

Assignment 1

Frédéric Berdoz
260867318

1

The definition of a subspace is the following :

A nonempty subset \mathcal{S} of a vector space \mathcal{V} is a subspace of \mathcal{V} over the field \mathbb{F} iff :

$$\forall \mathbf{v}^1, \mathbf{v}^2 \in \mathcal{S} \Rightarrow \mathbf{v}^1 + \mathbf{v}^2 \in \mathcal{S}$$

$$\forall \mathbf{v}^1 \in \mathcal{S} \Rightarrow \alpha \mathbf{v}^1 \in \mathcal{S} \quad \forall \alpha \in \mathbb{F}$$

Let $\mathbf{r}^1, \mathbf{r}^2 \in \mathcal{R}(\mathbf{A}) \subset \mathbb{R}^m$ and $\alpha \in \mathbb{R}$. Moreover, let $\mathbf{x}^1, \mathbf{x}^2 \in \mathbb{R}^n$ such that $\mathbf{A}\mathbf{x}^1 = \mathbf{r}^1$ and $\mathbf{A}\mathbf{x}^2 = \mathbf{r}^2$. We have :

$$\mathbf{A}(\mathbf{x}^1 + \mathbf{x}^2) = \mathbf{A}\mathbf{x}^1 + \mathbf{A}\mathbf{x}^2 = \mathbf{r}^1 + \mathbf{r}^2 \Rightarrow \mathbf{r}^1 + \mathbf{r}^2 \in \mathcal{R}(\mathbf{A})$$

$$\mathbf{A}(\alpha \mathbf{x}^1) = \alpha \mathbf{A}\mathbf{x}^1 = \alpha \mathbf{r}^1 \Rightarrow \alpha \mathbf{r}^1 \in \mathcal{R}(\mathbf{A}) \quad \forall \alpha \in \mathbb{R}$$

Therefore, $\mathcal{R}(\mathbf{A})$ is a subspace of \mathbb{R}^m over the field \mathbb{R} .

Note: For it to be a subspace over the field \mathbb{C} , we would have to consider complex values of \mathbf{r}, \mathbf{x} and α , but it would also be valid.

2

a)

$$\begin{aligned} \det \mathbf{v}^\times &= 0 \cdot \det \begin{bmatrix} 0 & -v_1 \\ v_1 & 0 \end{bmatrix} - v_3 \cdot \det \begin{bmatrix} -v_3 & v_2 \\ v_1 & 0 \end{bmatrix} - v_2 \cdot \det \begin{bmatrix} -v_3 & v_2 \\ 0 & -v_1 \end{bmatrix} \\ &= v_3 v_1 v_2 - v_2 v_3 v_1 = 0 \end{aligned}$$

b) $\det \mathbf{v}^\times = 0$ means that $\det \mathbf{v}^\times$ is *not* invertible. In other words, the columns of $\det \mathbf{v}^\times$ are linearly dependent and the nullity of $\det \mathbf{v}^\times$ is greater than 0.

c)

$$\begin{aligned}\mathbf{v}^\times \mathbf{x} = \mathbf{0} &\Leftrightarrow \begin{bmatrix} 0 & -v_3 & v_2 \\ v_3 & 0 & -v_1 \\ -v_2 & v_1 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \\ &\Leftrightarrow \begin{bmatrix} -v_3x_2 + v_2x_3 \\ v_3x_1 - v_1x_3 \\ -v_2x_1 + v_1x_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}\end{aligned}$$

We must now consider two cases:

1. $v_1 = v_2 = v_3 = 0$ in which case \mathbf{v}^\times is the null matrix. Then $\nu(\mathbf{v}^\times) = 3$ and $\mathcal{N}(\mathbf{v}^\times) = \mathbb{R}^3$.
2. At least one of the v_i , $i = 1, 2, 3$, is different than zero. For simplicity, let's say $v_1 \neq 0$ (The two other cases being similar). Therefore, from the previous matrix equation and by defining $x_1/v_1 = \alpha$:

$$x_1 = \frac{v_1}{v_1}x_1 = \alpha v_1, \quad x_2 = \frac{v_2}{v_1}x_1 = \alpha v_2, \quad x_3 = \frac{v_3}{v_1}x_1 = \alpha v_3$$

