

Ans $A = \begin{bmatrix} 1 & 2 & 3 & 0 \\ 2 & 4 & 3 & 2 \\ 3 & 2 & 1 & 3 \\ 6 & 8 & 7 & 5 \end{bmatrix}$

Applying $R_2 \rightarrow R_2 - 2R_1$
 $R_3 \rightarrow R_3 - 3R_1$
 $R_4 \rightarrow R_4 - 6R_1$

$$\Rightarrow \begin{bmatrix} 1 & 2 & 3 & 0 \\ 0 & 0 & -3 & 2 \\ 0 & -4 & -8 & 0 \\ 0 & -4 & -11 & 0 \end{bmatrix} \xrightarrow{R_4 \rightarrow R_4 - R_3} \begin{bmatrix} 1 & 2 & 3 & 0 \\ 0 & 0 & -3 & 2 \\ 0 & -4 & -8 & 0 \\ 0 & 0 & -3 & 0 \end{bmatrix}$$

$\Rightarrow R_4 \rightarrow R_4 - R_2$

$$\begin{bmatrix} 1 & 2 & 3 & 0 \\ 0 & 0 & -3 & 2 \\ 0 & -4 & -8 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

$\boxed{\text{Rank}(A) = 3}$ Ans

2) Ans: find Rank & nullity of T.

Since the max degree of polynomial $T = 2$, so $\dim(P_2) = 3$

So, a subset of kernel T is $T(x) = 0$

$$(a-b) + (b-c)x + (c-a)x^2 = 0$$

$$\boxed{a = b = c = t \text{ (let)}}$$

new matrix $\begin{bmatrix} t & t \\ t & a \end{bmatrix}$

dimension of kernel is 1, because there are only one independent parameter as 't'.

Applying rank nullity theorem \rightarrow

$$\text{rank}(T) + \text{nullity}(T) = \text{dimension}(W)$$

$$\text{Rank}(T) + 1 = 4$$

$$\text{Rank}(T) = 3$$

$\boxed{\text{So rank of } T \text{ is } 3 \text{ \& nullity is } 1}$

3 Ans \rightarrow

$$A = \begin{bmatrix} 2 & -1 \\ -1 & 2 \end{bmatrix}$$

find A^{-1} & $A + 4I$

$$* A^{-1} = \frac{1}{|A|} \text{adj} A$$

$$|A| = 3$$

$$\text{adj} A = \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix}$$

$$= \frac{1}{3} \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix} =$$

$$= \begin{bmatrix} 2/3 & 1/3 \\ 1/3 & 2/3 \end{bmatrix}$$

$$* A + 4I = \begin{bmatrix} 2 & -1 \\ -1 & 2 \end{bmatrix} + 4 \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 6 & -1 \\ -1 & 6 \end{bmatrix}$$

Now $\rightarrow A^{-1}$ [Eigen value & Eigen vectors]

$$\Rightarrow [A^{-1} - \lambda I] = 0$$

$$= \left| \begin{bmatrix} 2/3 & 1/3 \\ 1/3 & 2/3 \end{bmatrix} - \lambda \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \right| = 0$$

$$= \begin{vmatrix} 2/3 - \lambda & 1/3 \\ 1/3 & 2/3 - \lambda \end{vmatrix} = 0$$

$$= (2/3 - \lambda)^2 - (1/3)^2 = 0$$

$$= \frac{4}{9} - \frac{4\lambda}{3} + \lambda^2 - \frac{1}{9} = 0$$

$$= (2/3 - \lambda + 1/3)(2/3 - \lambda - 1/3) = 0$$

$$= (1 - \lambda)(1/3 - \lambda) = 0$$

$$\boxed{\lambda = 1, 1/3}$$

for $\lambda = 1$ Eigen Vector

$$A = [A^{-1} - \lambda I] [X] = 0$$

$$= \left(\begin{bmatrix} 2/3 & 1/3 \\ 1/3 & 2/3 \end{bmatrix} - \lambda \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \right) (X) = 0$$

$$= \left(\begin{bmatrix} 2/3 & 1/3 \\ 1/3 & 2/3 \end{bmatrix} - \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \right) (X) = 0$$

$$\begin{pmatrix} -1/3 & 1/3 \\ 1/3 & -1/3 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = 0$$

