$$\begin{pmatrix}
0 & 4 \\
0 & 5 \\
0 & 5
\end{pmatrix} + 3 \begin{bmatrix} -4 \\ 6 \end{bmatrix} = \begin{bmatrix} 15 & -12 \\ -25 & +18 \end{bmatrix} = \begin{bmatrix} 3 \\ -7 \end{bmatrix} \quad b \quad 1 \begin{bmatrix} 1 \\ -2 \\ 3 \end{bmatrix} + 0 \begin{bmatrix} 5 \\ 0 \\ -2 \end{bmatrix} - 2 \begin{bmatrix} 4 \\ -3 \\ 0 \end{bmatrix} \cdot \begin{bmatrix} 1 + 0 - 8 \\ -2 + 0 + 6 \\ 3 + 0 + 0 \end{bmatrix} = \begin{bmatrix} -7 \\ 4 \\ 3 \end{bmatrix} \\
4k_1 + k_2 \Rightarrow k_2 \quad \frac{1}{5}k_2 \Rightarrow k_2 \quad -2k_2 + k_1 \Rightarrow k_1$$

(Swill (605))
$$\begin{bmatrix} 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$
 $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$ $\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 0$

Thus
$$\begin{bmatrix} 1 & 0 & 2 & | & 1 & | & 2 & | & 1 & | & 2 & | & 1 & | & 2 & | & 1 & | & 2 & | & 1 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & | & 2 & |$$

So,
$$\left[\hat{p}(t)\right]_{\beta} = \begin{bmatrix} 3\\2\\-1 \end{bmatrix}$$
.

(5)
(a)
$$\begin{bmatrix} 2c \\ a-b \\ b-3c \\ A+2b \end{bmatrix} = a \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} + b \begin{bmatrix} 0 \\ -1 \\ 1 \\ 2 \end{bmatrix} + c \begin{bmatrix} 2 \\ 0 \\ -3 \\ 0 \end{bmatrix} i) A Sasis for It = 7 B_H = S \begin{bmatrix} 0 \\ 1 \\ 0 \\ 1 \end{bmatrix} + \begin{bmatrix} 0 \\ -1 \\ 2 \end{bmatrix} \cdot \begin{bmatrix} 2 \\ 0 \\ -3 \\ 0 \end{bmatrix}$$
(i) 3 vectors in B_H thus dim It = 3.

b) As discussed in class It= $\{(0,0,0)\}$ thas i) Basis for It $\Rightarrow B_H = \{(0,0,0)\}$
(i) Since a basis is only the zero-vector

$$\frac{1}{2} R_2 = 1/2$$

$$-7 \begin{bmatrix}
1 & 0 & 0 & | & 3 \\
0 & 1 & 0 & 0 & | & 12 \\
0 & 0 & 1 & 0 & | & 2 \\
0 & 0 & 0 & | & 1
\end{bmatrix}
\begin{bmatrix}
\hat{p}(t) \\
P & \begin{bmatrix} 3 \\ 12 \\ 2 \\ 1
\end{bmatrix}$$

I For the busis of col A look at Column 1, 3, and 5 of matrix A,

V For basis of row A, look at the non-zero rows of B.

$$\begin{bmatrix}
1 & 3 & 4 & -1 & 7 & | & 0 \\
0 & 0 & 1 & -1 & 1 & | & 0 \\
0 & 0 & 0 & 0 & -5 & | & 0 \\
0 & 0 & 0 & 0 & 0 & | & 0
\end{bmatrix}
\rightarrow
\begin{bmatrix}
1 & 3 & 0 & 3 & -2 & | & 0 \\
0 & 0 & 1 & -1 & 1 & | & 0 \\
0 & 0 & 0 & 0 & 1 & | & 0
\end{bmatrix}
\rightarrow
\begin{bmatrix}
1 & 3 & 0 & 3 & -2 & | & 0 \\
0 & 0 & 1 & -1 & 1 & | & 0 \\
0 & 0 & 0 & 0 & 1 & | & 0
\end{bmatrix}
\rightarrow
\begin{bmatrix}
1 & 3 & 0 & 3 & -2 & | & 0 \\
0 & 0 & 1 & -1 & 1 & | & 0 \\
0 & 0 & 0 & 0 & 1 & | & 0
\end{bmatrix}$$

$$-4R_2 + R_1 + R_1$$

$$-4R_2 + R_1 + R_1$$

$$-2R_3 + R_1 + R_1$$

So,
$$X_1 = -3x_2 - 3x_4$$

$$X_3 = x_4$$

$$Y_5 = 0$$

$$X_1 = -3x_2 - 3x_4$$

$$X_2 = x_4$$

$$X_3 = x_4$$

$$X_4 = x_4$$

$$X_5 = 0$$

Thus,
$$\mathcal{B}_{vult} = \left\{ \begin{bmatrix} -3\\ 0\\ 0 \end{bmatrix}, \begin{bmatrix} -3\\ 0\\ 1\\ 0 \end{bmatrix} \right\}$$

This 7x5 and runk A = 2,

Vrank A + dim Nul A = \(\omega \) = 2 + dim Nul A = 5 = 4 dim Nul A = 3

V dim Row A = dim Col A = runk A = 2,

V rank AT = dim Col AT (a) dim Row A = 2.

Since the transpace

Switches columns
and vous

(1) A is 4x6 and dim Nul A = 3

Vance again we have runk A + dim Nul A = (n)

Vance again we have runk A + dim Nul A = (n)

Vance again we have runk A = 6

Vance 4 = 3

I runk A = dim ColA = 3. Since there are 4 rows in A then
the columns of A have 4 entroles thus,

Col A is a 3-limensional subspace of IR, and cannot equal R3.