In other words, $\mathcal{N}(\mathbf{v}^\times) = \{\mathbf{x} \in \mathbb{R}^3 \mid \mathbf{x} = \alpha \mathbf{v}, \alpha \in \mathbb{R}\}$ and $\nu(\mathbf{v}^\times) = 1$

3

$$\begin{aligned}\det \mathbf{Q} &= \det \begin{bmatrix} q_1^1 & q_1^2 & q_1^3 \\ q_2^1 & q_2^2 & q_2^3 \\ q_3^1 & q_3^2 & q_3^3 \end{bmatrix} = q_1^1 \cdot \det \begin{bmatrix} q_2^2 & q_2^3 \\ q_3^2 & q_3^3 \end{bmatrix} - q_2^1 \cdot \det \begin{bmatrix} q_1^2 & q_1^3 \\ q_3^2 & q_3^3 \end{bmatrix} + q_3^1 \cdot \det \begin{bmatrix} q_1^2 & q_1^3 \\ q_2^2 & q_2^3 \end{bmatrix} \\ &= q_1^1 q_2^2 q_3^3 - q_1^1 q_3^2 q_2^3 - q_2^1 q_2^2 q_3^3 + q_2^1 q_3^2 q_1^3 + q_3^1 q_1^2 q_2^3 - q_3^1 q_2^2 q_1^3\end{aligned}$$

$$\begin{aligned}\mathbf{q}^1{}^\top \mathbf{q}^{2^\times} \mathbf{q}^3 &= \begin{bmatrix} q_1^1 & q_2^1 & q_3^1 \end{bmatrix} \begin{bmatrix} 0 & -q_3^2 & q_2^2 \\ q_3^2 & 0 & -q_1^2 \\ -q_2^2 & q_1^2 & 0 \end{bmatrix} \begin{bmatrix} q_1^3 \\ q_2^3 \\ q_3^3 \end{bmatrix} = \begin{bmatrix} q_1^1 & q_2^1 & q_3^1 \end{bmatrix} \begin{bmatrix} q_2^2 q_3^3 - q_3^2 q_2^3 \\ q_3^2 q_1^3 - q_1^2 q_3^3 \\ q_1^2 q_2^3 - q_2^2 q_1^3 \end{bmatrix} \\ &= q_1^1 q_2^2 q_3^3 - q_1^1 q_3^2 q_2^3 + q_2^1 q_3^2 q_1^3 - q_2^1 q_2^2 q_3^3 + q_3^1 q_1^2 q_2^3 - q_3^1 q_2^2 q_1^3\end{aligned}$$

After inspection, we can easily check that all the terms match, thus $\det \mathbf{Q} = \mathbf{q}^1{}^\top \mathbf{q}^{2^\times} \mathbf{q}^3$.

4

Let $\mathbf{A} \in \mathbb{R}^{n \times n}$ such that $\mathbf{A}^\top = \mathbf{A}$. Moreover, let $\lambda_i \in \mathbb{C}$ be the eigenvalues of \mathbf{A} and \mathbf{v}^i be the eigenvector associated with the eigenvalue λ_i , $i = 1, \dots, n$. We have:

$$\mathbf{A} \mathbf{v}^i = \lambda_i \mathbf{v}^i \implies \mathbf{v}^{iH} \mathbf{A} \mathbf{v}^i = \mathbf{v}^{iH} \lambda_i \mathbf{v}^i = \lambda_i \mathbf{v}^{iH} \mathbf{v}^i \implies \lambda_i = \frac{\mathbf{v}^{iH} \mathbf{A} \mathbf{v}^i}{\mathbf{v}^{iH} \mathbf{v}^i}$$

Therefore:

$$\lambda_i^H = \left(\frac{\mathbf{v}^i H \mathbf{A} \mathbf{v}^i}{\mathbf{v}^i H \mathbf{v}^i} \right)^H = \frac{\mathbf{v}^i H \mathbf{A}^H \mathbf{v}^i}{\mathbf{v}^i H \mathbf{v}^i} = \frac{\mathbf{v}^i H \mathbf{A} \mathbf{v}^i}{\mathbf{v}^i H \mathbf{v}^i} = \lambda_i \implies \lambda_i \in \mathbb{R}$$

5

Let's prove that $\mathbf{x} = \mathbf{0}$ is the only solution to the equation $\mathbf{A}\mathbf{x} = \mathbf{0}$ if \mathbf{A} has the mentioned properties.

