

Comments on HW :

- Mostly good!
- Grading - mostly by completion 2 pts each
only a few (6) checked for correctness 5 pts each
- On T/F questions - please write 1 line of explanation
- Sometimes if it looks easy it is easy...

Fast review: $\left\{ \begin{bmatrix} 1 \\ 2 \\ 7 \end{bmatrix}, \begin{bmatrix} 0 \\ 3 \\ -4 \end{bmatrix}, \begin{bmatrix} 1 \\ 7 \\ 9 \end{bmatrix}, \begin{bmatrix} 8 \\ 0 \\ 0 \end{bmatrix} \right\}$ are lin dep
 b/c it's 4 vectors in \mathbb{R}^3 and $4 > 3$

Last time: Matrix operations

$$\begin{array}{l} A \quad m \times n \\ B \quad n \times p \end{array} \longrightarrow AB \quad m \times p$$

$$\mathbb{R}^p \xrightarrow{\text{mult. by } B} \mathbb{R}^n \xrightarrow{\text{mult. by } A} \mathbb{R}^m$$

mult. by AB

$$AB(\vec{x}) = A(B(\vec{x}))$$

Matrix powers A^n is just A multiplied by itself n times (if A is square)

Ex $A^4 = A \cdot A \cdot A \cdot A$

(Not the same as raising every entry of A to the n^{th} power!)

Ex $A = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix}$ $A^2 = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 2 \\ 0 & 1 \end{bmatrix}$

If $T(\vec{x}) = A\vec{x}$ then $\underbrace{T \circ T \circ \dots \circ T}_{n \text{ times}}(\vec{x}) = A^n \vec{x}$

Ex Rotation of \mathbb{R}^2 by an angle θ is represented by the matrix

$$A = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

$$\begin{aligned} A^2 &= \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} = \begin{bmatrix} \cos^2 \theta - \sin^2 \theta & -2\sin \theta \cos \theta \\ 2\sin \theta \cos \theta & \cos^2 \theta - \sin^2 \theta \end{bmatrix} \\ &= \begin{bmatrix} \cos 2\theta & -\sin 2\theta \\ \sin 2\theta & \cos 2\theta \end{bmatrix} \end{aligned}$$

Transposition: If we have any matrix A

Define a matrix A^T ("transpose of A ")

by $(A^T)_{ij} = A_{ji}$ i.e. swap the rows and columns

Ex If $A = \begin{bmatrix} 1 & 3 \\ 0 & 4 \\ 2 & 6 \end{bmatrix}$ then $A^T = \begin{bmatrix} 1 & 0 & 2 \\ 3 & 4 & 6 \end{bmatrix}$

Facts

• $(A^T)^T = A$

• $(rA)^T = rA^T$

• $(A+B)^T = A^T + B^T$

• $(AB)^T = B^T A^T$

$$(\text{and } (ABC)^T = C^T B^T A^T, \text{ etc...})$$

The Inverse Of A Matrix (Sec 2.2)

If we have the equation $ax = b$
and want to solve for x , it's easy (if $a \neq 0$):
multiply both sides by a^{-1} . Then the eq becomes

$$\begin{aligned} a^{-1} \cdot ax &= a^{-1}b \\ 1 \cdot x &= a^{-1}b \\ \underline{\underline{x}} &= \underline{\underline{a^{-1}b}} \end{aligned}$$

What's the matrix version of that?

Say A is a square matrix. ($n \times n$)

We say C (another $n \times n$ matrix) is the inverse of A if

$$AC = I \quad \text{and} \quad CA = I$$

If C is the inverse of A we often write $C = A^{-1}$.

Ex If $A = \begin{bmatrix} 7 & 4 \\ 5 & 3 \end{bmatrix}$ then $A^{-1} = \begin{bmatrix} 3 & -4 \\ -5 & 7 \end{bmatrix}$.

