# Matrix Addition and Multiplication

By Sebastian Capuyan

#### What is a Matrix?

- -A Matrix is a two dimensional array of numbers, expressions, or symbols.
- -Matrix size is always denoted by "rows x columns."
- -The Matrix below would be considered a 2x4 Matrix.
- -The defined sets of rows and columns can be used to identify specific elements within the matrix.

$$A = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \end{bmatrix}$$

# **Identify Elements in Matrix**

- -To identify the element in the matrix we often say first the row that the element is in and then the column that the element is in.
- -For example "2" would be 1st row, 2nd column.
- -For example "8" would be 2nd row, 4nd column.

$$A = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \end{bmatrix}$$

#### **Matrix Addition**

- One of the simplest operations performed on Matrices (plural of Matrix).
- -Before adding two Matrices, check if they are of the same size (same amount of rows and columns).
- -Matrix addition is undefined for adding two matrices of different sizes.
- -The definition of matrix addition is...

Let  $\mathbf{A} = [a_{ij}]$  and  $\mathbf{B} = [b_{ij}]$  be  $m \times n$  matrices. The *sum* of  $\mathbf{A}$  and  $\mathbf{B}$ , denoted by  $\mathbf{A} + \mathbf{B}$ , is the  $m \times n$  matrix that has  $a_{ij} + b_{ij}$  as its (i, j)th element. In other words,  $\mathbf{A} + \mathbf{B} = [a_{ij} + b_{ij}]$ .

(From Discrete Math and Its Applications)

# **Example of Addition**

- -Though the definition may sound wordy, Matrix addition is quite simple!
- -Just add the two elements from each matrix that share the same spot.
- -This is why only Matrices of equal size may be added together.

$$\begin{bmatrix} 1 & 0 & -1 \\ 2 & 2 & -3 \\ 3 & 4 & 0 \end{bmatrix} + \begin{bmatrix} 3 & 4 & -1 \\ 1 & -3 & 0 \\ -1 & 1 & 2 \end{bmatrix} = \begin{bmatrix} 4 & 4 & -2 \\ 3 & -1 & -3 \\ 2 & 5 & 2 \end{bmatrix}.$$

# **More Examples of Addition**

$$\left[\begin{array}{ccc} 4 & 5 & 7 \\ 2 & 1 & 0 \\ -1 & -2 & 1 \end{array}\right] + \left[\begin{array}{cccc} 2 & 3 & 0 \\ 8 & 9 & 5 \\ 1 & 1 & 7 \end{array}\right] = \left[\begin{array}{cccc} 6 & 8 & 7 \\ 10 & 10 & 5 \\ 0 & -1 & 8 \end{array}\right]$$

$$\left[\begin{array}{cccc} 3 & 3 & 2 \\ 11 & 15 & 23 \\ -12 & 4 & 4 \end{array}\right] + \left[\begin{array}{cccc} 2 & 3 & 9 \\ 1 & 6 & 10 \\ 11 & 7 & 11 \end{array}\right] = \left[\begin{array}{ccccc} 5 & 6 & 11 \\ 12 & 21 & 33 \\ -1 & 11 & 15 \end{array}\right].$$

#### **Matrix Multiplication**

- A bit more complex...
- -The basic definition of matrix multiplication is...

Let **A** be an  $m \times k$  matrix and **B** be a  $k \times n$  matrix. The *product* of **A** and **B**, denoted by **AB**, is the  $m \times n$  matrix with its (i, j)th entry equal to the sum of the products of the corresponding elements from the *i*th row of **A** and the *j*th column of **B**. In other words, if  $\mathbf{AB} = [c_{ij}]$ , then

$$c_{ij} = a_{i1}b_{1j} + a_{i2}b_{2j} + \dots + a_{ik}b_{kj}.$$

(From Discrete Math and Its Applications)

#### Matrix Multiplication (cont.)

- -That explanation is a bit complicated to understand so let's break it down.
- -Matrices can only be multiplied if the number of columns of the first matrix matches the number of rows from the second matrix.
- -One example would be that you could multiply a 2x3 matrix by a 3x5 matrix, but not a 3x2 matrix by a 3x5 matrix.
- -This property makes matrix multiplication noncommutative unlike addition.
- -This means that the order in which you multiply matrices matter.
- -One example would be that you can not multiply a 3x5 matrix by a 2x3 matrix, although you could multiply them if your switch the order.

In general, for matrices A and B, AB # BA.

In fact, AB may be defined, while BA is undefined.

$$AB = \begin{bmatrix} 2 & 1 \\ 1 & 4 \end{bmatrix} \begin{bmatrix} 1 & 2 & 0 \\ 0 & 1 & 2 \end{bmatrix} = \begin{bmatrix} 2 & 5 & 2 \\ 1 & 6 & 8 \end{bmatrix}$$

$$2 \times 2 \quad 2 \times 3 \quad 2 \times 3$$

$$BA = \begin{bmatrix} 1 & 2 & 0 \\ 0 & 1 & 2 \end{bmatrix} \begin{bmatrix} 2 & 1 \\ 1 & 4 \end{bmatrix}$$
 undefined 
$$2 \times 3 \quad 2 \times 2$$

(From MathBootCamps)

# Matrix Multiplication (cont.)

- -The resultant matrix from multiplying two matrices has the number of rows from the first matrix and the number of columns from the second matrix.
- -For example multiplying a 2x3 matrix by a 3x5 matrix will give a 2x5 matrix.
- -Another example would be multiplying a 3x4 matrix by a 4x5 matrix will give a 3x5 matrix.

#### **How to Multiply Matrices**

Best shown in an example...

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \cdot \begin{bmatrix} 7 & 8 \\ 9 & 1 \\ 2 & 3 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \cdot \begin{bmatrix} 7 & 8 \\ 9 & 1 \\ 2 & 3 \end{bmatrix} = \begin{bmatrix} (1) \cdot (7) + (2) \cdot (9) + (3) \cdot (2) & (1) \cdot (8) + (2) \cdot (1) + (3) \cdot (3) \\ (4) \cdot (7) + (5) \cdot (9) + (6) \cdot (2) & (4) \cdot (8) + (5) \cdot (1) + (6) \cdot (3) \end{bmatrix} = \begin{bmatrix} 31 & 19 \\ 85 & 55 \end{bmatrix}$$
(From eMathHelp)

#### Application of Matrix Addition/Multiplication in the World

- -Physics.
- -In physics, matrices are used to represent vectors as individual components (x, y, and z).
- -Vectors are things such as force, position, velocity, acceleration, etc.



#### Application of Matrix Addition/Multiplication in the World

- -Computer Science
- -In Computer Science, matrices are often represented as a 2D array.
- -2D arrays can be used to store data such as numbers or values.
- -Can even be used to represent vectors from physics in order to simplify matrix addition and multiplication without doing the work by hand.

	Col1	Col2	Col3	Col4	•••
Row1	Arr[0][0]	Arr[0][1]	Arr[0][2]	Arr[0][3]	
Row2	Arr[1][0]	Arr[1][1]	Arr[1][2]	Arr[1][3]	
Row3	Arr[2][0]	Arr[2][1]	Arr[2][2]	Arr[2][3]	
Row4	Arr[3][0]	Arr[3][1]	Arr[3][2]	Arr[3][3]	
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(From Geeks4Geeks)

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# Thank You!