$$\mathbf{A}\mathbf{x} = \begin{bmatrix} \mathbf{M} & -\mathbf{\Theta}^T \\ -\mathbf{\Theta} & \mathbf{0} \end{bmatrix} \begin{bmatrix} \mathbf{x}^1 \\ \mathbf{x}^2 \end{bmatrix} = \begin{bmatrix} \mathbf{M}\mathbf{x}^1 - \mathbf{\Theta}^T \mathbf{x}^2 \\ -\mathbf{\Theta}\mathbf{x}^1 \end{bmatrix} = \begin{bmatrix} \mathbf{0} \\ \mathbf{0} \end{bmatrix}$$

From the first component equation, we get:

$$\mathbf{M}\mathbf{x}^1 - \mathbf{\Theta}^T \mathbf{x}^2 = \mathbf{0} \quad (1)$$

Multiplying both sides on the left by \mathbf{x}^{1T} :

$$\mathbf{x}^{1T} \mathbf{M}\mathbf{x}^1 - \mathbf{x}^{1T} \mathbf{\Theta}^T \mathbf{x}^2 = \mathbf{0} \quad (2)$$

Additionally, taking the transpose of the second component equation:

$$-\mathbf{x}^{1T} \mathbf{\Theta}^T = \mathbf{0} \quad (3)$$

Substituting (3) into (2), we get:

$$\mathbf{x}^{1T} \mathbf{M}\mathbf{x}^1 = 0 \quad (4)$$

Since $\mathbf{M} > 0$, the only solution to (4) is $\mathbf{x}^1 = \mathbf{0}$. We can now substitute this into (1) and we find:

$$-\mathbf{\Theta}^T \mathbf{x}^2 = \mathbf{0} \quad (5)$$

Since $\mathbf{\Theta}$ is full row rank, $\mathbf{\Theta}^T$ is full (column) rank and the only solution to (5) is $\mathbf{x}^2 = \mathbf{0}$. Therefore, $\mathbf{x} = \mathbf{0}$ is the only solution to the equation $\mathbf{A}\mathbf{x} = \mathbf{0}$. In other words, \mathbf{A} is nonsingular.

Note: For simplicity, I didn't make the distinction between the different null matrices $\mathbf{0}$. Their exact dimension must be determined by looking at the other terms of each equation.

6

a) By multiplying the ODE by \mathbf{M}^{-1} on the left and rearranging, we get:

$$\ddot{\mathbf{q}} = -\mathbf{M}^{-1} \mathbf{K} \mathbf{q}$$

Now defining \mathbf{x} as follows:

$$\mathbf{x} = \begin{bmatrix} \mathbf{q} \\ \dot{\mathbf{q}} \end{bmatrix}$$

We can rewrite the ODE in the first order form:

$$\dot{\mathbf{x}} = \begin{bmatrix} \dot{\mathbf{q}} \\ \ddot{\mathbf{q}} \end{bmatrix} = \begin{bmatrix} \mathbf{0} & \mathbf{1} \\ -\mathbf{M}^{-1}\mathbf{K} & \mathbf{0} \end{bmatrix} \begin{bmatrix} \mathbf{q} \\ \dot{\mathbf{q}} \end{bmatrix} = \mathbf{A}\mathbf{x}$$

where:

$$\mathbf{A} = \begin{bmatrix} \mathbf{0} & \mathbf{1} \\ -\mathbf{M}^{-1}\mathbf{K} & \mathbf{0} \end{bmatrix}$$

b) See the following matlab code.

Problem 6 b)

Assignment 1, Frédéric Berdoz, 260867318

```
close all; clear all; clc

% Definition of the parameters
M=[1 0;0 1.5]; K=[11 -6; -6 6];
x0=[0.1;0.05;1;2]; tspan=[0 10];
A=[zeros(2) eye(2);-inv(M)*K zeros(2)];
f=@(t,x) A*x;

% Integration
[t,x] = ode45(f,tspan,x0);

% Plot
figure
title('Problem 6 b)');
hold on; grid on
plot(t,x(:,1),'k-','LineWidth',1.3,'DisplayName','x1');
plot(t,x(:,2),'r-','LineWidth',1.3,'DisplayName','x2');
plot(t,x(:,3),'b-','LineWidth',1.3,'DisplayName','x3');
plot(t,x(:,4),'m-','LineWidth',1.3,'DisplayName','x4');
xlabel('t [s]'); ylabel('x'); legend show
```

