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Assignment No.4

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Download all python codes from

https://github.com/Vallidevibolla/Assignment-4/new/main

and latex-tikz codes from

https://github.com/Vallidevibolla/Assignment-4/new/main

Question taken from

https://github.com/gadepall/ncert/blob/main/linalg/ linear_forms/gvv_ncert_linear_forms.pdf-Q. no.2.1

1 Question No.2.1

Check which of the following are solutions of the equation

$$\begin{pmatrix} 1 & -2 \end{pmatrix} \mathbf{x} = 4 \qquad (1.0.1)$$

$$(a) \begin{pmatrix} 0 \\ 2 \end{pmatrix} (b) \begin{pmatrix} 4 \\ 0 \end{pmatrix} (c) \begin{pmatrix} 2 \\ 0 \end{pmatrix} (d) \begin{pmatrix} \sqrt{2} \\ 4\sqrt{2} \end{pmatrix} (e) \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$
 (1.0.2)

2 Solution

Given (1 -2)x=4

let 'y' be the solution then equation be

$$\mathbf{y} = \begin{pmatrix} 1 & -2 \end{pmatrix} \mathbf{x} \tag{2.0.1}$$

Substitute

$$\mathbf{x} = \begin{pmatrix} 0 \\ 2 \end{pmatrix} in(2.0.1) \tag{2.0.2}$$

$$\mathbf{y} = \begin{pmatrix} 1 & -2 \end{pmatrix} \begin{pmatrix} 0 \\ 2 \end{pmatrix} \tag{2.0.3}$$

$$y = -4 \tag{2.0.4}$$

Substitute

$$\mathbf{x} = \begin{pmatrix} 4 \\ 0 \end{pmatrix} in(2.0.1) \tag{2.0.5}$$

$$\mathbf{y} = \begin{pmatrix} 1 & -2 \end{pmatrix} \begin{pmatrix} 4 \\ 0 \end{pmatrix} \tag{2.0.6}$$

$$\mathbf{y} = 4 \tag{2.0.7}$$

Substitute

$$\mathbf{x} = \begin{pmatrix} 2 \\ 0 \end{pmatrix} in(2.0.1) \tag{2.0.8}$$

$$\mathbf{y} = \begin{pmatrix} 1 & -2 \end{pmatrix} \begin{pmatrix} 2 \\ 0 \end{pmatrix} \tag{2.0.9}$$

$$\boxed{\mathbf{y} = 2} \tag{2.0.10}$$

Substitute

$$\mathbf{x} = \begin{pmatrix} \sqrt{2} \\ 4\sqrt{2} \end{pmatrix} in(2.0.1) \tag{2.0.11}$$

$$\mathbf{y} = \begin{pmatrix} 1 & -2 \end{pmatrix} \begin{pmatrix} \sqrt{2} \\ 4\sqrt{2} \end{pmatrix} \tag{2.0.12}$$

$$\mathbf{y} = -7\sqrt{2} \tag{2.0.13}$$

Substitute

$$\mathbf{x} = \begin{pmatrix} 1 \\ 1 \end{pmatrix} in(2.0.1) \tag{2.0.14}$$

$$\mathbf{y} = \begin{pmatrix} 1 & -2 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \tag{2.0.15}$$

$$\mathbf{y} = -1 \tag{2.0.16}$$

$$\therefore x = \begin{pmatrix} 4 \\ 0 \end{pmatrix}$$
 is the solution of the equation $\begin{pmatrix} 1 \\ -2 \end{pmatrix} x = 4$

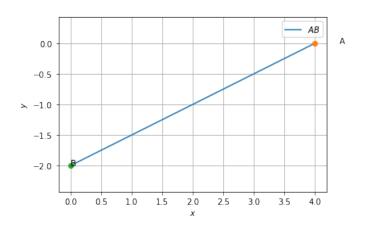


Fig. 2.1: Solution