# **Linear Algebra**

Why Linear Algebra?

Visualization techniques of LA

Ways of solving equations.

Examples

Singular Case

Inverse

Eigenvalues and their subsequent use - Next class

#### Why Linear Algebra

- 1. Easy to solve
- 2. Integral to approaching solutions for many problems, especially of polynomial nature
- 3. Plethora of applications (first approximations to non-linear systems)

## Applications - examples

Let's make some tea?
Or bake a cake?
Magic trick!
Biological context from the audience

## **New Age Applications**

Facebook - Social Network

Google Search

Fluid Dynamics

Quantum mechanics

**Statistics** 

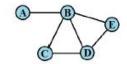
Special relativity

Machine Learning (SVD)

Iron Wolf Man

#### Encode Network in a Friendship Matrix

$$F = \begin{bmatrix} 0 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 & 0 \end{bmatrix}$$

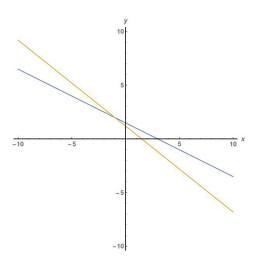


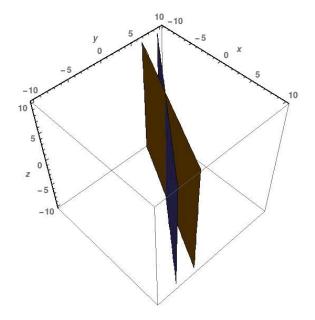
Yes = 1, N/A or No = 0.

Friendship?	Alice	Brandon	Cynthia	Dion	Enrique
Alice	N/A	Yes		-	
Brandon	Yes	N/A	Yes	Yes	Yes
Cynthia	10000000	Yes	N/A	Yes	
Dion		Yes	Yes	N/A	Yes
Enrique		Yes		Yes	N/A

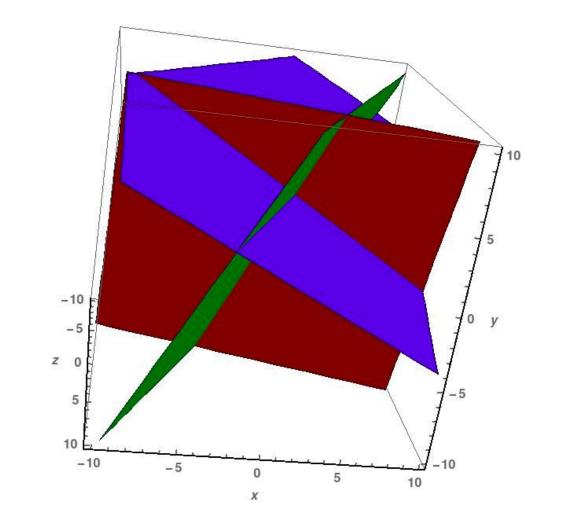
# Visualizations

$$1x + 2y = 3$$
  
 $4x + 5y = 6$ 

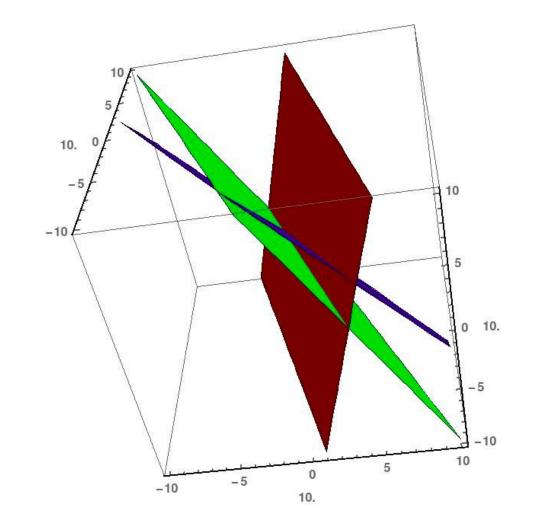




$$x + 2y + z = 12$$
  
 $2x - y + z = 1$   
 $X + y - 3z = -4$ 



6u +7v + 8w = 8 4u + 5v + 9w = 02u -2v + 7w = 7

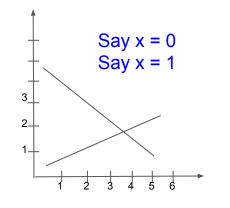


# **Solving Linear Equations**

#### 1. Row picture

$$1x + 2y = 3$$
  
 $4x + 5y = 6$ 

Graph based method



Geometrical representation

Catch the thief-Thief runs at 0.2 km/mt

You chase him on a cycle at 0.5 km/mt. But it took you 6 mts to get get going.

