

Obtaining the basis for rowspace, columnspace, nullspace and the nullity of a given matrix

```
A=randi([0,9],5,2)*randi([0,9],2,5)
```

```
A = 5x5
 95   36   44   44   26
 153   54   72   72   45
 135   46   64   64   41
 48   12   24   24   18
 127   44   60   60   38
```

```
[RR, ic]=rref(A);
r = length(ic);
R=RR(1:r,:)
```

```
R = 2x5
 1.0000      0    0.5714    0.5714    0.5714
 0    1.0000   -0.2857   -0.2857   -0.7857
```

```
C=A(:,ic)
```

```
C = 5x2
 95   36
 153   54
 135   46
 48   12
 127   44
```

```
N=null(A)
```

```
N = 5x3
 0.6252   -0.0105    0.0000
 -0.4179    0.3850   -0.0000
 -0.4417   -0.3706   -0.7071
 -0.4417   -0.3706    0.7071
 -0.2106    0.7596   -0.0000
```

```
S=size(N);
Nullity=S(:,2)
```

```
Nullity =
 3
```

3D scatterplot of Row space and column space of any random $\diamond \times \diamond$ matrix with rank 2.

```
A = randi([-3, 3], 3, 2) * randi([-3, 3], 2, 3)
```

```
A = 3x3
 -2      1     -2
 -6     -7     -6
  4      6      4
```

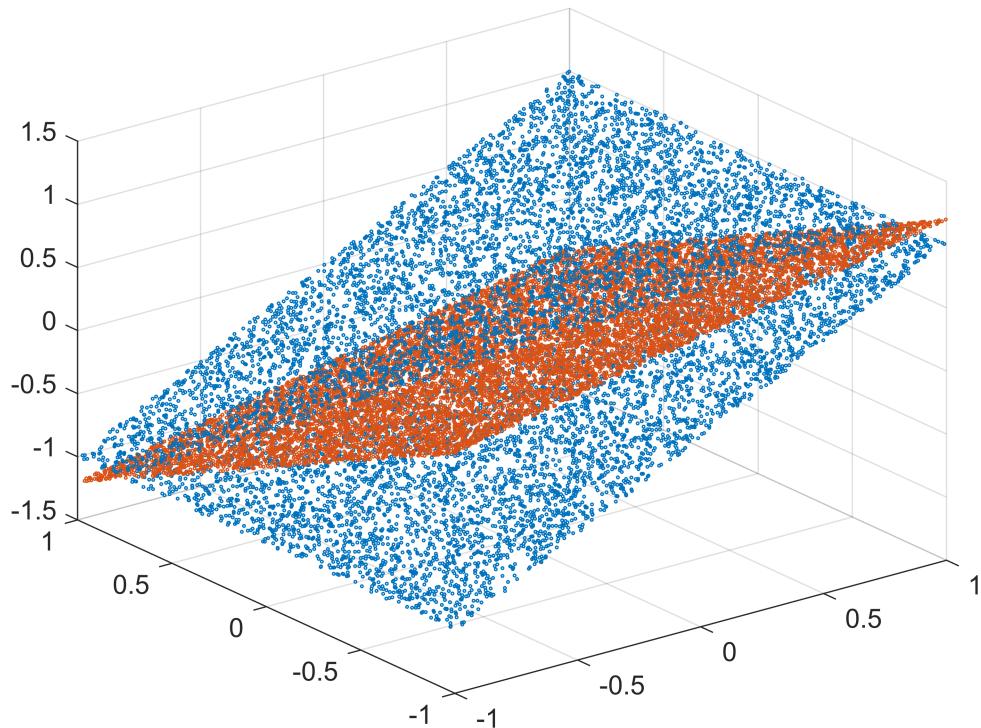
```
[RR, ic] = rref(A);
r = length(ic);
R = RR(1:r, :)
```

```
R = 2x3
 1     0     1
 0     1     0
```

```
RSB1 = R(1, :)';
RSB2 = R(2, :)';
[RR, ic] = rref(A)';
r = length(ic);
C = RR(1:r, :)
```

```
C = 2x3
 1.0000      0    0.4000
 0    1.0000   -0.8000
```

```
CSB1 = C(1, :)';
CSB2 = C(2, :)';
RSpts = [];
CSpts = [];
for i = 1:10000
k1 = -1 + 2 * rand(1);
k2 = -1 + 2 * rand(1);
a1 = -1 + 2 * rand(1);
a2 = -1 + 2 * rand(1);
RSpts = [RSpts, k1 * RSB1 + k2 * RSB2];
CSpts = [CSpts, a1 * CSB1 + a2 * CSB2];
end
scatter3(RSpts(1, :), RSpts(2, :), RSpts(3, :), 1);
hold on
scatter3(CSpts(1, :), CSpts(2, :), CSpts(3, :), 1);
hold off
```