Why? $A \cdot A^{-1} = \begin{bmatrix} 7 & 4 \\ 5 & 3 \end{bmatrix} \begin{bmatrix} 3 & -4 \\ -5 & 7 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = I$

$$A^{-1} \cdot A = \begin{bmatrix} 3 & -4 \\ -5 & 7 \end{bmatrix} \begin{bmatrix} 7 & 4 \\ 5 & 3 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = I$$

Not every square matrix has an inverse. If A has an inverse, call it invertible, or nonsingular. If A doesn't have an inverse, call it non-invertible, or singular.

Fact. Say $A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$.

If $ad - bc \neq 0$ then A is invertible and $A^{-1} = \frac{1}{ad - bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$

If $ad - bc = 0$ then A is non-invertible (singular).

Ex $A = \begin{bmatrix} 1 & 2 \\ 4 & 8 \end{bmatrix}$ is non-invertible b/c $1 \cdot 8 - 2 \cdot 4 = 0$.

Ex Find the inverse of $A = \begin{bmatrix} 3 & 5 \\ 2 & 4 \end{bmatrix}$.

Just use the above formula: $A^{-1} = \frac{1}{12 - 10} \begin{bmatrix} 4 & -5 \\ -2 & 3 \end{bmatrix} = \begin{bmatrix} 2 & -\frac{5}{2} \\ -1 & \frac{3}{2} \end{bmatrix}$

So: If A is invertible, then to solve

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

we can just multiply both sides by A^{-1} ,

$$A^{-1}A\vec{x} = A^{-1}\vec{b}$$

$$I\vec{x} = A^{-1}\vec{b}$$

$$\underline{\underline{\vec{x} = A^{-1}\vec{b}}}$$

S. - Fact: If A is invertible then

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

has a unique solution, given by $\vec{x} = A^{-1}\vec{b}$

Ex Solve the equations $3x_1 + 5x_2 = 3$
 $2x_1 + 4x_2 = 4$

This $A\vec{x} = \vec{b}$

$$A = \begin{bmatrix} 3 & 5 \\ 2 & 4 \end{bmatrix} \quad \vec{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \quad \vec{b} = \begin{bmatrix} 3 \\ 4 \end{bmatrix}$$

$$A^{-1} = \begin{bmatrix} 2 & -5/2 \\ -1 & 3/2 \end{bmatrix} \quad (\text{from above})$$

$$A^{-1}\vec{b} = \begin{bmatrix} 2 & -5/2 \\ -1 & 3/2 \end{bmatrix} \begin{bmatrix} 3 \\ 4 \end{bmatrix} = \begin{bmatrix} -4 \\ 3 \end{bmatrix} \quad \text{So } \vec{x} = \begin{bmatrix} -4 \\ 3 \end{bmatrix} \quad \begin{array}{l} x_1 = -4 \\ x_2 = 3 \end{array}$$

1) How can we tell whether an $n \times n$ matrix is invertible?

2) And what its inverse is?

Answer to 1): It's invertible if and only if $A\vec{x} = \vec{b}$ has unique solⁿ for all \vec{b}
— which is the same as:

Fact: A is invertible \iff the row reduction of A has n pivots.

Another way to say that:

Fact: A is invertible \iff the RREF of A is

$$\begin{bmatrix} \textcircled{1} & 0 & 0 & \dots & 0 \\ 0 & \textcircled{1} & 0 & \dots & 0 \\ 0 & 0 & \textcircled{1} & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \dots & \textcircled{1} \end{bmatrix}$$

i.e. the RREF of A is I

Algorithm for finding A^{-1} :

Start with the matrix
($n \times 2n$) $\left\{ \begin{array}{c} \overbrace{}^n \quad \overbrace{}^n \\ \left[A \mid I \right] \end{array} \right.$

and calculate its RREF. If A is invertible,

You get $\left[I \mid A^{-1} \right]$

Ex Find the inverse of $A = \begin{bmatrix} 0 & 1 & 2 \\ 1 & 0 & 3 \\ 4 & -3 & 8 \end{bmatrix}$ if it exists.

