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#### Introduction to Vectors

- 1.1 Vectors and Linear Combinations
- 1.2 Lengths and Dot Products
- 1.3 Matrices
- 1.3.1 Linear Equations
- 1.3.2 The Inverse Matrix

this part is so hard

1.3.3 Cyclic Differences

### Solving Linear Equations

- 2.1 Vectors and Linear Equations
- 2.2 The Idea of Elimination

#### Second lecture

Elimination

Back substitution

Here, we need to pay attention to the particularity of the matrix

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \times \begin{bmatrix} e & f \\ g & h \end{bmatrix} = \begin{bmatrix} ae + bg & af + bh \\ ce + dg & cf + dh \end{bmatrix}$$
 (2.1)

- 2.3 Elimination Using Matrices
- 2.4 Rules for Matrix Operations
- 2.5 Inverse Matrices
- 2.6 Elimination = Factorization: A = LU
- 2.7 Transposes and Permutations

# Vector Spaces and Subspaces

- 3.1 Spaces of Vectors
- 3.2 The Nullspace of A: Solving Ax = 0
- 3.3 The Rank and the Row Reduced Form
- 3.4 The Complete Solution to Ax = b
- 3.5 Independence, Basis and Dimension
- 3.6 Dimensions of the Four Subspaces

# Orthogonality

- 4.1 Orthogonality of the Four Subspaces
- 4.2 Projections
- 4.3 Least Squares Approximations
- 4.4 Orthogonal Bases and Gram-Schmidt

#### **Determinants**

- 5.1 The Properties of Determinants
- 5.2 Permutations and Cofactors
- 5.3 Cramer's Rule, Inverse, and Volumes

# Elgenvalues and Elgenvectors

- 6.1 Introduction to Eigenvalues
- 6.2 Diagonalizing a Matrix
- 6.3 Applications to Differential Equations
- 6.4 Symmetric Matrices
- 6.5 Positive Definite Matrices
- 6.6 Similar Matrices
- 6.7 Singular Value Decomposition

#### **Linear Transformations**

- 7.1 The idea of a Linear Transformation
- 7.2 The Matrix of a Linear Transformation
- 7.3 Diagonalization and the Pseudoinverse

# **Applications**

- 8.1 Matrices in Engineering
- 8.2 Graphs and Networks
- 8.3 Markov Matrices, Population, and Economics
- 8.4 Linear Programming
- 8.5 Fourier Series: Linear Algebra for Functions
- 8.6 Linear Algebra for Statistics and Probability
- 8.7 Computer Graphics

# Numerical Linear Algebra

- 9.1 Gaussian Elimination in Practice
- 9.2 Norms and Condition Numbers
- 9.3 Iterative Methods and Preconditioners

# Complex Vectors and Matrices

- 10.1 Complex Numbers
- 10.2 Hermitian and Unitary Matrices
- 10.3 The Fast Fourier Transform