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# 1 Lecture 01 - 方程组的几何解释

$n$  linear equations,  $n$  unknowns

- row picture
- column picture ★
- matrix form

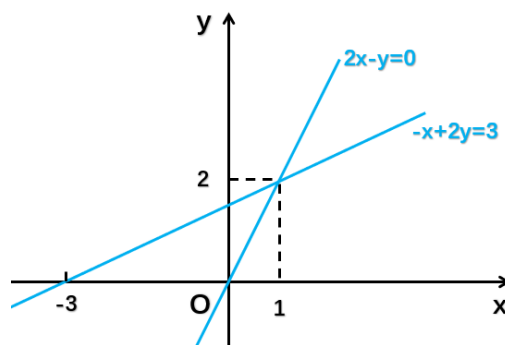
$$\begin{cases} 2x - y = 0 \\ -x + 2y = 3 \end{cases}$$

$$\begin{bmatrix} 2 & -1 \\ -1 & 2 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 3 \end{bmatrix}, \text{ i.e.}$$

$\mathbf{A}$  (matrix of coefficients) =  $\begin{bmatrix} 2 & -1 \\ -1 & 2 \end{bmatrix}$ ,  $\mathbf{x}$  (vector of unknowns) =  $\begin{bmatrix} x \\ y \end{bmatrix}$ ,  $\mathbf{b} = \begin{bmatrix} 0 \\ 3 \end{bmatrix}$ , such that

$$\mathbf{Ax} = \mathbf{b}$$

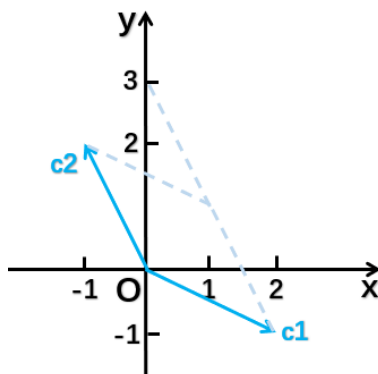
what's the **row** picture?



to find the point that lies on both two lines

what's the **column** picture?

$$x \begin{bmatrix} 2 \\ -1 \end{bmatrix} + y \begin{bmatrix} -1 \\ 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 3 \end{bmatrix}$$



$$1\vec{c}_1 + 2\vec{c}_2 = \vec{b}$$

to find the linear combination of columns of  $\mathbf{A}$ , such that it equals  $\mathbf{b}$

what linear combination gives  $\mathbf{b}$ ?

what do all the linear combinations give?

what are all the possible, achievable right-hand sides be?

$$\begin{cases} 2x - y = 0 & \mathbf{1} \\ -x + 2y - z = -1 & \mathbf{2} \\ -3y + 4z = 4 & \mathbf{3} \end{cases}$$

$\begin{cases} \mathbf{1} \\ \mathbf{2} \\ \mathbf{3} \end{cases}$  : the plot of all the points that solve it are a plane  
 $\begin{cases} \mathbf{2} \\ \mathbf{3} \end{cases}$  : two planes meet at a line  
 $\begin{cases} \mathbf{1} \\ \mathbf{2} \\ \mathbf{3} \end{cases}$  : meet at a point

$$\mathbf{A} = \begin{bmatrix} 2 & -1 & 0 \\ -1 & 2 & -1 \\ 0 & -3 & 4 \end{bmatrix}, \mathbf{b} = \begin{bmatrix} 0 \\ -1 \\ 4 \end{bmatrix}$$

what's the **row** picture?

to find out all the points that satisfy all the equations

what's the **column** picture?

$$x \begin{bmatrix} 2 \\ -1 \\ 0 \end{bmatrix} + y \begin{bmatrix} -1 \\ 2 \\ -3 \end{bmatrix} + z \begin{bmatrix} 0 \\ -1 \\ 4 \end{bmatrix} = \begin{bmatrix} 0 \\ -1 \\ 4 \end{bmatrix}$$

can I always solve  $\mathbf{Ax} = \mathbf{b}$  for every right-hand side  $\mathbf{b}$ ?

