Ques: If A and B are symmetoric motorices, of same order, than AB-BA is : (2) Skew Symmetotic (b) Symmetotic (c) Toentity Matoria tity Maton (d) Zelo Matri, Sol^{n} : $(AB-BA)^{T} = (AB)^{T} - (BA)^{T}$ Griven : AT A $= B^{\mathsf{T}} A^{\mathsf{T}} - A^{\mathsf{T}} B^{\mathsf{T}}$ B T: B BA - AB = - (AB-BA) 18 : Skew Symmetric Maturity Ques: If maturix A is both symmetoric & skew-symmetoric, than: (b) Skew Symmetric (c) Symmetric (a) Diagonal Null Key + symmetotic → AT=A only possible - Slaw Symmethic = AT = -A Approach for rotating a maturix by 90°:-~2013 90° Revelse each Transpose. 8 allay * Apparoach for Transpose of a Maturix: lan Transpose. (a12 Q22 Q23 913 932 923 Diagonal

swaps =
$$n^2 - n$$

square Matrix

Time Complexity =
$$O(n^2)$$

Space Complexity = $O(1)$.

$$\begin{bmatrix} a_{11} & a_{12} & \dots & a_{1 \text{ too}} \\ a_{21} & \dots & a_{2 \text{ too}} \\ \vdots & \vdots & \ddots & \vdots \\ a_{100} & a_{100} \end{bmatrix} & \# swaps = \frac{n^2 - n}{2} \\ &= 100^2 - 100 \\ &= 100 (100 - 1) = 50 \times 99 \\ &= 4950 \end{bmatrix}$$

Algorithm

is only for

ELEMENTARY OPERATIONS :-

$$\begin{bmatrix} 2 & 2 \\ 3 & 4 \end{bmatrix} \quad C_1 \longleftrightarrow C_2 \quad \begin{bmatrix} 2 & 1 \\ 4 & 3 \end{bmatrix}$$

@ Multiplication of any view/column by a mon-zero
$$k$$

$$R_i \longrightarrow kR_i$$

$$C_i \longrightarrow kC_i$$

$$\begin{array}{c} \gamma_i \rightarrow \gamma_i + k \gamma_j \\ c_i \rightarrow c_i + k c_j \end{array}$$

Eg:
$$A = \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix}$$
 $R_2 \rightarrow R_2 - 2R_1$

$$\begin{bmatrix} 1 & 2 \\ 0 & -5 \end{bmatrix}$$

Eg: $Vexify | TA = R$

Solⁿ: $\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix}$

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

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix} = \begin{bmatrix} 2 & -1 \\ 1 & 2 \end{bmatrix}$$

Perform sums operation

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix} = \begin{bmatrix} 2 & -1 \\ 1 & 2 \end{bmatrix}$$

Always hit

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix} = \begin{bmatrix} 2 & -1 \\ 1 & 2 \end{bmatrix}$$

Partorn

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$$

Repairing

$$T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 &$$