1

```
M=[1 0 0;0 0 0;0 0 3]
```

```
M = 3x3
 1     0     0
 0     0     0
 0     0     3
```

```
[RR, ic] = rref(M);
r = length(ic);
R = RR(1:r, :)
```

```
R = 2x3
 1     0     0
 0     0     1
```

```
N=null(M)
```

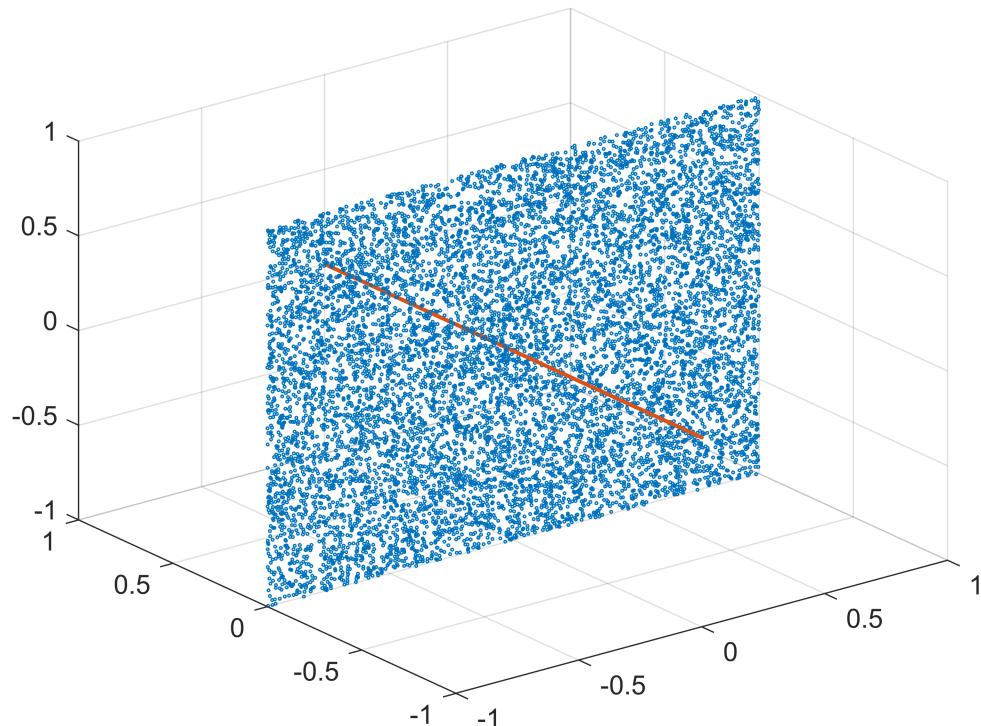
```
N = 3x1
 0
 1
 0
```

```
RSB1 = R(1, :)';
RSB2 = R(2, :)';
RSpts = [];
NSpts=[];
for i = 1:10000
```

```

k1 = -1 + 2 * rand(1);
k2 = -1 + 2 * rand(1);
a1=-1+2*rand(1);
RSpts = [RSpts, k1 * RSB1 + k2 * RSB2];
NSpts=[NSpts,a1*N];
end
scatter3(RSpts(1, :), RSpts(2, :), RSpts(3, :), 1);
hold on
scatter3(NSpts(1, :), NSpts(2, :), NSpts(3, :), 1);
hold off

```



2a

```
A=[1 4;0 5]
```

```
A = 2x2
 1   4
 0   5
```

```
N=null(A)
```

```
N =
```

