# Matricies Cheat sheet

### Matricies that will be used

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \ B = \begin{bmatrix} e & f \\ g & h \end{bmatrix}$$

### **Basics**

Naming: Matrix is row by column

Indexing:  $C = \begin{bmatrix} c_{1,1} & c_{1,2} \\ c_{2,1} & c_{2,2} \end{bmatrix}$ 

Multiplication (only possible if A column count = B row count):  $AB = \begin{bmatrix} ae + bg & af + bh \\ ce + dg & cf + dh \end{bmatrix}$ 

Determinant of 2x2:  $\det(A) = ad - bc$ Inverse of 2x2:  $A^{-1} = \frac{1}{\det(A)} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$ 

## **Solving Equations**

A = coefficient matrix

B = constant matrix

### **Inverse Matrix**

$$A^{-1}B = \begin{bmatrix} x \\ y \end{bmatrix}$$

### Gaussian Elimination

Augment A and B, then manipulate so A looks like identity matrix

 $0 \ 0 \dots \ 0 : 0 = infinity$ 

x + 2z = 7; x = 7 - 2z

y - 3z = 4; y = 4 + 3z

For some reason(?) z = a

So solution, (7-2a, 4+3a, a)

#### Cramers Rule

 $X = \frac{1}{\det(A)}$  [Coeff matrix w/ X column swapped for constant]

Same for all other variables

Special Cases:

 $\frac{0}{0} = \text{infinity solutions}$  $\frac{n}{0} = \text{no solutions}$