$R_2 \rightarrow R_2 + R_1$

$$\begin{pmatrix} -1/3 & 1/3 \\ 0 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = 0$$

$$-1/3 x_1 + 1/3 x_2 = 0$$

$$x_1 = x_2$$



$$\text{let } x_1 = k$$

$$x_2 = k$$

$$\therefore \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = k \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

for $\lambda = 1/3$ Eigen Vector

$$[A - \lambda I](x) = 0$$

$$\left| \begin{pmatrix} 2/3 & 1/3 \\ 1/3 & 2/3 \end{pmatrix} - \frac{1}{3} \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \right| \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = 0$$

$$\begin{pmatrix} 1/3 & 1/3 \\ 1/3 & 1/3 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = 0$$

$$R_2 \rightarrow R_2 - R_1 \quad \begin{pmatrix} 1/3 & 1/3 \\ 0 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = 0$$

$$\frac{x_1}{3} + \frac{x_2}{3} = 0$$

$$\boxed{x_1 = -x_2}$$

$$\text{let } x_1 = k \quad x_2 = -k \Rightarrow \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = k \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

$$\times \text{ Now } A + 4I = \begin{pmatrix} 6 & -1 \\ -1 & 6 \end{pmatrix}$$

Eigen vector $\rightarrow (A - \lambda I) = 0$

$$\begin{pmatrix} 6 - \lambda & -1 \\ -1 & 6 - \lambda \end{pmatrix} = 0$$

$$(6 - \lambda)^2 - (1)^2 = 0$$

$$(6 - \lambda - 1)(6 - \lambda + 1) = 0$$

$$\boxed{\lambda = 5, 7}$$

Eigen vector for $\lambda = 5$

$$[A - \lambda I](x) = 0$$

$$\left| \begin{pmatrix} 6 & -1 \\ -1 & 6 \end{pmatrix} - 5 \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \right| \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = 0$$

$$\begin{pmatrix} 1 & -1 \\ -1 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = 0$$

$$R_2 \rightarrow R_2 + R_1$$

$$\begin{pmatrix} 1 & -1 \\ 0 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = 0$$

$$x_1 - x_2 = 0$$

$$\boxed{x_1 = x_2}$$

$$\text{let } x_1 = k \quad x_2 = k \Rightarrow \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = k \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

Eigen vector for $\lambda = 7$

$$\left| \begin{pmatrix} 6 & -1 \\ -1 & 6 \end{pmatrix} - 7 \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \right| \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = 0$$

$$\begin{pmatrix} -1 & -1 \\ -1 & -1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = 0$$

$$R_2 \rightarrow R_2 - R_1$$

$$\begin{pmatrix} -1 & -1 \\ 0 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = 0$$

$$-x_1 + x_2 = 0$$

$$\boxed{x_1 = -x_2}$$

$$\text{let } x_1 = k \quad x_2 = -k$$

$$\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = k \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

Δ

(1) Ans \rightarrow

$$\begin{aligned} 3x - 0.1y - 0.2z &= 7.85 \\ 0.1x + 7y - 0.3z &= -19.3 \\ 0.3x - 0.2y + 10z &= 71.4 \end{aligned}$$

$$\begin{cases} x(0) = 0 \\ y(0) = 0 \\ z(0) = 0 \end{cases}$$

It's diagonally dominated system of Equation
Its iteration

$$\begin{aligned} 3x - 0.1y - 0.2z &= 7.85 \\ 3x &= 0.1y + 0.2z + 7.85 \\ x &= \frac{0.1y + 0.2z + 7.85}{3} \end{aligned}$$

