POLERIX

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Abstract: *If we get any point which is represented with respect to three co-ordinate then where it can be point out or drawn in matrix. If we get any point having one co-ordinate is related with respect to the relation between two co-ordinates. hence if the position of any point does not laying in two – dimension graph then where it should be drawn .this is the thinking to develop the 2D plane with respect to the third axis . A particular point replacing its co-ordinate with respect to 2D graph, but at the stage it is not able to point out in 2D graph. Then where it should be drawn*
Keyword: *Co-ordinate, Dimension, Matrix, Polerix, Transformation,*

I.   Introduction

when the co-ordinates of a point get dimension with respects to three axis then the point is not able to draw in 2D graph. It is proposed to give the concept of polerix. It will help to solve the linear / non-linear equation. And it will help to find the (length, breadth, height) of a heavenly body in universe

II.   Headings

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2. Headings
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III.   Indentation And Equation

Polerix : A polerix is a cuboid array of numbers or other mathematical objects for which operations such as addition and multiplication are defined

A real $m*n*p$ polerix A gives rise to a linear/non linear transformation $R^P \rightarrow R^n \rightarrow R^m$ mapping each vector x in R^P to the (polerix) product Ax. Which is a vector in R^m the (I,j,k) entry of A is the ith co-ordinate of $f(g(e_k))$

Where $e_k = (0,\ldots,0'0,\ldots,0'1)$ is the unit vector with 1 in the kth position and 0 elsewhere

The polerix A is said to represent the linear / non-linear map f and A is called the transformation polerix of f.

IV. Figures And Tables

Table - 1.

M	A	A^{M1}	A^{M2}	A^{M3}	A^{M4}	A^{M5}	A^{M6}
$a_{(1,1)}$	$a_{(2,j,k)}$	$a_{(p,q,R)}$	$a_{(0,1,0,1)}$	$a_{(1,0,4)}$	$a_{(0,4,3)}$	$a_{(4,3,4)}$	$a_{(3,4,0)}$
$a_{(3,4)}$	$a_{(3,4,0)}$	$a_{(4,0,1)}$					

Where
$M = [a_{ij}]_{m \times n}$ is a matrix of order (3×4)

$M = [a_{ij}]_{m \times n} \Rightarrow A = [a_{ijk}]_{m \times n \times p}$

$M \Rightarrow A \ (k=0)$

And

$[a_{ijk}]_{m \times n \times p} \longrightarrow [a_{pqR}]_{m \times n \times p}$

$A \longrightarrow A^{M1}$

$i, \longrightarrow P > j$

$j, \longrightarrow q > k$

$k, \longrightarrow R > \{m-(i-1)\}$

$m=$ is fixed

$i=$ is replaced by each state.

$(A \rightarrow A^{M1} \rightarrow A^{M2} \rightarrow A^{M3} \rightarrow \cdots)$

in which

$(A = A^{M6})$

where $a_{(3,4)}$ is the element of Matrix "M" $_{3 \times 4}$ and $a_{(3,4,0)}$ is the element of Polerix "A"

let' $[a_{3,4}]_{3 \times 4}$ be the element of M

M a_{ij} $(3,4) = i=3, j=4, k=0$

A a_{ijk} $(3,4,0) = i=3, j=4, k=0$

A^{M1} $a_{pqR} (4,0,1) = p=4, q=0, R=?$

$R = \{m-(i-1)\}$
$= \{3-(3-1)\}$
$= 1$

A^{M2}

$\therefore [k = \{m-(i-1)\}]$

$m=3$
$i= \{3,4,0,1,0,4,3,4,\cdots\}$
$k= \{0,1,0,4,3,4,0,1,0$

V. Conclusion

Hence the point having co-ordinate (x,y,z, not equal to =/ 0) has to plot in polerix

References

[1]. R. vasistha , Krishna prakashan media (P) limited 2005 ,384 pages