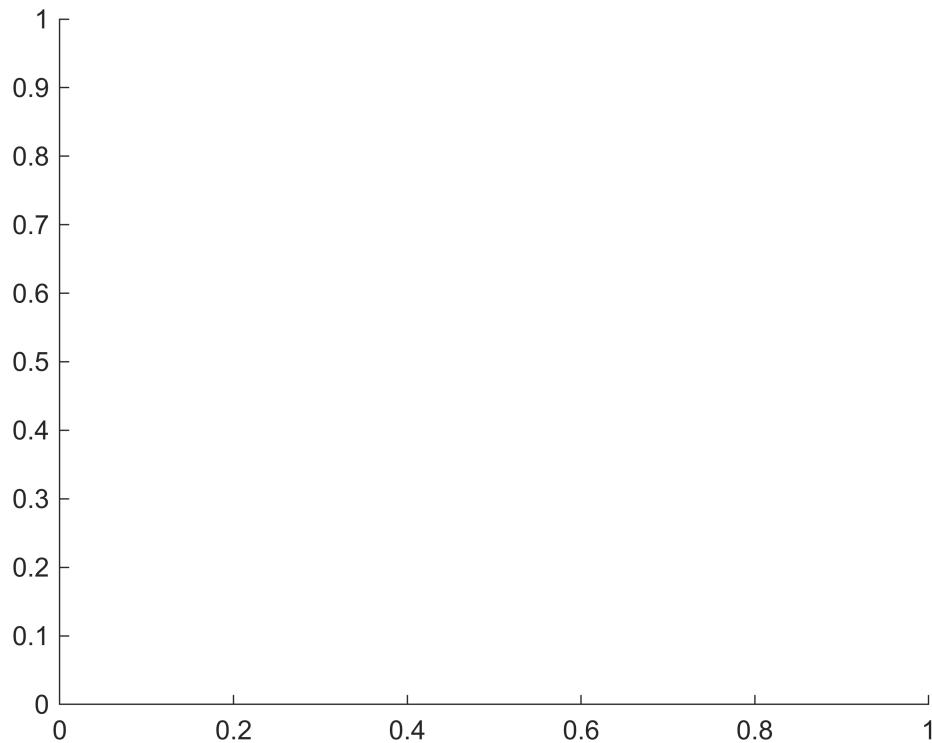
```
2x0 empty double matrix
```

```
pts=[];
for i=1:1000
k1=-1+2*rand(1);
```

```

pts=[pts,k1*N];
end
scatter(pts(1,:),pts(2,:),1);

```



2b

```
B=[0 0;0 5]
```

```
B = 2x2
 0   0
 0   5
```

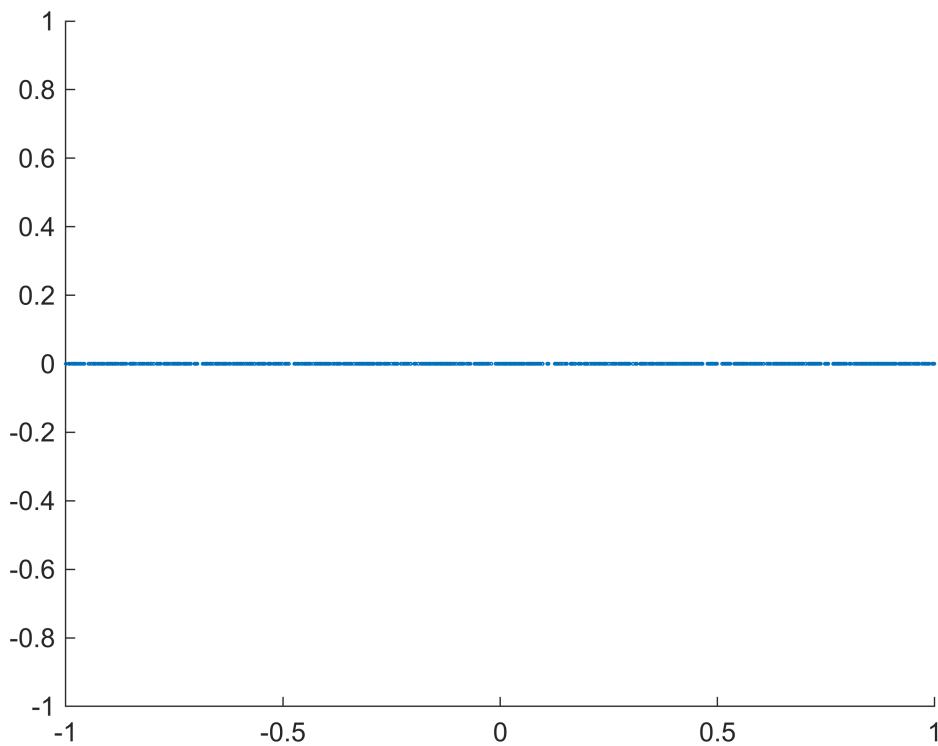
```
N=null(B)
```

```
N = 2x1
 1
 0
```

```

pts=[];
for i=1:1000
k1=-1+2*rand(1);
pts=[pts,k1*N];
end
scatter(pts(1,:),pts(2,:),1);

