vec{p}$

⊗ What is the Nature of  $PQ$ ?  
(Ans: NULL MAT)

$$PQ = P(I - P) = PI - P^2 = P - P = 0$$



Qs Find the Projection Matrix  $P$  onto the line through  $A = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$  & hence find the projection of  $B = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$  onto  $A$  ?

(ii) Also Find the Matrix  $Q$  that projects onto the line  $\perp$  to  $A$  & hence find orthogonal Complement of  $B$  onto  $A$  .

$$\textcircled{1} \quad A = \begin{bmatrix} 1 \\ 3 \end{bmatrix}, A^T = [1 \ 3], A^T A = 10, AA^T = \begin{bmatrix} 1 & 3 \\ 3 & 9 \end{bmatrix}$$

$$\text{so } P = \frac{AA^T}{A^T A} = \frac{1}{10} \begin{bmatrix} 1 & 3 \\ 3 & 9 \end{bmatrix} \text{ \& projected vector } \vec{p} = PB = \frac{1}{10} \begin{bmatrix} 1 & 3 \\ 3 & 9 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 4/10 \\ 12/10 \end{bmatrix}$$

$$\textcircled{2} \quad \text{w.k. that } P + Q = I$$

$$Q = I - P = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} - \begin{bmatrix} 1/10 & 3/10 \\ 3/10 & 9/10 \end{bmatrix} = \begin{bmatrix} 9/10 & -3/10 \\ -3/10 & 1/10 \end{bmatrix}$$

& orthogonal Complement of  $B$  onto  $A$  is

$$\vec{q} = \vec{B} - \vec{p} = \begin{bmatrix} 1 \\ 1 \end{bmatrix} - \begin{bmatrix} 4/10 \\ 12/10 \end{bmatrix} = \begin{bmatrix} 6/10 \\ -2/10 \end{bmatrix}$$



# PROJECTION MATRIX (along a subspace, spanned by set of vectors) $\rightarrow$

Let  $x_1, x_2, x_3$  are given vectors & we want to find the projection of  $\vec{b}$  onto the subspace spanned by  $x_1, x_2, x_3$  then process will be as follows;

Consider a Mat  $A = [x_1 x_2 x_3]$  then  $\rightarrow$  Projection Mat  $P = A(A^T A)^{-1} A^T$

Verify: let  $A = [x_1]_{n \times 1}$ ,  $A^T = [ ]_{1 \times n}$ ,  $\rightarrow$  Projection Vector  $\vec{p} = P \vec{b}$

then  $A^T A = [ ]_{1 \times 1} = \text{Scalar Quantity}$

$$\begin{aligned} \text{So } P &= A(A^T A)^{-1} A^T \\ &= \frac{A A^T_{n \times n}}{A^T A_{1 \times 1}} = \left( \frac{A A^T}{A^T A} \right)_{n \times n} \end{aligned}$$



Q. The projection of  $B = \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix}$  onto the column space of  $A = \begin{bmatrix} 1 & 2 \\ 1 & 3 \\ 0 & 0 \end{bmatrix}$  will be?



$C(A)$  = set of all linear combinations of columns of  $A$  where  $A = [x_1 \ x_2]$   
 $= \{ (c_1 x_1 + c_2 x_2) ; c_1, c_2 \in \text{SCALARS}, x_1, x_2 \text{ are columns of } A \}$

Here  $x_1, x_2$  lies in 2D as well as they are L-I also (By observation)

So  $C(A)$  is nothing but 2-D Space or  $C(A) = \mathbb{R}^2$

$A^T A = \begin{bmatrix} 1 & 1 & 0 \\ 2 & 3 & 0 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 3 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 2 & 5 \\ 5 & 13 \end{bmatrix}$ ,  $|A^T A| = 1$  so  $(A^T A)^{-1} = \frac{1}{(1)} \begin{bmatrix} 13 & -5 \\ -5 & 2 \end{bmatrix}$

Standard Form of Projection Mat onto the subspace SPANNED by  $A$  is given as

$$P = A(A^T A)^{-1} A^T = \begin{bmatrix} 1 & 2 \\ 1 & 3 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} 13 & -5 \\ -5 & 2 \end{bmatrix} \begin{bmatrix} 1 & 1 & 0 \\ 2 & 3 & 0 \end{bmatrix} = \dots = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} = P. \text{Mat.}$$



ie Projection Mat  $P = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} \Rightarrow$  Projected vector  $\vec{p} = PB = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix} = \begin{bmatrix} 4 \\ 5 \\ 0 \end{bmatrix}$

Analysis:  $A = \begin{bmatrix} 1 & 2 \\ 1 & 3 \\ 0 & 0 \end{bmatrix}, B = \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix}, \vec{p} = \begin{bmatrix} 4 \\ 5 \\ 0 \end{bmatrix}$

Consider  $[A:B] = \left[ \begin{array}{cc|c} 1 & 2 & 4 \\ 1 & 3 & 5 \\ 0 & 0 & 6 \end{array} \right]$

$\rho(A) = 2, \rho(A:B) = 3$

ie  $AX = B$  is Inconsistent

$\Rightarrow AX = \vec{p}$  Now it is Consistent.

$\therefore [A:\vec{p}] = \left[ \begin{array}{cc|c} 1 & 2 & 4 \\ 1 & 3 & 5 \\ 0 & 0 & 0 \end{array} \right] \Rightarrow \rho(A) = \rho(A:\vec{p})$  ie Consistent.

KID'S EXAMPLE:  $\rightarrow$   
Doctor (Heart Beat)

$n = 116$

$n = 73$

$n = 94$

$n = 124$

$n = 53$

$n = 144$

(Inconsistent)

Project (medicine)

$n = 98$   
Consistent.



② Use  $P = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}_{3 \times 3}$ ,  $\text{Tr}(P) = 2$ ,  $|P| = 0$ ,  $f(P) = 2$

$\Downarrow$   
 $\lambda = 0, 1, 1$

$P^T = P \Rightarrow \text{Symm}$

$P^2 = P \Rightarrow \text{Idempotent}$

$\left. \begin{array}{l} \text{GM of '0' = one} \\ \text{GM of '1' = two} \end{array} \right\}$

ie  $A$  is Diagonalizable

$\therefore$  No. of LI E.Vectors for  $A = \text{three} = \text{order}$



Sp. Note: Let  $A = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$ ,  $B = \begin{bmatrix} 0 & 0 \\ 1 & 0 \end{bmatrix}$   
 (Doubt by student)

$$AB = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}, \quad BA = \begin{bmatrix} 0 & 0 \\ 1 & 0 \end{bmatrix}$$

$$\rho(AB) = 0 \quad \& \quad \rho(BA) = 1.$$

i.e. if  $AB$  &  $BA$  Both exist, we are not sure that  
 their Ranks are also equal. i.e. they may be

But  $\boxed{\rho(AA^T) = \rho(A^T A)}$  always.

We are sure about above Result.

$$\rho(AB) \neq \rho(BA)$$





**THANK - YOU**