

## Exercises on properties of determinants

**Problem 18.1:** (5.1 #10. *Introduction to Linear Algebra: Strang*) If the entries in every row of a square matrix  $A$  add to zero, solve  $A\mathbf{x} = \mathbf{0}$  to prove that  $\det A = 0$ . If those entries add to one, show that  $\det(A - I) = 0$ . Does this mean that  $\det A = 1$ ?

**Solution:** If the entries of every row of  $A$  sum to zero, then  $A\mathbf{x} = \mathbf{0}$  when  $\mathbf{x} = (1, \dots, 1)$  since each component of  $A\mathbf{x}$  is the sum of the entries in a row of  $A$ . Since  $A$  has a non-zero nullspace, it is not invertible and  $\det A = 0$ .

If the entries of every row of  $A$  sum to one, then the entries in every row of  $A - I$  sum to zero. Hence  $A - I$  has a non-zero nullspace and  $\det(A - I) = 0$ .

If  $\det(A - I) = 0$  it is **not** necessarily true that  $\det A = 1$ . For example, the rows of  $A = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$  sum to one but  $\det A = -1$ .

**Problem 18.2:** (5.1 #18.) Use row operations and the properties of the determinant to calculate the three by three “Vandermonde determinant”:

$$\det \begin{bmatrix} 1 & a & a^2 \\ 1 & b & b^2 \\ 1 & c & c^2 \end{bmatrix} = (b - a)(c - a)(c - b).$$

**Solution:** Using row operations and properties of the determinant, we have:

$$\begin{aligned}
\det \begin{bmatrix} 1 & a & a^2 \\ 1 & b & b^2 \\ 1 & c & c^2 \end{bmatrix} &= \det \begin{bmatrix} 1 & a & a^2 \\ 0 & b-a & b^2-a^2 \\ 1 & c & c^2 \end{bmatrix} \\
&= \det \begin{bmatrix} 1 & a & a^2 \\ 0 & b-a & b^2-a^2 \\ 0 & c-a & c^2-a^2 \end{bmatrix} \\
&= (b-a) \det \begin{bmatrix} 1 & a & a^2 \\ 0 & 1 & b+a \\ 1 & c-a & c^2-a^2 \end{bmatrix} \\
&= (b-a) \det \begin{bmatrix} 1 & a & a^2 \\ 0 & 1 & b+a \\ 0 & 0 & (c-a)(c-b) \end{bmatrix} \\
&= (b-a)(c-a)(c-b) \det \begin{bmatrix} 1 & a & a^2 \\ 0 & 1 & b+a \\ 0 & 0 & 1 \end{bmatrix} \\
&= (b-a)(c-a)(c-b) \det \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \\
&= (b-a)(c-a)(c-b). \checkmark
\end{aligned}$$