do the linear combinations of the columns fill 3-dimensional space?

for this  $\mathbf{A}$ , the answer is **YES** (non-singular, invertible)

but for some others  $\mathbf{A}$ , the answer could be **NO** (singular, not-invertible)

if the 3 columns all lie in the same plane,

so I could solve it for some right-hand sides, when  $\vec{b}$  is in the plane,

but most right-hand sides would be out of the plane and unreachable.

in some case, the combinations of  $\mathbf{n}$  columns can only fill out **m-D** ( $m < n$ )

$$\begin{bmatrix} 2 & 5 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} = 1 \begin{bmatrix} 2 \\ 1 \end{bmatrix} + 2 \begin{bmatrix} 5 \\ 3 \end{bmatrix} = \begin{bmatrix} 12 \\ 7 \end{bmatrix}$$

$\mathbf{Ax}$  means:  $\mathbf{Ax}$  is a combination of columns of  $\mathbf{A}$

## 2 Lecture 02 - 矩阵消元

when solving equations-system,

**Elimination**, if it succeeds, it gets the answer.

It's always good to ask how could it fail.

$$\begin{cases} x + 2y + z = 2 \\ 3x + 8y + z = 12 \\ 4y + z = 2 \end{cases}$$

$$\begin{bmatrix} \text{first-pivot} & 1 & 2 & 1 \\ 3 & 8 & 1 \\ 0 & 4 & 1 \end{bmatrix} \xrightarrow[\text{row}_3 - 0 \times \text{row}_1]{\text{row}_2 - 3 \times \text{row}_1} \begin{bmatrix} 1 & 2 & 1 \\ 0 & \text{second-pivot} & -2 \\ 0 & 4 & 1 \end{bmatrix} \xrightarrow{\text{row}_3 - 2 \times \text{row}_2} \begin{bmatrix} 1 & 2 & 1 \\ 0 & 2 & -2 \\ 0 & 0 & \text{third-pivot} \end{bmatrix}$$

pivots can **NOT** be 0 !

if there is a 0 in the pivot position, then try to switch lines

if 0 is in the pivot position and no place to exchange, then failure

let's bring the right-hand side in (Augmented Matrix)

$$\left[ \begin{array}{ccc|c} 1 & 2 & 1 & 2 \\ 3 & 8 & 1 & 12 \\ 0 & 4 & 1 & 2 \end{array} \right] \rightarrow \left[ \begin{array}{ccc|c} 1 & 2 & 1 & 2 \\ 0 & 2 & -2 & 6 \\ 0 & 4 & 1 & 2 \end{array} \right] \rightarrow \left[ \begin{array}{ccc|c} 1 & 2 & 1 & 2 \\ 0 & 2 & -2 & 6 \\ 0 & 0 & 5 & -10 \end{array} \right] \Rightarrow \begin{cases} x + 2y + z = 2 \\ 2y - 2z = 6 \\ 5z = -10 \end{cases}$$

by back-substitution:  $x = 2, y = 1, z = -2$

"elimination matrices"

$$\begin{bmatrix} \vdots & \vdots & \vdots \\ \text{col}_1 & \text{col}_2 & \text{col}_3 \\ \vdots & \vdots & \vdots \end{bmatrix} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} \phantom{0} \\ \phantom{0} \\ \phantom{0} \end{bmatrix} = 1 \times \text{col}_1 + 2 \times \text{col}_2 + 3 \times \text{col}_3$$

the result of multiplying a matrix by some vectors, is a combination of columns of the matrix

$$\begin{bmatrix} 1 & 2 & 7 \end{bmatrix} \begin{bmatrix} \cdots & \text{row}_1 & \cdots \\ \cdots & \text{row}_2 & \cdots \\ \cdots & \text{row}_3 & \cdots \end{bmatrix} = \begin{bmatrix} \phantom{0} \\ \phantom{0} \\ \phantom{0} \end{bmatrix} = \begin{matrix} 1 \times \text{row}_1 \\ + \\ 2 \times \text{row}_2 \\ + \\ 7 \times \text{row}_3 \end{matrix}$$

the product of a row times a matrix, is a combination of rows of the matrix

when we do matrix multiplication, keep your eye on what it is doing with the whole vectors

what does the matrix, which can subtract  $3 \times \text{row}_1$  from  $\text{row}_2$  look like?

