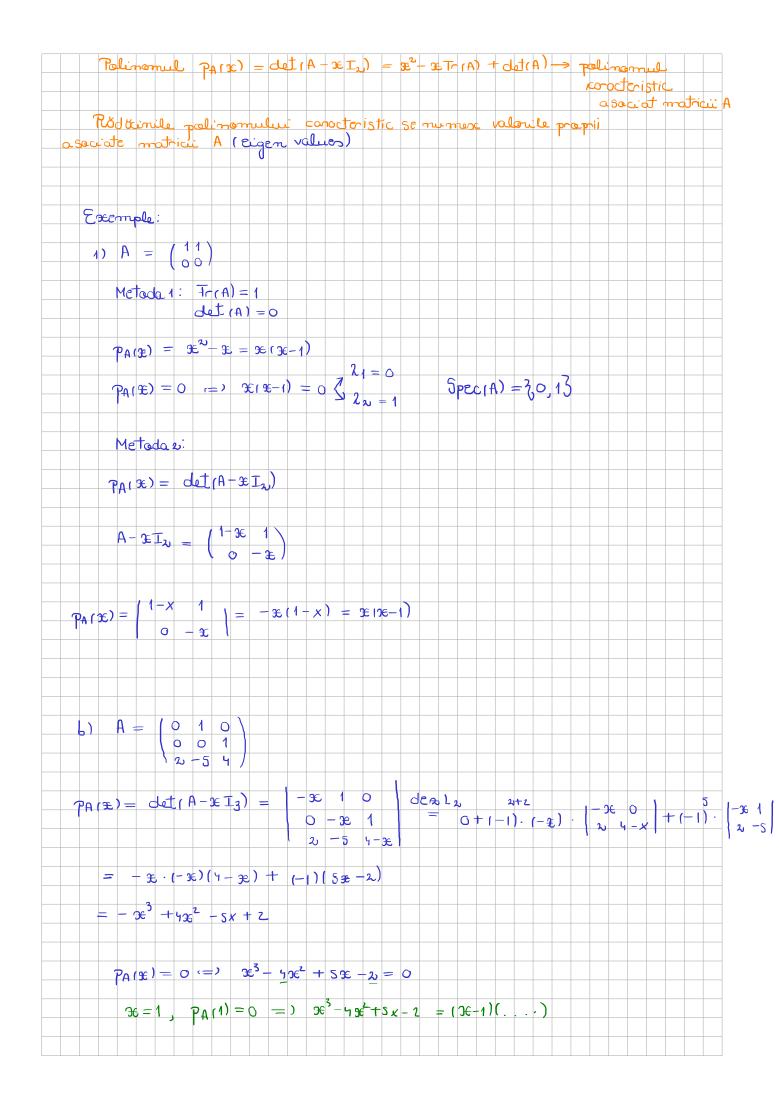
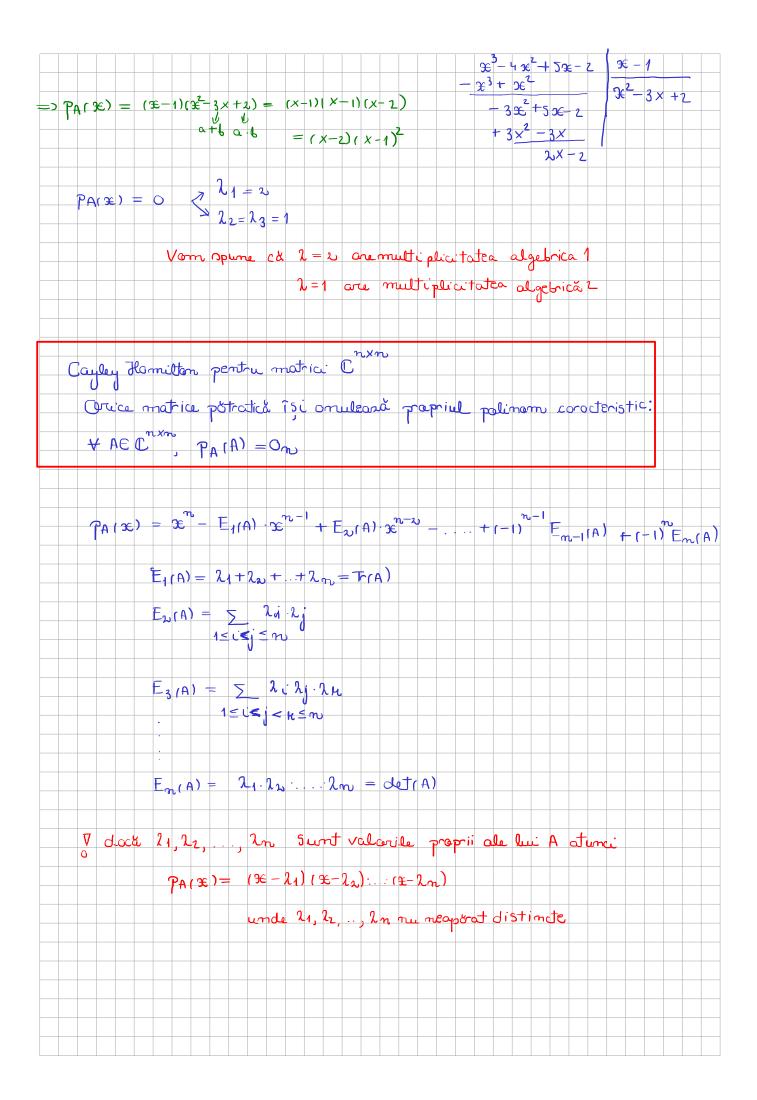
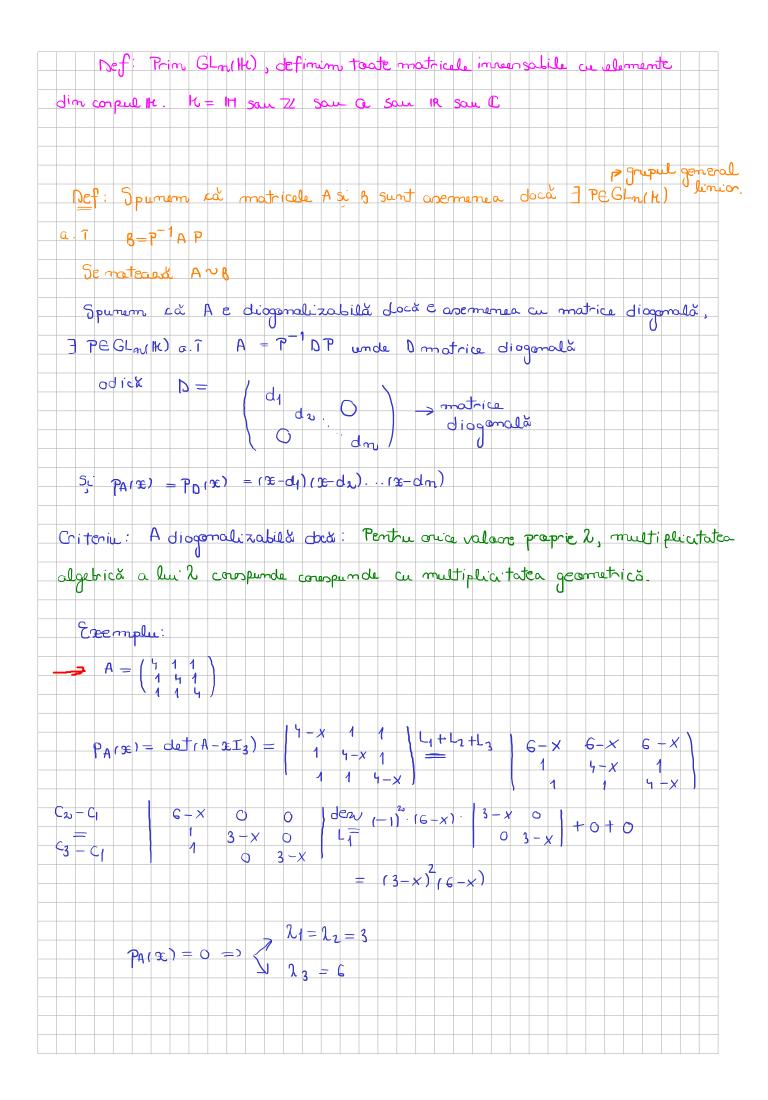
```
Vectorisi valori papii
 Def Un scala 2 € C s m valacre proprie pt. A € M"(c) docd 3 x ≠0, x € C"
 a.i A = = 2 x. În acest cas x se numerte nector proprie a sociat bui 2
  Multimea valarilar prapril ale lui A se numeste spectrul lui A si
ne mateară V(A) rau prec(A)
 J. Cayley Homilton of Cxx: A = (C b)
  A^{2} - T_{r}(A) \cdot A + \det(A) \cdot T_{2} = C_{2}
\text{Proof:}
\text{Ir}(A) = a + d
            det (A) = ad-bc
          A^{2} = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} a & b \\ c & d \end{pmatrix} = \begin{pmatrix} a^{2} + bc & ab + bd \\ ac + dc & bc + d^{2} \end{pmatrix}
        | et + bet ab + bet | (xd - bet a) + (xd - bet a) = 02,
                                                                       \nabla (a+b)^2 = a^2 + b^2 + 2ab a a^2 ab a la matrici: (A+B)^2 = A^2 + B^2 + AB + BA a ab b^2 b
      A2-Tr(A) · A + det (A)·In = On | Tr()
   Tr(A2) - Tr(A) + 2 det(A) = 0
                                                                                Tr(A+yg) = Tr(A)+yTr(B)
Tr(A+g) = Tr(A)+Tr(B)
     \det(A) = \frac{1}{2} \left( \operatorname{Tr}(A^2) - \operatorname{Tr}^2(A) \right)
      f_{A,B}(x) = \det(A + xB) = \frac{1}{2} \left( \operatorname{Tr} \left( (A + xB)^2 \right) - \operatorname{Tr} \left( A + xB \right) \right)
