Math 265 Professor Priyam Patel 2/2/16

Class Handout #6

Exercise 1: What is det $\begin{bmatrix} 2 & -4 & 13 \\ 0 & 3 & 2 \\ 0 & 0 & -1 \end{bmatrix}$?

Exercise 2:

Let A be a 4 x 4 matrix with det(A) = -2.

- Describe the set of all solutions to the homogeneous system $A\mathbf{x} = \mathbf{0}$.
- What is the RREF of A?
- Can the linear system $A\mathbf{x} = \mathbf{b}$ have more than one solution? Explain.
- Does A^{-1} exist?
- Give an expression for a solution to the linear system $A\mathbf{x} = \mathbf{b}$.

Exercise 3: Let A be a square matrix with det(A) = 0.

- What can you say about the RREF of A?
- Can the system $A\mathbf{x} = \mathbf{b}$ have one solution? Can it have infinitely many solutions? Can it have no solution? Explain.
- How many solutions does the system $A\mathbf{x} = \mathbf{0}$ have?
- Does A^{-1} exist?

- 1. A is invertible (nonsingular).
- 2. $A\mathbf{x} = \mathbf{0}$ has only the trivial solution.
- 3. A is row equivalent to I_n . (The RREF of A is I_n .)
- 4. The linear system $A\mathbf{x} = \mathbf{b}$ has a unique solution for every *n*-vector **b**.
- 5. A is a product of elementary matrices.
- 6. $det(A) \neq 0$.

Example 1: Let
$$A = \begin{bmatrix} 1 & 2 & 3 \\ -2 & 3 & 1 \\ 4 & 5 & -2 \end{bmatrix}$$
.

- 1. Find A_{21}
- 2. Find A_{22}
- 3. Find A_{23}
- 4. Use the above information to calculate the following:

 $a_{31}A_{21} + a_{32}A_{22} + a_{33}A_{23} =$

 $a_{11}A_{21} + a_{12}A_{22} + a_{13}A_{23} =$

Example 3:

$$A(\text{adj } A) = \begin{bmatrix} 3 & -2 & 1 \\ 5 & 6 & 2 \\ 1 & 0 & -3 \end{bmatrix} \begin{bmatrix} -18 & -6 & -10 \\ 17 & -10 & -1 \\ -6 & -2 & 28 \end{bmatrix} =$$

$$(\text{adj } A)A = \begin{bmatrix} -18 & -6 & -10\\ 17 & -10 & -1\\ -6 & -2 & 28 \end{bmatrix} \begin{bmatrix} 3 & -2 & 1\\ 5 & 6 & 2\\ 1 & 0 & -3 \end{bmatrix} =$$

Example 4:

Consider the linear system $A\mathbf{x} = \mathbf{b}$ where $A = \begin{bmatrix} 1 & 2 & 0 \\ 0 & 2 & -3 \\ 0 & -2 & 0 \end{bmatrix}$ and $\mathbf{b} = \begin{bmatrix} 1 \\ 4 \\ -3 \end{bmatrix}$.

Find the unique solution \mathbf{x} using Cramer's Rule.