$$\text{i.e. } \begin{bmatrix} ? & ? & ? \\ ? & ? & ? \\ ? & ? & ? \end{bmatrix} \begin{bmatrix} 1 & 2 & 1 \\ 3 & 8 & 1 \\ 0 & 4 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 2 & 1 \\ 0 & 2 & -2 \\ 0 & 4 & 1 \end{bmatrix}$$

$$\begin{bmatrix} ? & ? & ? \\ ? & ? & ? \\ ? & ? & ? \end{bmatrix}$$

$$\xrightarrow{\text{as } R_1 = 1 \times \text{row}_1 + 0 \times \text{row}_2 + 0 \times \text{row}_3} \begin{bmatrix} 1 & 0 & 0 \\ ? & ? & ? \\ ? & ? & ? \end{bmatrix}$$

$$\xrightarrow{\text{as } R_3 = 0 \times \text{row}_1 + 0 \times \text{row}_2 + 1 \times \text{row}_3} \begin{bmatrix} 1 & 0 & 0 \\ ? & ? & ? \\ 0 & 0 & 1 \end{bmatrix}$$

$$\xrightarrow{\text{as } R_2 = -3 \times \text{row}_1 + 1 \times \text{row}_2 + 0 \times \text{row}_3} \begin{bmatrix} 1 & 0 & 0 \\ -3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 \\ -3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} : \text{elementary matrix (初等矩阵)}$$

$\mathbf{E}_{i,j}$  means it's the matrix that we use to fix the (i, j) position

$$\text{e.g. } \begin{bmatrix} ? & ? & ? \\ ? & ? & ? \\ ? & ? & ? \end{bmatrix} \xrightarrow{R_1 = \text{row}_1} \begin{bmatrix} 1 & 0 & 0 \\ ? & ? & ? \\ ? & ? & ? \end{bmatrix} \xrightarrow{R_2 = \text{row}_2} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ ? & ? & ? \end{bmatrix} \xrightarrow{R_3 = \text{row}_3 - 2 \times \text{row}_2} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix} = E_{3,2}$$

in elimination, we can use an elementary matrix to describe the change in each step

the next point in this lecture is to put these steps together, into a matrix that does these steps all in sequence, in another words, how could I create the matrix that does the whole job at once? i.e.

$$\mathbf{E}_{3,2}(\mathbf{E}_{2,1}\mathbf{A}) = \mathbf{U} \iff \boxed{?}\mathbf{A} = \mathbf{U}$$

### Associative Law

$$(\mathbf{AB})\mathbf{C} = \mathbf{A}(\mathbf{BC})$$

permutation(置换):

- exchange rows, e.g.

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

$$\mathbf{P} = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \text{ is to exchange } row_1 \text{ and } row_2$$

- exchange columns, e.g.

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

$$\mathbf{P} = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \text{ is to exchange } col_1 \text{ and } col_2$$

when I multiply a matrix on the left, I am doing row operations

if I want to do column operations, I should put a matrix on the right

if  $\boxed{?}\mathbf{A} = \mathbf{U}$ , then how can I "from  $\mathbf{U}$  back to  $\mathbf{A}$ "?

this is about reversing steps, invertible,  $\dots$

$$\begin{bmatrix} 1 & 0 & 0 \\ -3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}^{-1} = \begin{bmatrix} 1 & 0 & 0 \\ 3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

"what steps can get me back?"

"what matrix can bring me back?"

### 3 Lecture 03 - 乘法和逆矩阵