# **ASSIGNMENT 2**

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### Download all python codes from

https://github.com/Ravalika1630/Assignment2/tree/main/CODES

and latex-tikz codes from

https://github.com/Ravalika1630/Assignment2/blob/main/Assignment2.text

#### 1 Question No 2.10

Find the intersection of the following lines?

1)

$$(3 -1)\mathbf{x} = 3$$

$$(9 -3)\mathbf{x} = 9$$

$$(1.0.1)$$

2)

$$(0.2 0.3) \mathbf{x} = 1.3$$

$$(0.4 0.5) \mathbf{x} = 2.3$$
(1.0.2)

## 2 SOLUTION

1)

$$(3 -1)\mathbf{x} = 3$$

$$(9 -3)\mathbf{x} = 9$$

$$(2.0.1)$$

The above equations can be expressed as the matrix equation

$$\begin{pmatrix} 3 & -1 \\ 9 & -3 \end{pmatrix} \mathbf{x} = \begin{pmatrix} 3 \\ 9 \end{pmatrix} \tag{2.0.2}$$

Now we converted these matrix equation in augmented matrix form using row reduction

$$\begin{pmatrix} 3 & -1 & 3 \\ 9 & -3 & 9 \end{pmatrix} \xrightarrow{R_2 \to \frac{R_2}{3}} \begin{pmatrix} 3 & -1 & 3 \\ 3 & -1 & 3 \end{pmatrix}$$
 (2.0.3)

As  $R_1=R_2$ , left part can never be converted into a identity matrix, and we can see now both row are same that means both lines are same they intersect at infinitely many points.

PLOT OF GIVEN LINES -

Plot of (1.0.1) -

1

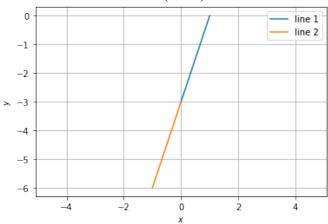


Fig. 2.1: SAME-LINES

2)

$$(0.2 0.3) \mathbf{x} = 1.3$$
  
 $(0.4 0.5) \mathbf{x} = 2.3$  (2.0.4)

The above equations can be expressed as the matrix equation

$$\begin{pmatrix} 0.2 & 0.3 \\ 0.4 & 0.5 \end{pmatrix} \mathbf{x} = \begin{pmatrix} 1.3 \\ 1.4 \end{pmatrix}$$
 (2.0.5)

(2.0.9)

Now we converted these matrix equation in augmented matrix form using row reduction

$$\begin{pmatrix}
0.2 & 0.3 & 1.3 \\
0.4 & 0.5 & 1.4
\end{pmatrix}
\xrightarrow{R_2 \to R_2 - 2R_1}
\begin{pmatrix}
0.2 & 0.3 & 1.3 \\
0 & -0.1 & -0.3
\end{pmatrix}$$

$$\xrightarrow{R_2 \to \frac{R_2}{-0.1}}
\begin{pmatrix}
0.2 & 0.3 & 1.3 \\
0 & 1 & 3
\end{pmatrix}$$

$$\xrightarrow{R_1 \to R_1 - 0.3R_2}
\begin{pmatrix}
0.2 & 0.3 & 1.3 \\
0 & 1 & 3
\end{pmatrix}$$

$$\xrightarrow{R_1 \to R_1 - 0.3R_2}
\begin{pmatrix}
0.2 & 0 & 0.4 \\
0 & 1 & 3
\end{pmatrix}$$

$$\xrightarrow{R_1 \to \frac{R_1}{0.2}}
\begin{pmatrix}
1 & 0 & 2 \\
0 & 1 & 3
\end{pmatrix}$$

As left part is converted into identity matrix the intersection vector is  $\binom{2}{3}$  PLOT OF GIVEN LINES -

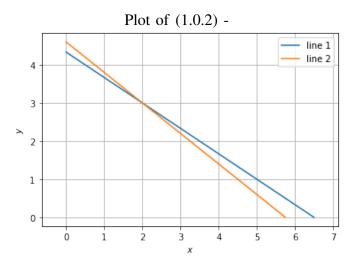


Fig. 2.2: INTERSECTING-LINES