

## Workshop 12

1.  $\det(A) = 0 \rightarrow A\vec{x} = \vec{b}, \vec{b} \neq 0$

When:

$\det(A) = 0$ , there can be two types of solutions to  $A\vec{x} = \vec{b}$ . One is that there can be infinitely many solutions, or no solutions. When  $\det(A) = 0$ , it means that the matrix  $A$  is not invertible, which also means that the column vectors are linearly dependent. Which means they are linear combinations of each other. In  $A\vec{x} = \vec{b}$ , if vector  $\vec{b}$  is not in the column space of matrix  $A$ , it will have no solutions, since  $\vec{b}$  will not be linear combinations of  $A$ . If vector  $\vec{b}$  is in the column space of  $A$ , it will have infinitely many solutions since  $\vec{b}$  will be linear combinations of  $A$ .

Example:

①  $\begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \end{pmatrix} \rightarrow \det(A) = 0$ , infinitely many solutions since  $\vec{b}$  is in the column space of  $A$ .

②  $\begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \rightarrow \det(A) = 0$ , No solutions.

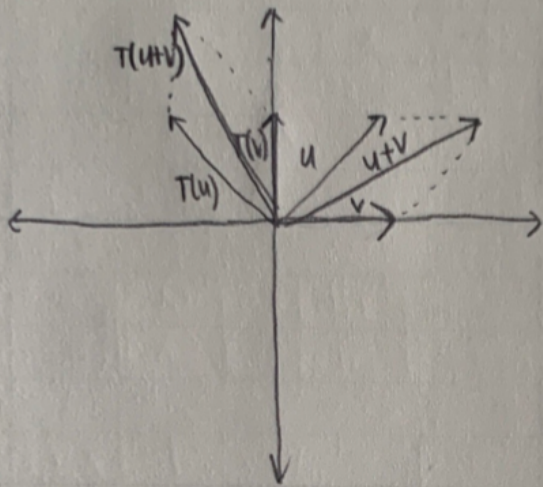
When  $\det(A) \neq 0$ , there will exist a unique solution of  $A\vec{x} = \vec{b}$ , when  $\vec{b} \neq 0$ .

When  $\det(A) \neq 0$ , it means the matrix  $A$  is invertible and we can use its inverse  $A^{-1}$  to show:

$$\begin{aligned} A\vec{x} &= \vec{b} \\ (A^{-1} \cdot A)\vec{x} &= A^{-1}\vec{b} \\ I \cdot \vec{x} &= A^{-1}\vec{b} = \vec{x}, \text{ which will be a} \\ &\text{unique solution.} \end{aligned}$$

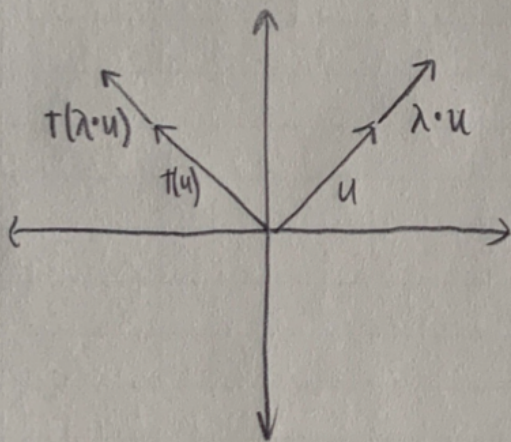
$\rightarrow$

2a)



addition preserved:

$$T(u+v) = T(u) + T(v).$$



scalar multiplication preserved:

$$\lambda \cdot T(u) = T(\lambda \cdot u)$$

2b) T has no eigenvectors or eigen values,

Since an eigenvector,  $u$ , is one such that  $T(u) = \lambda u$ , and T is a rotational

transformation, while multiplying  $u$  by  $\lambda$  will only scale  $u$  in the same direction, not rotate it.

meaning  
it changes  
vector  
direction