Let $y = z = 0$

$$x = \frac{7.85}{3} = 2.616$$

$$\Rightarrow 0.1x + 7y - 0.3z = -19.3$$

Let $z = 0$ & $x = 2.616$

$$0.1 \times 2.616 + 7y = -19.3$$

$$7y = -19.3 - 0.2616$$

$$y = \frac{-19.5616}{7} = -2.7945$$

$$\text{Now } \Rightarrow 0.3x - 0.2y + 10z = 71.4$$

$$0.3 \times 2.616 - 0.2 \times (-2.7945) + 10z = 71.4$$

$$10z = 70.0563$$

$$z = 7.00563$$

2nd Equation

$$3x - 0.1y - 0.2z = 7.85$$

$$3x - 0.1 \times (-2.7945) - 0.2 \times 7.00563 = 7.85$$

$$3x = 8.971676$$

$$x = 2.99056$$

$$\text{Now } \Rightarrow 0.1x + 7y - 0.3z = -19.3$$

$$0.1 \times 2.99056 + 7y - 0.3 \times 7.00563 = -19.3$$

$$y = 0.26013$$

$$0.3x - 0.2y + 10z = 71.4$$

$$0.3 \times (2.99056) - 0.2 \times (0.26013) + 10z = 71.4$$

$$z = 7.05548$$

3rd Equation

$$3x - 0.1y - 0.2z = 7.85$$

$$3x - 0.1 \times (0.26013) - 0.2 \times (7.05549) = 7.85$$

$$x = 3.0957038$$

$$0.1x + 7y - 0.3z = -19.3$$

$$0.1 \times (3.0957) + 7y - 0.3 \times (7.05549) = -19.3$$

$$y = -3.015296$$

$$0.3x - 0.2y + 10z = 71.4$$

$$0.3 \times (3.0957038) - 0.2 \times (-3.015296) + 10z = 71.4$$

$$z = 6.9868$$

$$x + 3y + 2z = 0$$

$$2x - y + 3z = 0$$

$$3x - 5y + 4z = 0$$

$$x + 17y + 4z = 0$$

We have following equation \rightarrow

$$[A][x] = 0$$

$$\left[\begin{array}{ccc|c} 1 & 3 & 2 & 0 \\ 2 & -1 & 3 & 0 \\ 3 & -5 & 4 & 0 \\ 1 & 17 & 4 & 0 \end{array} \right] [x] = 0$$

Augmented Matrix \rightarrow

$$\left[\begin{array}{cccc} 1 & 3 & 2 & 0 \\ 2 & -1 & 3 & 0 \\ 3 & -5 & 4 & 0 \\ 1 & 17 & 4 & 0 \end{array} \right] \begin{array}{l} R_2 \rightarrow R_2 - 2R_1 \\ R_3 \rightarrow R_3 - 3R_1 \\ R_4 \rightarrow R_4 - R_1 \end{array}$$

$$\left[\begin{array}{cccc} 1 & 3 & 2 & 0 \\ 0 & -7 & -1 & 0 \\ 0 & -14 & -2 & 0 \\ 0 & 14 & 2 & 0 \end{array} \right] \begin{array}{l} R_4 \rightarrow R_4 + R_3 \\ R_3 \rightarrow R_3 - 2R_2 \end{array}$$

$$\left[\begin{array}{cccc} 1 & 3 & 2 & 0 \\ 0 & -7 & -1 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{array} \right]$$

$$\rho(A) = 2$$

$$\rho(A:B) = 2$$

no. of unknown = 3 \rightarrow

Infinite solⁿ

$$-7x_2 - x_3 = 0$$

$$-7x_2 = x_3$$

$$\text{let } x_3 = k$$

$$x_2 = -k/7$$

$$x_1 + 3x_2 + 2x_3 = 0$$

$$x_1 + 3(-k/7) + 2k = 0$$

$$x_1 - \frac{3k}{7} + 2k = 0$$

$$x_1 = \frac{-11k}{7}$$

$$\text{So } k \Rightarrow \begin{bmatrix} -11/7 \\ -1/7 \\ k \end{bmatrix}$$

Ans:-

$$\textcircled{6} \quad T(a+bx+cx^2) = (a+1) + (b+1)x + (c+1)x^2$$

i) Additive ~~Additive~~ \rightarrow

$$T(u+v) \Rightarrow T(u) + T(v)$$

$$u = a_1 + b_1x + c_1x^2$$

$$v = a_2 + b_2x + c_2x^2$$

$$T(u+v) \Rightarrow T((a_1+a_2) + (b_1+b_2)x + (c_1+c_2)x^2)$$

$$\Rightarrow (a_1+a_2+1) + (b_1+b_2+1)x + (c_1+c_2+1)x^2$$

$$\Rightarrow (a_1+1) + (b_1+1)x + (c_1+1)x^2 + (a_2+1) + (b_2+1)x + (c_2+1)x^2$$

