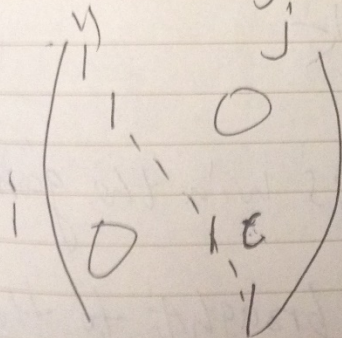


$$A \xrightarrow[r_i * = c]{r_i \rightarrow cr_i} E_{i,c}^2 A$$

$$A \xrightarrow[c_i * = c]{c_i \rightarrow cc_i} A \cdot E_{i,c}^2$$

$$E_{i,c}^2 \cdot E_{i,c}^2 = I$$

$E_{i,j,c}^3$, $i \neq j$ anything



$E_{i,j,c}^3 A$ Aw/c, \bar{r}_j times row j added to row i .
 $\begin{pmatrix} 1 & & \\ & 1 & \\ & & 1 \end{pmatrix} \begin{pmatrix} r_i \\ r_j \\ r_j \end{pmatrix} = \begin{pmatrix} r_i + cr_j \\ r_j \\ r_j \end{pmatrix}$

$$A \xrightarrow[r_i += c \cdot r_j]{r_i + cr_j \rightarrow r_i} E_{i,j,c}^3 A$$

$$A \xrightarrow[c_j += c \cdot c_i]{c_j + cc_i \rightarrow c_j} A E_{i,j,c}^3$$

$$E_{i,j,c}^3 \cdot E_{i,j,c}^3 = I$$

1. The following ops do not change rank

$$A \xrightarrow{r_i \leftrightarrow r_j} E_{ij}^{-1} A \quad A \xrightarrow{c_i \leftrightarrow c_j} A E_{ij}$$

$$c \neq 0 \quad A \xrightarrow{r_i * c} E_{i,c}^2 A \quad A \xrightarrow{c_i * c} A E_{i,c}^2$$

$$A \xrightarrow{r_i + c r_j} E_{ij}^3 A \quad A \xrightarrow{c_j + c c_i} A E_{ij}^3$$

$$2. \text{rank} \left(\begin{array}{c|c} I_k & 0 \\ \hline 0 & 0 \end{array} \right) = k$$

Then you can always win the game

Every matrix A can be brought to the form $\begin{pmatrix} I_k & 0 \\ 0 & 0 \end{pmatrix}$ using row & col ops of the type on the left.

Example compute the rank of

$$A = \begin{pmatrix} 0 & 2 & 4 & 2 & 2 \\ 4 & 4 & 4 & 8 & 0 \\ 8 & 2 & 0 & 10 & 2 \\ 6 & 3 & 2 & 9 & 1 \end{pmatrix}$$

$$\begin{matrix} r_1 \leftrightarrow r_2 \\ r_1 \rightarrow r_1 \end{matrix} \begin{pmatrix} 4 & 4 & 4 & 8 & 0 \\ 0 & 2 & 4 & 2 & 2 \\ 8 & 2 & 0 & 10 & 2 \\ 6 & 3 & 2 & 9 & 1 \end{pmatrix} \xrightarrow{r_1 \times = \frac{1}{4}} \begin{pmatrix} 1 & 1 & 1 & 2 & 0 \\ 0 & 2 & 4 & 2 & 2 \\ 8 & 2 & 0 & 10 & 2 \\ 6 & 3 & 2 & 9 & 1 \end{pmatrix}$$

$$\begin{matrix} r_3 + = -8r_1 \\ r_4 + = -6r_1 \end{matrix} \begin{pmatrix} 1 & 1 & 1 & 2 & 0 \\ 0 & 2 & 4 & 2 & 2 \\ 0 & -6 & -8 & -6 & 2 \\ 0 & -3 & -4 & -3 & 1 \end{pmatrix} \xrightarrow{\begin{matrix} r_2 \times = \frac{1}{2} \\ r_3 \times = -\frac{1}{2} \\ r_4 \times = -1 \end{matrix}} \begin{pmatrix} 1 & 1 & 1 & 2 & 0 \\ 0 & 1 & 2 & 1 & 1 \\ 0 & 3 & 4 & 3 & -1 \\ 0 & 3 & 4 & 3 & -1 \end{pmatrix}$$

$$\begin{matrix} \text{opportunistic move} \\ r_4 + = -r_3 \end{matrix} \begin{pmatrix} 1 & 1 & 1 & 2 & 0 \\ 0 & 1 & 2 & 1 & 1 \\ 0 & 3 & 4 & 3 & -1 \\ 0 & 0 & 0 & 0 & 0 \end{pmatrix} \xrightarrow{\begin{matrix} r_1 + = -r_2 \\ r_3 + = -3r_2 \end{matrix}} \begin{pmatrix} 1 & 0 & -1 & 1 & -1 \\ 0 & 1 & 2 & 1 & 1 \\ 0 & 0 & -2 & 0 & -4 \\ 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$

$$\xrightarrow{r_3 \times = -\frac{1}{2}} \begin{pmatrix} 1 & 0 & -1 & 1 & -1 \\ 0 & 1 & 2 & 1 & 1 \\ 0 & 0 & 1 & 0 & 2 \\ 0 & 0 & 0 & 0 & 0 \end{pmatrix} \xrightarrow{\begin{matrix} r_1 + = r_3 \\ r_2 + = -2r_3 \end{matrix}} \begin{pmatrix} 1 & 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & -3 \\ 0 & 0 & 1 & 0 & 2 \\ 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$