Use the algorithm above:

$$\left[A \mid I \right] = \left[\begin{array}{ccc|ccc} 0 & 1 & 2 & 1 & 0 & 0 \\ 1 & 0 & 3 & 0 & 1 & 0 \\ 4 & -3 & 8 & 0 & 0 & 1 \end{array} \right] \xrightarrow{\text{many steps}} \left[\begin{array}{ccc|ccc} \textcircled{1} & 0 & 0 & -\frac{9}{2} & 7 & -\frac{3}{2} \\ 0 & \textcircled{1} & 0 & -2 & 4 & 1 \\ 0 & 0 & \textcircled{1} & \frac{3}{2} & -2 & \frac{1}{2} \end{array} \right]$$

$$\text{So } A^{-1} = \begin{bmatrix} -\frac{9}{2} & 7 & -\frac{3}{2} \\ -2 & 4 & 1 \\ \frac{3}{2} & -2 & \frac{1}{2} \end{bmatrix}$$

$$\text{Check: } \begin{bmatrix} 0 & 1 & 2 \\ 1 & 0 & 3 \\ 4 & -3 & 8 \end{bmatrix} \begin{bmatrix} -\frac{9}{2} & 7 & -\frac{3}{2} \\ -2 & 4 & 1 \\ \frac{3}{2} & -2 & \frac{1}{2} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Inverses of 1×1 matrices: $A = [a]$ $A^{-1} = \left[\frac{1}{a}\right]$

Ex Find inverse of $A = \begin{bmatrix} 4 & 3 & 1 \\ 2 & 1 & 0 \\ 6 & 4 & 1 \end{bmatrix}$ if it exists.

$$\left[A \mid I \right] = \left[\begin{array}{ccc|ccc} 4 & 3 & 1 & 1 & 0 & 0 \\ 2 & 1 & 0 & 0 & 1 & 0 \\ 6 & 4 & 1 & 0 & 0 & 1 \end{array} \right] \sim \left(\begin{array}{ccc|ccc} \textcircled{1} & 0 & * & * & * & * \\ 0 & \textcircled{1} & * & * & * & * \\ 0 & 0 & 0 & * & * & * \end{array} \right)$$

So here A is not invertible.

Suppose we look at
and A is invertible.
Then

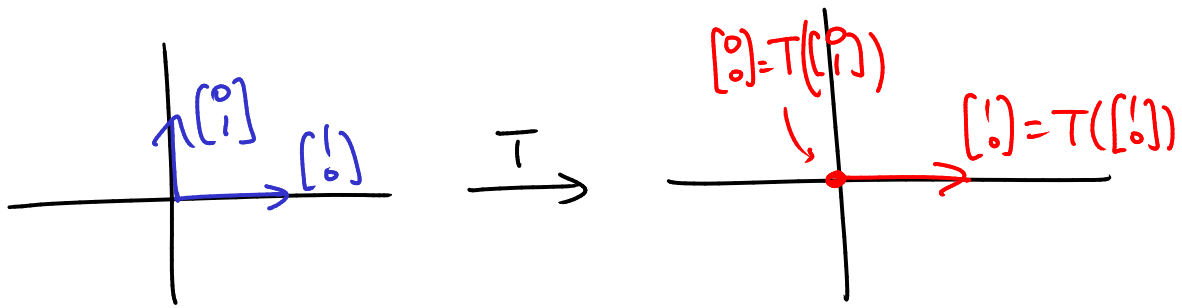
$$A\vec{x} = \vec{0}$$

$$\begin{aligned} \vec{x} &= A^{-1}\vec{0} \\ &= \vec{0} \end{aligned}$$

So, Fact: A is invertible \iff the equation $A\vec{x} = \vec{0}$ has only the trivial solution.

Facts: A is invertible \iff $A\vec{x} = \vec{b}$ has unique solⁿ for any \vec{b}
 \iff $T(\vec{x}) = A\vec{x}$ is 1-1
 \iff $T(\vec{x}) = A\vec{x}$ has image the whole \mathbb{R}^n
 \iff A has n pivots
 \iff columns of A span \mathbb{R}^n
 \iff columns of A are linearly independent

Ex The linear transformation $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$
given by projection on the x-axis



Standard matrix of T is $A = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$

A is not invertible —

and correspondingly, T is not 1-1

T doesn't have range = all of \mathbb{R}^2

\vdots