1. vectors qu, -, qu are orthornal if $\begin{cases} qi^{T}qj = 0 & \text{if } i \neq j \\ qi^{T}qj = 1 & \text{if } i = j \end{cases}$ Let Q = [91, ", 9n], then QTQ = I 2. If Q is square, then QT=QT 3. If Q has orthonormal columns, 110x11=11x11 4. projection onto C(Q) is P=QQT 5. If Q is square, then P=QQT=I and b= 21(2,7b) + 2n(2,7b). 6. Let a, b, c be independt vectors. a, b, c Gram-Schmidt 21, 22, 23 orthonormal bases A= [a b c] = [9, 9, 93] [* **] Chapter 5 Determinants \$5.1 The Properties of Determinants. Determinant is a function of square matrix f: IR nxn -> IR A has inverse if to the termination | A | #0 Determinants gives formulas for A-1 and A-16 ((vamer's Rule) is the volume of a box with whose edges are rows of A.

$$\begin{vmatrix} 1 & 0 \\ 0 & 1 \end{vmatrix} = 1$$
 and $\begin{vmatrix} 1 \\ 1 \end{vmatrix} = 1$

$$\begin{vmatrix} 2 & 0 \\ 0 & 2 \end{vmatrix} = 2 \begin{vmatrix} 1 & 0 \\ 0 & 2 \end{vmatrix} = 2^{2} \begin{vmatrix} 1 & 0 \\ 0 & 1 \end{vmatrix} = 6^{2}$$

$$\begin{vmatrix} t & 0 \\ 0 & t \end{vmatrix} = t^{2} \begin{vmatrix} 1 & 0 \\ 0 & 1 \end{vmatrix} = 6^{2}$$

$$\begin{vmatrix} t & 0 \\ 0 & t \end{vmatrix} = t^{2} \begin{vmatrix} 1 & 0 \\ 0 & 1 \end{vmatrix} = 6^{2}$$

$$\begin{vmatrix} t & 0 \\ 0 & t \end{vmatrix} = 0$$

$$\begin{vmatrix} a & b \\ a & b \end{vmatrix} = 0$$
Set $\oint D = \begin{vmatrix} a & b \\ a & b \end{vmatrix} = 0$

$$\begin{cases} \text{Set } \oint D = \begin{vmatrix} a & b \\ a & b \end{vmatrix} = \begin{cases} a & b \\ c - la & d - lb \end{vmatrix} = \begin{vmatrix} a & b \\ c & d \end{vmatrix}$$

$$\begin{vmatrix} a & b \\ c - la & d - lb \end{vmatrix} = \begin{vmatrix} a & b \\ c & d \end{vmatrix}$$
By rule 3, $\begin{vmatrix} a & b \\ c - la & d - lb \end{vmatrix} = \begin{vmatrix} a & b \\ c & d \end{vmatrix}$

$$= \begin{vmatrix} a & b \\ c & d \end{vmatrix}$$

$$= \begin{vmatrix} a & b \\ c & d \end{vmatrix}$$

$$4 = \begin{vmatrix} a & b \\ c & d \end{vmatrix} = \begin{vmatrix} a & b \\ c & d \end{vmatrix}$$

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$$\begin{vmatrix} a & b \\ c & d \end{vmatrix} = 0$$

By rule 5, $\begin{vmatrix} 0 & 0 \end{vmatrix} = \begin{vmatrix} c & d \end{vmatrix} = 0$ 7. If A is triangular then $\det A = a_{11} a_{22} - a_{nn}$ $\begin{vmatrix} a & b \end{vmatrix} = ad$ and $\begin{vmatrix} a & 0 \end{vmatrix} = ad$.

Assume anazz - ann 70 $A = \begin{bmatrix} a_{11} \\ a_{22} \\ a_{nn} \end{bmatrix}$ Games $\begin{bmatrix} a_{11} \\ a_{22} \\ 0 \\ a_{nn} \end{bmatrix}$ det A = det | an azz o | Rule 3 an azz - any if the some air =0, det A = 0 8 A is invertible (det A #0 | a b | ris singular = ad-6c=0 Assume that ato A= [a b] Gamss [a b o d-(c/a)b[(A vis singular @ ad-bc=0). 9. IAB/=1A11B1 Sketch Pf. Set D(A) = IAB/IB/ Then D(A) sheet Arules 1~3 => D(A)=1A1. if 1 Bl=0, then AB is singular => 1AB1=0.

2 det A = det AT

2 f A is singular, then AT is also singular

det A = det AT = 0

Otherwise, PA = LU

G $A^T P^T = U^T L^T$

Thus, detP det A = det L det U

detAT det PT = det UT det LT

det LT = det L = 1
det U = det UT:

PPT=I => det P = det PT= 1

Therefore, det A = det A?

Note: rules for rows also apply to columns of A.