$$\Rightarrow \boxed{T(u) + T(v)} \text{ proved}$$

ii) Homogeneity \rightarrow

$$T(ku) \Rightarrow kT(u)$$

$$T(k(a+bx+cx^2))$$

$$T(ka+kbx+kcx^2)$$

$$\Rightarrow (ka+kb+kc+1) + (ka+kb+kc+1)x + (ka+kb+kc+1)x^2$$

$$\Rightarrow k(a+1) + k(b+1)x + k(c+1)x^2$$

$$\Rightarrow \boxed{kT(u)} \text{ proved}$$

7 Ans:-

$$a(1,2,3) + b(3,1,0) + c(-2,1,3) = (0,0,0)$$

$$a + 3b - 2c = 0$$

$$2a + b + c = 0$$

$$3a + 3c = 0$$

$$c = -a, b = -a$$

8) Ans: \rightarrow

$$\begin{aligned} 3x - 6y + 2z &= 23 \\ -4x + y - z &= -15 \\ x - 3y + 7z &= 16 \end{aligned}$$

So, we can use Jacobi method for the above set of system of equation

$$x_1 = \frac{23 + 6y - 2z}{3}$$

$$y_1 = \frac{-15 + 4x + z}{-4}$$

$$z_1 = \frac{16 - x + 3y}{7}$$

$$x_0 = 1, y_0 = 1, z_0 = 1$$

1st iteration \rightarrow

$$x = \frac{23 + 6 \times 1 - 2 \times 1}{3} = 9$$

$$y = \frac{-15 + 4 \times 9 + 1}{-4} = -10$$

$$z = \frac{16 - 9 + 3}{7} = \frac{10}{7} = 2.57$$

2nd Iteration: $x = 9, y = -10, z = 2.57$

$$\begin{aligned} x &= \frac{23 + 6y - 2z}{3} = \\ &= \frac{23 - 60 - 5.14}{3} = \frac{-42.14}{3} = -14.05 \end{aligned}$$

$$x = -14.05$$

$$y = \frac{-15 + 4x + z}{-4} = \frac{-15 + 36 + 2.57}{-4} = \frac{23.57}{-4} = -5.89$$

$$z = \frac{16 - x + 3y}{7}$$

$$= \frac{16 - 9 + 3 \times -5.89}{7}$$

$$= \frac{-23}{7} = -3.286$$

3rd iteration $x = 14.05, y = 23.57, z = -3.28$

$$\begin{aligned} x &= \frac{23 + 6y - 2z}{3} = \frac{23 + 6 \times 23.57 + 6.56}{3} \\ &= \frac{170.98}{3} = 56.99 \end{aligned}$$

$$y = \frac{-15 + 4x + z}{-4} = \frac{-15 + 4 \times 14.05 + (-3.28)}{-4}$$

$$= \frac{-15 + 56.2 - 3.28}{-4} = \frac{38.92}{-4} = -9.73$$

$$z = \frac{16 - 14.05 + (-9.73)}{7}$$

$$= \frac{16 - 23.89}{7} = \frac{-7.89}{7} = -1.12$$

$$z = -1.12$$

Q9) Ans Suppose, we have a 2-D image represented as grid or pixels we can use RT matrix to rotate around centre.

$$\begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

→ Rotate of image by θ to rotate it around centre

1) Translation to origin → Translate the image so that its centre aligns with origin

2) Rotation → Apply rotation matrix.

3) Translation back :- Translate it back with its original position by adding coordinate of centre.

Q10) Ans :- Linear Transformation for rotation 2-D images involves applying a rotation matrix to each pixel coordinate. This matrix rotates points counterclockwise by an angle θ around the origin. It preserves geometric properties like parallelism and distance. Rotation is essential in tasks like image alignment and object detection in computer vision.