```



2c

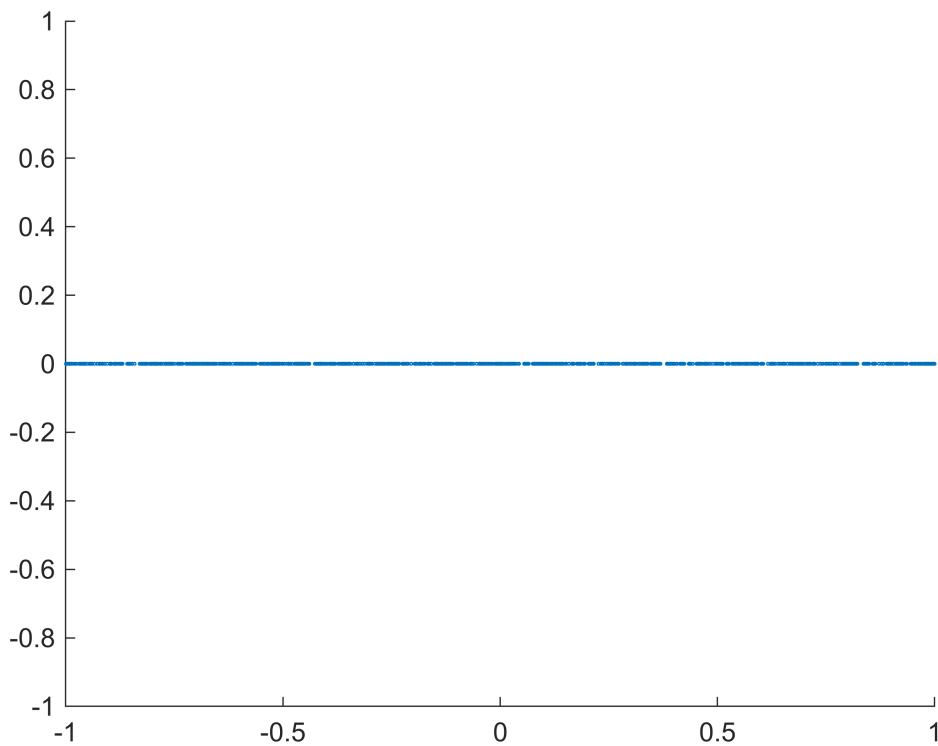
```
C=[0 0;0 0]
```

```
C = 2x2
 0   0
 0   0
```

```
N=null(C)
```

```
N = 2x2
 1   0
 0   1
```

```
NSB1 = R(1, :)';
NSB2 = R(2, :)';
pts=[];
for i=1:1000
k1=-1+2*rand(1);
k2=-1+2*rand(1);
pts=[pts,k1*NSB1+k2*NSB2];
end
scatter(pts(1,:),pts(2,:),1);
```



3

```
A = randi([-3, 3], 3, 2) * randi([-3, 3], 2, 3)
```

```
A = 3x3
 0      4     -1
 -7     -5     -4
 1     -1      1
```

```
[RR, ic] = rref(A);
r = length(ic);
R = RR(1:r, :)
```

```
R = 2x3
 1.0000      0    0.7500
 0    1.0000   -0.2500
```

```
RSB1 = R(1, :)';
RSB2 = R(2, :)';
[RR, ic] = rref(A');
r = length(ic);
C = RR(1:r, :)
```

