MATH 260, Linear Systems and Matrices, Summer I '14 Activity 5: Matrix Inverses

KEY

Warmup: RREF Review

Find the RREF of the following matrix:

$$\begin{bmatrix} 1 & 1 & 1 & 0 \\ 4 & 1 & 0 & 1 \end{bmatrix}$$

$$-4R_{1} + R_{2} \rightarrow R_{2}$$

$$\begin{bmatrix} 1 & 1 & 1 & 0 \\ 0 & -3 & | -4 & 1 \end{bmatrix}$$

$$-\frac{1}{3}R_{2} \rightarrow R_{2}$$

$$\begin{bmatrix} 0 & 1 & | 4/3 & -4/3 \end{bmatrix}$$

$$-R_{2} + R_{1} \rightarrow R_{1}$$

$$\begin{bmatrix} 1 & 0 & | -\frac{1}{3} & \frac{1}{3} \\ 0 & 1 & | 4/3 & -\frac{1}{3} \end{bmatrix}$$

Congratulations! You've found your first matrix inverse.

1 The Identity Matrix and Inverses

Notice that the right-hand side (RHS) of the warmup started as the identity matrix. The warmup exercise could be stated as: [A|I]. Reducing this combined matrix into RREF is the simplest way to find the inverse of a matrix. The inverse of the matrix A is the RHS after getting the left-side into RREF. That is, you start with [A|I] then row reduce to $[I|A^{-1}]$.

a) One trait of the inverse is that the statement: $AA^{-1} = I$. Verify this is true for the warmup.

$$\begin{bmatrix} 1 & 1 \\ 4 & 1 \end{bmatrix} \begin{bmatrix} -1/3 & 1/3 \\ 4/3 & -1/3 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

- b) Another trait if a matrix has an inverse, then its transpose has an inverse. Let's check that:
- (i) Find \mathbf{A}^T . Recall that the transpose is defined as: $[a_{ij}]^T = [a_{ji}]$

$$A^{T} = \begin{bmatrix} 1 & 4 \\ 1 & 1 \end{bmatrix}$$

(ii) Find the inverse of \mathbf{A}^T . Hint: start with the matrix $\begin{bmatrix} A^T | I \end{bmatrix}$

c) Another practice. Obtain the inverse of the following matrix using row operations and RREF.

2 A Use for the Inverse

a) How did we use RREF to find solutions to the matrix-vector equation: $\mathbf{A}\vec{\mathbf{x}} = \vec{\mathbf{b}}$?

- b) If we do the same operations to find a RREF, can't we use the inverse to find an answer too ...?
- (i) Solve the following system by finding the RREF of the augmented matrix:

$$\begin{array}{rcl} x & + & y & = & -1 \\ 4x & + & y & = & -7 \end{array}$$

$$\begin{bmatrix} 1 & 1 & 1 & -1 \\ 4 & 1 & 1 & -7 \end{bmatrix} \rightarrow \cdots \rightarrow \begin{bmatrix} 1 & 0 & 1 & -2 \\ 0 & 1 & 1 & 1 \end{bmatrix}$$

(ii) Now multiply the inverse you found in the warmup by $\vec{\bf b} = \begin{bmatrix} -1 \\ -7 \end{bmatrix}$

$$\begin{bmatrix} -1/3 & 1/3 \\ 4/3 & -1/3 \end{bmatrix} \begin{bmatrix} -1 \\ -7 \end{bmatrix} = \begin{bmatrix} -2 \\ 1 \end{bmatrix}$$

c) Consider your results and write down observations. Here's a little guidance... Left multiply each side of the equation $A\vec{x} = \vec{b}$ by A^{-1} and compare to answers you've obtained so far...

$$A^{-1}A\stackrel{>}{\times} = A^{-1} \stackrel{\leftarrow}{\mathsf{t}}$$

$$\stackrel{>}{\times} = A^{-1} \stackrel{\leftarrow}{\mathsf{t}}$$

So you can solve a system by finding A's
then multiply by right hand side vector to.

3 More Solutions...

a) Use the algorithm we discussed to find the inverse of the matrix:

$$\mathbf{M} = \begin{bmatrix} 3 & 0 & 3 \\ -1 & 2 & 1 \\ 1 & 1 & 2 \end{bmatrix}$$

b) What happened? Based on your exploration in Section 2, if this matrix described a system, do you think it has a unique answer? Justify your answer.

Since can't reduce left to I

there isn't a unique solution. If there
is a unique solution, $\dot{\chi} = M^{-1}\dot{b}$. So the

System must have either infinitely

many or no solutions.

4 Challenge

For what value(s) a, b and c make each of the following matrices invertible. If no such constant exists, say so and explain why.

$$\mathbf{A} = \begin{bmatrix} 1 & 0 & a \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\mathbf{B} = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 0 \\ b & b & b \end{bmatrix}$$

$$\mathbf{C} = \begin{bmatrix} 1 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & c & 0 \end{bmatrix}$$

a can be any #; can

use row op.

-aR3+ e, → R,

to reduce

to I.

b can't be
anything, since
row op. S
-b R, +R3 > R3
-b Rz+R3 > R3
makes
bottom row

all 0's.

c≠ 1, otherwise 1st and 3rd row concel and you can't get I.