

Recall:

$$\begin{cases} x_1 + 3x_2 - 15x_3 + 7x_4 = 0 \\ x_1 + 4x_2 - 19x_3 + 10x_4 = 0 \\ 2x_1 + 5x_2 - 26x_3 + 11x_4 = 0 \end{cases}$$

We've done:

$$\left[\begin{array}{cccc|c} 1 & 3 & -15 & 7 & 0 \\ 1 & 4 & -19 & 10 & 0 \\ 2 & 5 & -26 & 11 & 0 \end{array} \right] \leftarrow \begin{array}{l} \text{"augmented} \\ \text{coefficient} \\ \text{matrix"} \end{array}$$

$$\left[\begin{array}{cccc} 1 & 3 & -15 & 7 \\ 1 & 4 & -19 & 10 \\ 2 & 5 & -26 & 11 \end{array} \right] \leftarrow \begin{array}{l} \text{"coefficient} \\ \text{matrix"} \end{array}$$

This reduces via Gauss-Jordan (rref)

to: $x_1 \quad x_2 \quad x_3 \quad x_4$

$$\left[\begin{array}{cccc|c} 1 & 0 & -3 & -2 & 0 \\ 0 & 1 & -4 & 3 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{array} \right]$$

LEAD: ✓ ✓

FREE: ✓ ✓

Let $x_3 = s$, $x_4 = t$. (parameterize on the free variables)

$$x_2 = 4s - 3t$$

$$x_1 = 3s + 2t$$

So our solution is (x_1, x_2, x_3, x_4)
 $= (3s + 2t, 4s - 3t, s, t)$.

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Matrix multiplication:

$$\begin{array}{ccc} \vec{a} = [a_1 \ a_2 \ a_3 \ \dots \ a_n] & \vec{b} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ \vdots \\ b_n \end{bmatrix} \\ \begin{array}{c} \uparrow \\ \text{row} \\ \text{vector} \end{array} & \begin{array}{c} \uparrow \\ \text{column} \\ \text{vector} \end{array} & \begin{array}{c} \text{matrix} \\ n \times 1 \end{array} \\ 1 \times n \text{ matrix} & & \end{array}$$

$$\vec{a} \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3 + \dots + a_n b_n$$

Ex: If $\vec{u} = [2 \ 3 \ 5]$ and $\vec{v} = \begin{bmatrix} -1 \\ 0 \\ 3 \end{bmatrix}$

Then $\vec{u} \vec{v} = (2)(-1) + (3)(0) + (5)(3) = 13$

In a similar way,

$$\begin{cases} x_1 + 3x_2 - 15x_3 + 7x_4 = 0 \\ x_1 + 4x_2 - 19x_3 + 10x_4 = 0 \\ 2x_1 + 5x_2 - 26x_3 + 11x_4 = 0 \end{cases}$$

$$\text{Row 1} = [1 \ 3 \ -15 \ 7] \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix}$$

$$\text{Row 2} = [1 \ 4 \ -19 \ 10] \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix}$$

$$\text{Row 3} = [2 \ 5 \ -26 \ 11] \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix}$$

Summarizing:

$$\begin{bmatrix} 1 & 3 & -15 & 7 \\ 1 & 4 & -19 & 10 \\ 2 & 5 & -26 & 11 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

3 x 4 4 x 1 3 x 1

must match
in order to
multiply.

$$a_{ij} \cdot b_{kj} = \sum_{k=1}^p a_{ik} b_{kj}$$

Try one:

$$\begin{bmatrix} 3 & 1 & 2 \\ 2 & 1 & 0 \end{bmatrix} \begin{bmatrix} 4 & 4 & 0 \\ 2 & 1 & 0 \\ 2 & 4 & 3 \end{bmatrix} = \begin{bmatrix} 18 & 21 & 6 \\ 10 & 9 & 0 \end{bmatrix}$$

Compatible?