                                                                                                                                      aditivitate
                                                                                                                                     T(dLA)=dLT(A)
  =\frac{1}{2}\left(\left[\operatorname{Fr}(\mathbf{A}^2+\mathbf{x}^2\mathbf{B}^2+\mathbf{x}\mathbf{A}\mathbf{B}+\mathbf{x}\mathbf{b}\mathbf{A}\right]-\left(\operatorname{Fr}(\mathbf{A})+\mathbf{x}\operatorname{Fr}(\mathbf{B})\right)+2\left[\operatorname{Fr}(\mathbf{A})\cdot\operatorname{Fr}(\mathbf{x}\mathbf{B})\right]\right)
                                                                                                                                        omogenitate
         \frac{1}{2} \left(\frac{1}{\Gamma(A^2)} + \frac{1}{2} \frac{1}{\Gamma(B^2)} + \frac{1}{2} \frac{1}{\Gamma(AB)} + \frac{1}{\Gamma(A)} - \frac{1}{2} \frac{1}{\Gamma(A)} - \frac{1}{2} \frac{1}{\Gamma(A)} \frac{1}{\Gamma(B)}\right)
         det (A) + 2 det (B) + × (Tr (AB) - Tr (A). Tr (B)
    Am abtimut det (A+ seb) = det(A) + x (Tr(AB)-Tr(A) Tr(B)) + 2 det(B)
      Puom B = -I2: det (A - 9:T2) = det(A) - 2 (-T(A) + 2 T(A)) + 2 -1
```







```
2 = 3 -> multiplicitatea algebrico egalo cu 2
                                       2 = 6 -> m.a. egaló cu 1
                                         Mult. Geometrica: Algoritm
                                                    i) det valorile papi
                                           ii) Pt. fiecare valore proprie, determin subspotiul propriu conspunstos
geom = iii) mult geom = dim (Subspatiu propiu)
                                            P+ 2 = 3 subspatial prapria este
                                                                53 = 2 ve = 123 | Av = 2 v 3
                                                Fie le =
                                                     \begin{pmatrix} 4 & 1 & 1 \\ 1 & 4 & 1 \\ 1 & 1 & 4 \\ 1 & 1 & 4 \\ 1 & 2 \end{pmatrix} = \begin{pmatrix} 3 \times \\ 3 & 4 \\ 2 & 3 \\ 2 & 3 \\ 2 & 3 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 3 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 4 & 4 \\ 
                                                       Hatom X=L, y=B
                                             => 53= 3 (x, y, z) == -x-y3= 3 (d, b, -1-B) 1d, bere 3
                                    = \frac{2}{5} d(1,0,-1) + \beta(0,1,-1) d \beta \epsilon R^{2}
                                                       \dim(S_3) = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} = 2 \quad \text{m. geome}.
                                                              m.a = m.g (1)
                                         Pt 2 = 6 subspatial papia este:
                                                             56 = 3 ve 183 Av = 2~3
```