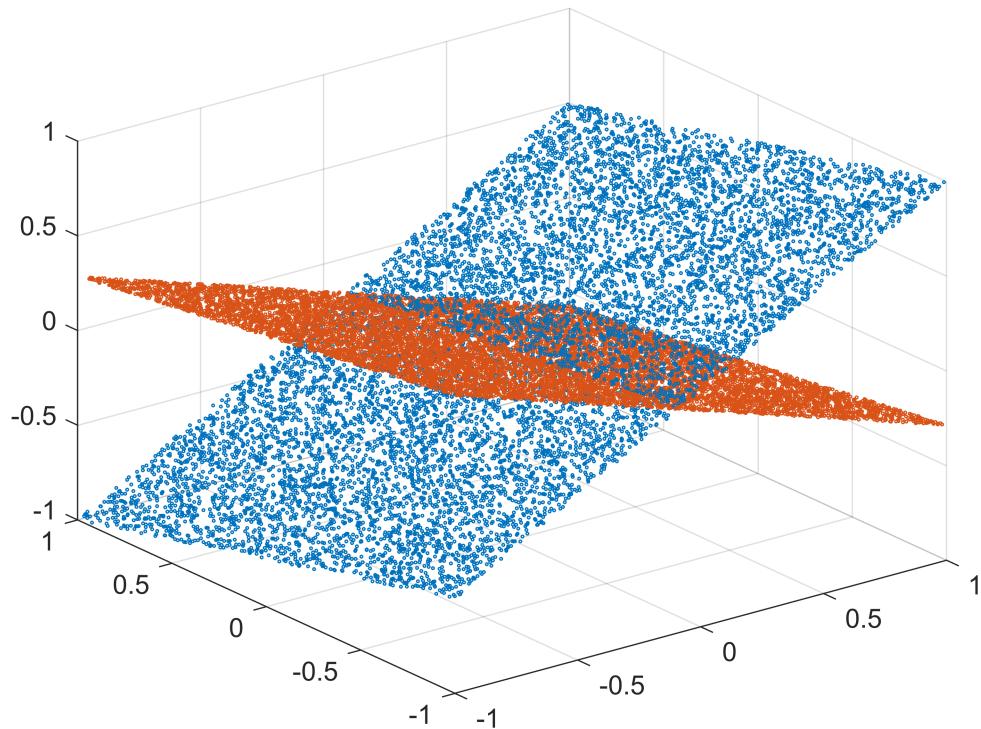
```
C = 2x3
 1.0000      0   -0.4286
 0    1.0000   -0.1429
```

```
CSB1 = C(1, :)';
CSB2 = C(2, :)';
```

```

RSpts = [];
CSpts = [];
for i = 1:10000
k1 = -1 + 2 * rand(1);
k2 = -1 + 2 * rand(1);
a1 = -1 + 2 * rand(1);
a2 = -1 + 2 * rand(1);
RSpts = [RSpts, k1 * RSB1 + k2 * RSB2];
CSpts = [CSpts, a1 * CSB1 + a2 * CSB2];
end
scatter3(RSpts(1, :), RSpts(2, :), RSpts(3, :), 1);
hold on
scatter3(CSpts(1, :), CSpts(2, :), CSpts(3, :), 1);
hold off

```



4

```
M = randi([-3, 3], 3, 1) * randi([-3, 3], 1, 3)
```

```
M = 3×3
-3     -2     -1
 6      4      2
 0      0      0
```

