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4.3.2       $\widehat{\text{II}} - 3 \cdot \text{I}$

a)  $\begin{pmatrix} 1 & 2 \\ 3 & 5 \end{pmatrix} \xrightarrow{-3\text{I}} \begin{pmatrix} 1 & 2 \\ 0 & -1 \end{pmatrix} \xrightarrow{\cdot -1} \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix} \xrightarrow{-2\text{II}} \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$

4.3.3 b)

4.3.4.

$\begin{pmatrix} 1 & 2 & 1 \\ 2 & 4 & 3 \\ -1 & 3 & 2 \end{pmatrix} \xrightarrow{\text{neg}} \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$

s)  $\begin{pmatrix} 2 & -1 & 1 \\ -1 & 3 & 2 \\ 3 & -4 & -1 \end{pmatrix} \xrightarrow{\text{neg}} \begin{pmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 \\ 0 & 0 & 0 \end{pmatrix}$

$$b) \begin{pmatrix} 2 & -1 & 1 & 3 & -4 \\ -1 & 2 & 4 & 3 & 2 \\ -2 & 1 & 3 & -4 & -1 \end{pmatrix} \xrightarrow{\text{row}} \begin{pmatrix} 1 & 0 & 0 & 3.5 & 0.5 \\ 0 & 1 & 0 & 3.75 & 3.75 \\ 0 & 0 & 1 & -0.25 & -1.25 \end{pmatrix}$$

x   y   z   u

u verbleibt

$$z - 0.25u = -1.25$$

$$z = -1.25 + 0.25u$$

$$y = 3.75 - 3.75u$$

$$x = 0.5 - 3.5u$$

$$\begin{pmatrix} 0.5 - 3.5u \\ 3.75 - 3.75u \\ -1.25 + 0.25u \\ u \end{pmatrix}$$

4.41 b)  $A\bar{x} = \bar{b}$

$$\begin{pmatrix} 1 & 1 & 1 & 2 \\ -1 & 2 & -1 & 2 \\ 2 & -2 & 1 & 0 \end{pmatrix} \xrightarrow{\text{ref}} \begin{pmatrix} 1 & 0 & 0 & 2 \\ 0 & 1 & 0 & 4/3 \\ 0 & 0 & 1 & -4/3 \end{pmatrix}$$

$$\bar{x} = \begin{pmatrix} 2 \\ 4/3 \\ -4/3 \end{pmatrix}$$

c)  $3 \times 4$  matrix,  $\bar{x}$  in 4-vektor  $\bar{x} = \begin{pmatrix} x \\ y \\ z \\ u \end{pmatrix}$

$$A\bar{x} = \bar{b}$$

$$\begin{pmatrix} 2 & 1 & -1 & 2 & 3 \\ 1 & 1 & -1 & 2 & -1 \\ -1 & 1 & 2 & 1 & -2 \end{pmatrix} \xrightarrow{\text{ref}} \begin{pmatrix} 1 & 0 & 0 & 0 & 4 \\ 0 & 1 & 0 & 5/3 & -8/3 \\ 0 & 0 & 1 & -1/3 & 7/3 \end{pmatrix}$$

x   y   z   u

u values frei

$$z = 7/3 + 1/3 u \quad y = -8/3 - 5/3 u$$

$$x = 4$$

5 a) Trappform

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 2 & 1 & a^2 - a & 3 \\ -1 & 1 & -3 & a \end{pmatrix} \begin{matrix} -2I \\ +I \end{matrix} \sim \begin{pmatrix} 1 & 0 & 1 & 1 \\ 0 & 1 & a^2 - a - 2 & 1 \\ 0 & 1 & -2 & a+1 \end{pmatrix} \begin{matrix} \\ -II \end{matrix} \sim$$

x   y   z

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 0 & 1 & a^2 - a - 2 & 1 \\ 0 & 0 & \underbrace{a-1}_{\uparrow} & \underbrace{-\frac{1}{a}}_{\uparrow} \end{pmatrix}$$

Undeelig orange:  
 Nullrad medus  
~~Ingen lös~~  
 $-a=0, \underline{\underline{a=0}}$

Ingen lösning: Rad  $(0 \dots 0 \mid c), c \neq 0$

$$a^2 - a = a(a-1) \quad \underline{\underline{a=1}}$$

$a \neq 0, 1 \quad a^2 - a \neq 0, \quad$  Enkelt lösning.