2×3

3×3

2×3

yes.

a_{23}

(use row 2 of A, col 3 of B)

$$2 \cdot 0 + 1 \cdot 0 + 0 \cdot 3$$

a_{12} (row 1 of A

$$3 \cdot 4 + 1 \cdot 1 + 2 \cdot 4 \leftarrow \text{col 2 of B}$$

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$$\left[\begin{array}{cccc|c} 1 & 3 & -15 & 7 & 0 \\ 1 & 4 & -19 & 10 & 0 \\ 2 & 5 & -26 & 11 & 0 \end{array} \right] \leftarrow \begin{array}{l} \text{Augmented} \\ \text{Coefficient} \\ \text{Matrix} \end{array}$$

Summarizing:

$$\underbrace{\begin{bmatrix} 1 & 3 & -15 & 7 \\ 1 & 4 & -19 & 10 \\ 2 & 5 & -26 & 11 \end{bmatrix}}_A \underbrace{\begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix}}_{\vec{x}} = \underbrace{\begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}}_{\vec{0}}$$

←
"Coefficient
Matrix"

$$A\vec{x} = \vec{0} \rightarrow \text{"Matrix Equation"}$$

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←
"Coefficient
Matrix"

$$A\vec{x} = \vec{0} \rightarrow \text{"Matrix Equation"}$$

So our solution is (x_1, x_2, x_3, x_4)
 $= (3s+2t, 4s-3t, s, t)$.

The matrix equation $A\vec{x} = \vec{0}$ treats the solution as a column vector, i.e.,

$$\vec{x} = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 3s+2t \\ 4s-3t \\ s \\ t \end{bmatrix}$$

$$= s \begin{bmatrix} 3 \\ 4 \\ 1 \\ 0 \end{bmatrix} + t \begin{bmatrix} 2 \\ -3 \\ 0 \\ 1 \end{bmatrix} \leftarrow \text{"Vector form" of the solution.}$$

Note that any (s, t) pair will create another solution.

$$(s, t) = (1, 1) \Rightarrow \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 5 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

In the end, all solutions will be a "linear combination" of the vectors $(3, 4, 1, 0)$ and $(2, -3, 0, 1)$, i.e., a sum of scalar multiples of these vectors.

"Rules of Matrix Algebra"

$$A + B = B + A \quad \text{addition is commutative}$$

$$A + (B + C) = (A + B) + C \quad \text{addition is associative}$$

$$A(BC) = (AB)C \quad \text{multiplication is associative}$$

(order still matters... ABC)

$$\left. \begin{aligned} A(B+C) &= AB + AC \\ (A+B)C &= AC + BC \end{aligned} \right\} \begin{array}{l} \text{multiplication distributes} \\ \text{over addition.} \end{array}$$

"Non-Rules"

- AB and BA are not necessarily equal.
(mult. is not commutative)

$$\begin{matrix} A & B & \text{exists, and } AB \text{ is } 2 \times 4. \\ (2 \times 3) & (3 \times 4) & \end{matrix}$$

$$\begin{matrix} \text{But } BA \text{ d.n.e.} \\ (3 \times 4) & (2 \times 3) \\ \neq \end{matrix}$$

- Matrix multiplication is not commutative.
(i.e. AB does not have to equal BA).

- Cancellation

$$AB = AC \quad \text{does not have to imply that } B = C.$$

- Zero Product Property

$$AB \text{ can equal the } 0 \text{ matrix even if } A \neq 0 \text{ and } B \neq 0.$$

Cancellation (doesn't hold)

$$A = \begin{bmatrix} 4 & 1 & -2 & 7 \\ 3 & 1 & -1 & 5 \end{bmatrix} \quad B = \begin{bmatrix} 1 & 5 \\ 3 & -1 \\ -2 & 4 \\ 2 & -3 \end{bmatrix}$$

$$C = \begin{bmatrix} 3 & 4 \\ -2 & 1 \\ -2 & 3 \\ 1 & -3 \end{bmatrix}$$

$$AB = \begin{bmatrix} 25 & -10 \\ 18 & -5 \end{bmatrix} = AC \quad \text{even though } B \neq C.$$

Zero Product Property (doesn't hold)

$$\text{Let } D = B - C = \begin{bmatrix} -2 & 1 \\ 1 & -2 \\ 0 & 1 \\ 1 & 0 \end{bmatrix}$$

$$AD = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix} \quad \text{even though } A \neq 0, D \neq 0.$$

2 special matrices:

Additive Identity (Zero matrix)

0 matrix is an $m \times n$ matrix full of zeros. (does not have to be

2x2 "zero matrix" is $\begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$. (square $n \times n$)

Note that $A + 0 = A = 0 + A$

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} + \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

Multiplicative Identity

$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} a & b \\ c & d \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

2x2 "identity matrix" - denoted I_2 .

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = I_3. \quad (\text{must be } n \times n.)$$

Note that $AI = A = IA$

Matrix - singular

Matrices - plural