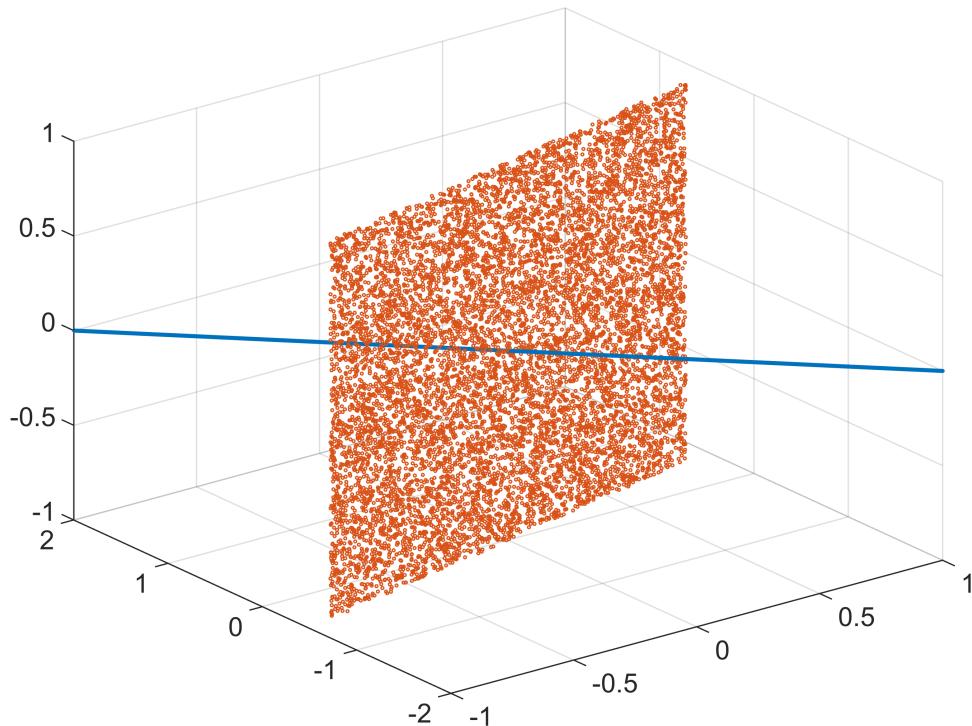
```
[RR, ic] = rref(M');
r = length(ic);
C = RR(1:r, :)
```

```
C = 1x3
 1   -2     0
```

```
LN=null(M')
```

```
LN = 3x2
 0.8944      0
 0.4472      0
 0    1.0000
```

```
CSB1 = C(1, :)';
LNSB1=LN(:,1);
LNSB2=LN(:,2);
CSpts = [];
LNSpts=[];
for i = 1:10000
k1 = -1 + 2 * rand(1);
a2 = -1 + 2 * rand(1);
a1=-1+2*rand(1);
CSpts = [CSpts, k1 * CSB1 ];
LNSpts=[LNSpts,a1*LNSB1+a2*LNSB2];
end
scatter3(CSpts(1, :), CSpts(2, :), CSpts(3, :), 1);
hold on
scatter3(LNSpts(1, :), LNSpts(2, :), LNSpts(3, :), 1);
hold off
```



5a

```
A=[1 3 4 7;2 4 6 10;3 5 8 13;4 6 10 16]
```

```
A = 4x4
 1   3   4   7
 2   4   6  10
 3   5   8  13
 4   6  10  16
```

```
u=[ -2;-3;1;1]
```

```
u = 4x1
-2
-3
 1
 1
```

```
if rank([A u])==rank(A)
disp('u is a column space of A')
elseif rank ([A; u'])==rank(A)
disp('u is a row space of A')
elseif A*u == 0
disp('u is in the null space of A')
elseif transpose(u)*A == 0
disp('u is in the left null space of A')
else
disp('u is not in any space of A')
end
```

```
u is in the null space of A
```

5b

```
A=[1 3 4 7;2 4 6 10;3 5 8 13;4 6 10 16]
```

```
A = 4x4
 1   3   4   7
 2   4   6  10
 3   5   8  13
 4   6  10  16
```

```
v=[5;8;11;14]
```

```
v = 4x1
 5
 8
11
14
```

```
if rank([A v])==rank(A)
disp('v is a column space of A')
elseif rank ([A; v'])==rank(A)
disp('v is a row space of A')
```

```

elseif A*v == 0
disp('v is in the null space of A')
elseif transpose(v)*A == 0
disp('v is in the left null space of A')
else
disp('v is not in any space of A')
end

```

v is a column space of A

5c

```
A=[1 3 4 7;2 4 6 10;3 5 8 13;4 6 10 16]
```

```

A = 4x4
 1   3   4   7
 2   4   6  10
 3   5   8  13
 4   6  10  16

```

```
w=[1;1;2;3]
```

```

w = 4x1
 1
 1
 2
 3

```

```

if rank([A w])==rank(A)
disp('w is a column space of A')
elseif rank ([A; w'])==rank(A)
disp('w is a row space of A')
elseif A*w == 0
disp('w is in the null space of A')
elseif transpose(w)*A == 0
disp('w is in the left null space of A')
else
disp('w is not in any space of A')
end