1 a) Find inverse!

$$\begin{pmatrix} 1 & 2 & 1 & 0 \\ 3 & -1 & 0 & 1 \end{pmatrix} \xrightarrow{-3I} \begin{pmatrix} 1 & 2 & 1 & 0 \\ 0 & -7 & -3 & 1 \end{pmatrix} \xrightarrow{-\frac{1}{7}} \begin{pmatrix} 1 & 2 & 1 & 0 \\ 0 & 1 & \frac{3}{7} & -\frac{1}{7} \end{pmatrix} \xrightarrow{-2I}$$

$$\begin{pmatrix} 1 & 0 & \frac{1}{7} & \frac{3}{7} \\ 0 & 1 & \frac{3}{7} & -\frac{1}{7} \end{pmatrix} \quad A^{-1} = \begin{pmatrix} \frac{1}{7} & \frac{3}{7} \\ \frac{3}{7} & -\frac{1}{7} \end{pmatrix} = \frac{1}{7} \begin{pmatrix} 1 & 3 \\ 3 & -1 \end{pmatrix}$$

$$A = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \quad A^{-1} = \frac{1}{ad-bc} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix}$$


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$$2a) A = \begin{pmatrix} & & \end{pmatrix} \quad \text{inv}(A) = \begin{pmatrix} 0 & 0.6 & 0.2 \\ -1 & 0.2 & 0.6 \\ 1 & 0.2 & -0.9 \end{pmatrix}$$

$$b) B = \begin{pmatrix} 1 & -2 & 3 \\ 2 & 4 & 0 \\ 4 & 16 & -6 \end{pmatrix}$$

$$\det B = 0$$

Has the invers.

Matlab det(B) = ...  $10^{-15}$  0, ... 0, ...

inv(B) = Matrix close to singular  
Base killelöning.

4. Lös  $A\bar{x} = \bar{b}$  ved kommando  $\bar{x} = A \setminus \bar{b}$

$$\frac{\bar{b}}{A} = A^{-1}\bar{b}$$

4.6.2.

$$\bar{a}_1 = \begin{pmatrix} 1 \\ 0 \\ -1 \end{pmatrix} \quad \bar{a}_2 = \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} \quad \bar{a}_3 = \begin{pmatrix} 3 \\ -1 \\ 2 \end{pmatrix} \quad \bar{b} = \begin{pmatrix} -2 \\ 5 \\ 1 \end{pmatrix}$$

Vil line  $x\bar{a}_1 + y\bar{a}_2 + z\bar{a}_3 = \bar{b}$

$$\begin{pmatrix} 1 & 1 & 3 & -2 \\ 0 & 2 & -1 & 5 \\ -1 & 1 & 2 & 1 \end{pmatrix} \sim_{\text{ref}} \begin{pmatrix} 1 & 0 & 0 & -1 \\ 0 & 1 & 0 & 2 \\ 0 & 0 & 1 & -1 \end{pmatrix}$$

$$\bar{b} = -\bar{a}_1 + 2\bar{a}_2 - \bar{a}_3$$

3b)

$$\begin{pmatrix} 1 & 1 & 1 \\ 2 & 0 & 4 \\ 3 & -1 & 7 \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 2 \\ 0 & 1 & 1 \\ 0 & 0 & 0 \end{pmatrix}$$

← Mancher  
pivot. Nein!  
Vektorraum über  $\mathbb{R}$ ,

7.



7. Linear uafhængig  $\Leftrightarrow$  Hvis søjle skal være pivot søjle.

$$c) \begin{pmatrix} 1 & 0 & 2 \\ 2 & 1 & -3 \\ 3 & 3 & 9 \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{pmatrix}$$

↑ Ikke pivot. Ikke

$$d) \begin{pmatrix} 1 & 2 & -1 \\ 0 & -1 & 2 \\ 1 & 3 & 5 \end{pmatrix} \sim$$

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{array}{l} \text{linear uafh.} \\ \text{Hver søjle pivot!} \\ \text{Linear uafh.} \end{array}$$

$$a) \begin{pmatrix} 1 \\ 1 \end{pmatrix} \begin{pmatrix} 3 \\ 4 \end{pmatrix}$$

Linear uafh.

