

10/16/2023

2.4 Homework

1.
$$\begin{bmatrix} IA + 0 \cdot C & IB + 0 \cdot D \\ EA + IC & EB + ID \end{bmatrix}$$

~~$$\begin{bmatrix} A & B \\ EA + C & EB + D \end{bmatrix}$$~~

7.
$$\begin{bmatrix} X & 0 & 0 \\ Y & 0 & I \end{bmatrix} \begin{bmatrix} A & Z \\ 0 & 0 \\ B & I \end{bmatrix} = \begin{bmatrix} I & 0 \\ 0 & I \end{bmatrix}$$

$$\begin{bmatrix} XA & XZ \\ YA+B & YZ+I \end{bmatrix} = \begin{bmatrix} I & 0 \\ 0 & I \end{bmatrix}$$

$$XA = I \rightarrow X = A^{-1}$$

$$XZ = 0 \rightarrow A^{-1}Z = 0 \rightarrow Z = 0(A) = 0$$

$$YA+B = 0 \rightarrow YA = -B \rightarrow Y = -BA^{-1}$$

$$YZ+I = I$$

$$X = A^{-1}$$

$$Y = -BA^{-1}$$

$$Z = 0$$

$$10. \begin{bmatrix} I & 0 & 0 \\ C & I & 0 \\ A & B & I \end{bmatrix} \begin{bmatrix} I & 0 & 0 \\ Z & I & 0 \\ X & Y & I \end{bmatrix}$$

$$= \begin{bmatrix} I^2 & 0 & 0 \\ IC + IZ & I^2 & 0 \\ AI + BZ + IX & IB + IY & I^2 \end{bmatrix}$$

$$= \begin{bmatrix} I & 0 & 0 \\ C+Z & I & 0 \\ A+BZ+X & B+Y & I \end{bmatrix} = \begin{bmatrix} I & 0 & 0 \\ 0 & I & 0 \\ 0 & 0 & I \end{bmatrix}$$

$$C+Z = 0$$

$$Z = -C$$

$$B+Y = 0$$

$$Y = -B$$

$$A+BZ+X = 0$$

~~$$A+B \cdot X = A+BZ$$~~

$$A+B(-C)+X = 0$$

$$X = -A + BC$$

$$Y = -B$$

$$Z = -C$$

X

13. $A = \begin{bmatrix} B & 0 \\ 0 & C \end{bmatrix} \quad A^{-1} = \begin{bmatrix} D & E \\ F & G \end{bmatrix}$

$$AA^{-1} = \begin{bmatrix} BD & BE \\ CF & CG \end{bmatrix} = \begin{bmatrix} I & 0 \\ 0 & I \end{bmatrix}$$

$$BD = I \quad CG = I$$

$$D = B^{-1} \quad G = C^{-1}$$

$= A$ is invertible

17. $G_k = X_k \cdot X_k^T =$
 $\text{col}_1(X_k) \cdot \text{row}_1(X_k^T) + \dots + \text{col}_k(X_k) \cdot \text{row}_k(X_k^T)$

$$G_{k+1} \equiv G_k + \text{col}_{k+1}(X_{k+1}) \text{row}_{k+1}(X_{k+1}^T)$$

21. a. $A^2 = \begin{pmatrix} 1+0.3 & 1.0+0 \cdot (-1) \\ 3 \cdot 1 + (-1) \cdot 3 & 3 \cdot 0 + (-1)(-1) \end{pmatrix}$
 $= \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

b. $M^2 = \begin{bmatrix} A^2 + 0 & 0 + 0 \\ A - A & 0 + (-A)^2 \end{bmatrix} = \begin{bmatrix} I & 0 \\ 0 & I \end{bmatrix}$

2.4 S.T.

onto = at least 1 output
for every input

one-to-one = exactly
one input for every
output