```

w is a row space of A

5d

```
A=[1 3 4 7;2 4 6 10;3 5 8 13;4 6 10 16]
```

```

A = 4x4
 1   3   4   7
 2   4   6  10
 3   5   8  13
 4   6  10  16

```

```
y=[1;2;0;-1]
```

```

y = 4x1
1
2
0
-1

if rank([A y]) == rank(A)
    disp('y is a column space of A')
elseif rank ([A; y']) == rank(A)
    disp('y is a row space of A')
elseif A*y == 0
    disp('y is in the null space of A')
elseif transpose(y)*A == 0
    disp('y is in the left null space of A')
else
    disp('y is not in any space of A')
end

```

y is in the null space of A

5e

```
A=[1 3 4 7;2 4 6 10;3 5 8 13;4 6 10 16]
```

```

A = 4x4
1     3     4     7
2     4     6    10
3     5     8    13
4     6    10    16

```

```
m=[ -1;1;1;-1]
```

```

m = 4x1
-1
1
1
-1

```

```

if rank([A m]) == rank(A)
    disp('m is a column space of A')
elseif rank ([A; m']) == rank(A)
    disp('m is a row space of A')
elseif A*m == 0
    disp('m is in the null space of A')
elseif transpose(m)*A == 0
    disp('m is in the left null space of A')
else
    disp('m is not in any space of A')
end

```

m is in the left null space of A

6a

```
A=[1 -1 2 3;0 2 1 4;1 1 3 1;2 0 5 4]
```

```
A = 4x4
 1   -1    2    3
 0    2    1    4
 1    1    3    1
 2    0    5    4
```

```
v=[5;1;-2;0]
```

```
v = 4x1
 5
 1
 -2
 0
```

```
if rank([A v]) == rank(A)
disp('v is a column space of A')
elseif rank ([A; v']) == rank(A)
disp('v is a row space of A')
elseif A*v == 0
disp('v is in the null space of A')
elseif transpose(v)*A == 0
disp('v is in the left null space of A')
else
disp('v is not in any space of A')
end
```

```
v is in the null space of A
```

6b

```
A=[1 -1 2 3;0 2 1 4;1 1 3 1;2 0 5 4]
```

```
A = 4x4
 1   -1    2    3
 0    2    1    4
 1    1    3    1
 2    0    5    4
```

```
w=[0;2;2;2]
```

```
w = 4x1
 0
 2
 2
 2
```

```
if rank([A w]) == rank(A)
disp('w is a column space of A')
elseif rank ([A; w']) == rank(A)
disp('w is a row space of A')
elseif A*w == 0
disp('w is in the null space of A')
elseif transpose(w)*A == 0
disp('w is in the left null space of A')
```

```

else
    disp('w is not in any space of A')
end

```

w is a column space of A

6c

```
A=[1 -1 2 3;0 2 1 4;1 1 3 1;2 0 5 4]
```

```

A = 4x4
 1   -1     2     3
 0     2     1     4
 1     1     3     1
 2     0     5     4

```

```
u=[ -1;2;-1;1]
```

```

u = 4x1
-1
2
-1
1

```

```

if rank([A u]) == rank(A)
    disp('u is a column space of A')
elseif rank ([A; u']) == rank(A)
    disp('u is a row space of A')
elseif A*u == 0
    disp('u is in the null space of A')
elseif transpose(u)*A == 0
    disp('u is in the left null space of A')
else
    disp('u is not in any space of A')
end

```

u is not in any space of A

6d

```
A=[1 -1 2 3;0 2 1 4;1 1 3 1;2 0 5 4]
```

```

A = 4x4
 1   -1     2     3
 0     2     1     4
 1     1     3     1
 2     0     5     4

```

```
m=[ 3;-1;7;7]
```

```

m = 4x1
 3
-1
 7
 7

```

```
if rank([A m]) == rank(A)
    disp('m is a column space of A')
elseif rank ([A; m']) == rank(A)
    disp('m is a row space of A')
elseif A*m == 0
    disp('m is in the null space of A')
elseif transpose(m)*A == 0
    disp('m is in the left null space of A')
else
    disp('m is not in any space of A')
end
```

m is a row space of A