Linear ~~uafh~~ afhængig:

Den ene er multiplum af den andre.

$$b) \begin{pmatrix} 2 \\ 1 \end{pmatrix} \begin{pmatrix} 4 \\ 2 \end{pmatrix}$$

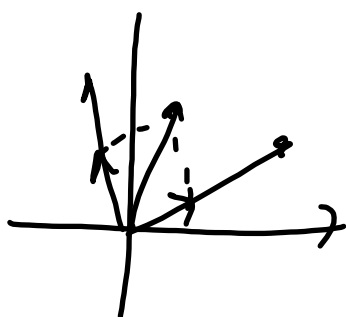
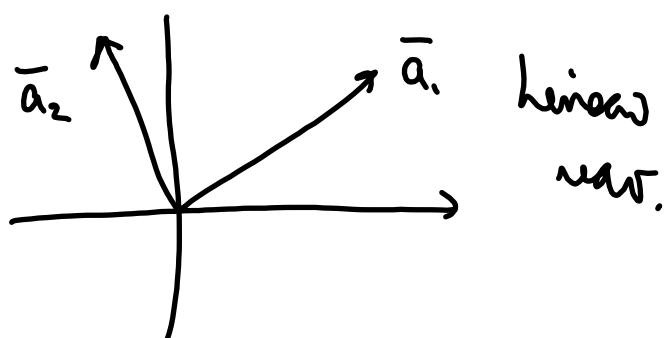
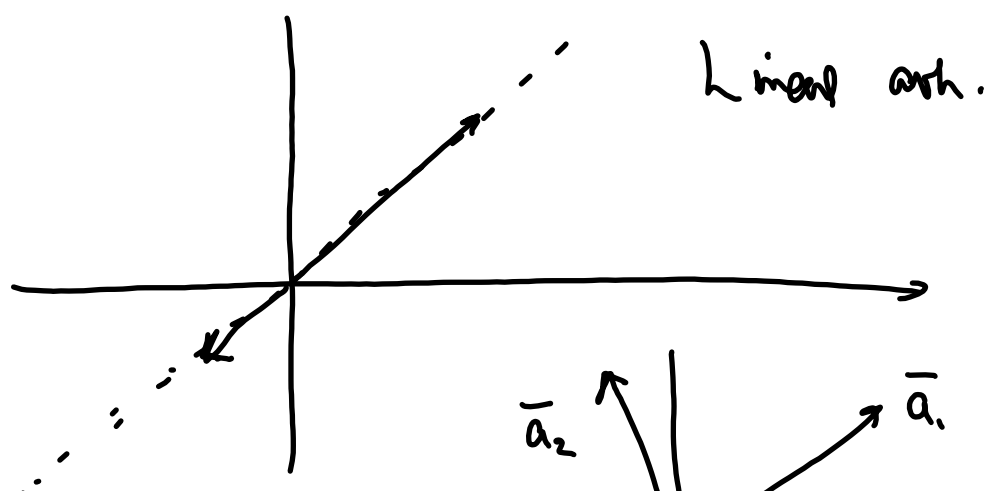
$$\text{Linear afh.} \quad \begin{pmatrix} 4 \\ 2 \end{pmatrix} = 2 \begin{pmatrix} 2 \\ 1 \end{pmatrix}$$

8c Lineært uafhængig delmængde

$$\begin{pmatrix} 4 & -2 & 3 & 1 \\ 1 & 3 & -1 & 2 \\ -3 & 4 & 2 & -5 \\ 2 & 0 & 0 & 2 \end{pmatrix} \xrightarrow{\text{ref}} \begin{pmatrix} 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & -1 \\ 0 & 0 & 0 & 0 \end{pmatrix}$$

$\uparrow \quad \uparrow \quad \uparrow \rightarrow$

F.eks. 1, 2 og 3.



c)  $\begin{pmatrix} -1 \\ 1 \end{pmatrix}$   $\begin{pmatrix} 4 \\ 2 \end{pmatrix}$  2 linear unabh. vektoren in  $\mathbb{R}^2$ , also  
 $\neq 0$  basis.

a)  $\begin{pmatrix} -1 \\ 3 \\ -2 \end{pmatrix}$   $\begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix}$   $\begin{pmatrix} -1 \\ 3 \\ 2 \end{pmatrix} \neq 0$   $\xrightarrow{\text{ref}}$   $\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$   
 linear unabh.