How far will the thief run before you catch him?

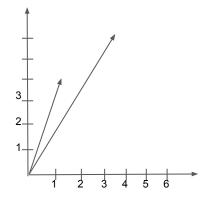
# **Solving Linear Equations**

## 2. Column picture:

**Linear Combination of Vectors** 

$$1x + 2y = 3$$
  
 $4x + 5y = 6$ 

$$\begin{bmatrix} 1 \\ 4 \end{bmatrix} x \oplus \begin{bmatrix} 2 \\ 5 \end{bmatrix} y \rightleftharpoons \begin{bmatrix} 3 \\ 6 \end{bmatrix}$$



Geometrical representation

Vector space, V, over a field of scalars, F

# Some More Examples

$$x - 2y = 0$$
  
 $x + y = 6$   
 $x + 2y = 2$   
 $x - y = 2$   
 $y = 1$   
 $x + y = 4$   
 $2x - 2y = 4$   
 $x + y + z = 2$   
 $x + 2y + z = 3$   
 $2x + 3y + 2z = 5$ 

Solving multiple variables in multiple equations is not easy with graphs

# **Solving Linear Equations**

#### 3. Matrix format

$$1x + 2y = 3$$
  
 $4x + 5y = 6$ 

$$1 2$$

$$4 5$$

$$AX = B$$

So, 
$$X = A^{-1}B$$

Other algebraic methods: Elimination & Substitution

#### **Matrix Transformations**

#### 1. Inverse

4 x 4 square matrix (n equations with n variables)

$$A.A^{-1} = A.A^{-1} = I$$

where,

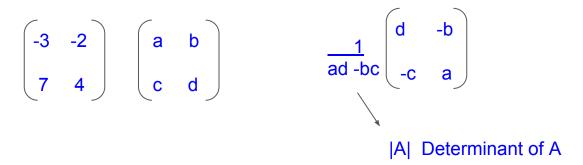
I = Identity Matrix

0 1 0 0

0 0 1 0

0 0 0 1 \rightarrow

a. Finding inverse by Adjoint and Determinants



- b. Finding inverse by Elementary Row Operations
  - More fun way
  - Play around with rows, swap, multiply till you get an identity matrix
  - Do the same operations on an identity matrix, till you get the inverse.

- 2 4 1 07 2 9 -5
- 7 2 9 -5
- 6 11 8 1
- 1 9 3 1

$$2u + v + w = 5$$
  
 $4u - 6v = -2$   
 $-2u + 7v + 2w = 9$ 

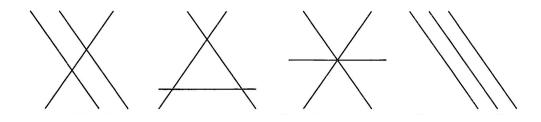
Subtract 2 times the first equation from the second Subtract -1 times thefirst equation from the third Subtract -1 times the second equation from the third

Back substitution to get u and v

#### When can equations be solved?

- a. When for a matrix A, its inverse exists
- b. A unique solution exists
- c. You can perform elimination

# Singular case - No solution exists; Columns are not independent or elimination doesn't work



$$u + v + w = 2$$
  
 $2u + 3w = 5$   
 $3u + v + 4w = 6$ 

$$x + y + z = 2$$
  
 $x + 2y + z = 3$   
 $2x + 3y + 2z = 5$ 

Row 1 & 2 add to 3rd Column 1 & 3 are not independent

If 3u + v + 4w = 7, then a solution was possible