3 L.U. in  $\mathbb{R}^3$ , basis.

4.8.2. Skriv som produkt af elementer.

Elementer Start med  $I = \begin{pmatrix} 1 & & 0 \\ & \ddots & \\ 0 & & 1 \end{pmatrix}$

1) Bytte om to rader.

Invers: ~~Bytte om~~  
Gjøre det samme.

2) Muld rad med  $c \neq 0$

Invers: Muld. samme  
rad med  $1/c$ .

3) Læg til multiplikation af  
en rad til en anden

Invers: Træk fra samme  
rad.

$$M \begin{pmatrix} 1 & 2 \\ -1 & 1 \end{pmatrix} \xrightarrow{+I} \begin{pmatrix} 1 & 2 \\ 0 & 3 \end{pmatrix} \xrightarrow{\cdot \frac{1}{3}} \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix} \xrightarrow{-2I} \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

$$\cdot \begin{pmatrix} 1 & 0 \\ 1 & 1 \end{pmatrix}$$

A für Werte.

$$\begin{pmatrix} 1 & 0 \\ 0 & \frac{1}{3} \end{pmatrix}$$

B

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

C

$$CBAM = I$$

$$M = A^{-1} B^{-1} C^{-1}$$

$$= \begin{pmatrix} 1 & 0 \\ -1 & 1 \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & 3 \end{pmatrix} \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix}$$

4.9.1

a)

$$\begin{array}{c|ccc} 1 & 2 & 1 & \\ \hline 3 & 1 & -2 & \\ 1 & 0 & 1 & \end{array}$$

$$\begin{array}{ccc} \uparrow & \uparrow & \uparrow \end{array}$$

$$= +1 \cdot \begin{vmatrix} 1 & -2 \\ 0 & 1 \end{vmatrix} - (-2) \begin{vmatrix} 3 & -2 \\ 1 & 1 \end{vmatrix} + (-1) \begin{vmatrix} 3 & 1 \\ 1 & 0 \end{vmatrix}$$

$$= 1 + 2 \cdot 5 - (-1) = 12$$

$$2a) \begin{vmatrix} 1 & -3 & 0 \\ 2 & -1 & -2 \\ 1 & -1 & 1 \end{vmatrix} \begin{matrix} +2I \\ -I \end{matrix} = \begin{vmatrix} 1 & -3 & 0 \\ 0 & 5 & -2 \\ 0 & 2 & 1 \end{vmatrix} =$$

$$5 \begin{vmatrix} 1 & -3 & 0 \\ 0 & 1 & -0.4 \\ 0 & 2 & 1 \end{vmatrix} \begin{matrix} \\ \\ -2I \end{matrix} = 5 \begin{vmatrix} 1 & -3 & 0 \\ 0 & 1 & -0.4 \\ 0 & 0 & 1.8 \end{vmatrix} = 5 \cdot 1 \cdot 1 \cdot 1.8 = \underline{\underline{9}}$$



$$5.c) \begin{vmatrix} 3 & 1 & 0 & 4 \\ 2 & 1 & 2 & 0 \\ 0 & 0 & 1 & -2 \\ 1 & 2 & 1 & 2 \end{vmatrix} = \begin{vmatrix} 3 & 1 & 0 & 4 \\ 2 & 1 & 2 & 0 \\ 0 & 0 & 1 & 0 \\ 1 & 2 & 1 & 4 \end{vmatrix} \quad \underline{\det A^T = \det A.}$$

$$\begin{matrix} \uparrow \\ 2S_3 \end{matrix} \begin{vmatrix} 3 & 1 & 4 \\ 2 & 1 & 4 \\ 1 & 2 & 4 \end{vmatrix} \begin{matrix} -II \\ \\ \end{matrix} = \begin{vmatrix} 0 & 0 \\ 2 & 1 & 4 \\ 1 & 2 & 4 \end{vmatrix} = \begin{vmatrix} 1 & 4 \\ 2 & 4 \end{vmatrix} = \underline{\underline{-4}}$$