Inverse

- ightharpoonup inv(A) returns the inverse matrix A^{-1}
- ► Julia will issue an error if
 - A is not square
 - A is not invertible
- lacktriangle you can solve square set of linear equations Ax=b, with invertible A, using

```
b = rand(5,1)
A = rand(5,5)
x = inv(A)*b
norm(A*x-b) # check residual
but there is a better way, using backslash
```

Pseudo-inverse

- ightharpoonup for a $m \times n$ matrix A, pinv(A) will return the $n \times m$ pseudo-inverse
- ▶ if *A* is square and invertible
 - pinv(A) will return the inverse A^{-1}
- ightharpoonup if A is tall with linearly independent columns
 - pinv(A) will return the left inverse $(A^TA)^{-1}A^T$
- ▶ if A is wide with linearly independent rows
 - pinv(A) will return the right inverse $A^T(AA^T)^{-1}$
- \blacktriangleright in other cases, pinv(A) returns an $m \times n$ matrix, but
 - it is not a left or right inverse of A
 - what it is is beyond the scope of this class

The backslash operator

- ightharpoonup given A and b, the $\$ operator solves the linear system Ax=b for x
- lacktriangle for a m imes n matrix A and a m-vector b, A lacktriangle returns a n-vector x
- ightharpoonup if A is square and invertible
 - $-x = A^{-1}b$
 - the unique solution of Ax = b
- ▶ if A is tall with linearly independent columns
 - $-x = (A^T A)^{-1} A^T b$
 - the least squares approximate solution of Ax = b
- ▶ if *A* is wide with linearly independent rows
 - $-x = A^T (AA^T)^{-1}b$
 - x is the least norm solution of Ax = b
- ▶ in other cases, A\b returns an n-vector x, but what it means is beyond the scope of this class
- uses a factor and solve method similar to QR

Solving matrix systems with backslash

- ightharpoonup solve matrix equation AX=B for X, with A square
- with $X=[x_1\cdots x_k]$, $B=[b_1\cdots b_k]$, same as solving k linear systems

$$Ax_1 = b_1, \dots, Ax_k = b_k$$

- \triangleright X = A\B solves the system, doing the right thing:
 - factor A once (order n^3)
 - back substitution to get $x_i = A^{-1}b_i$, i = 1, ..., k (order kn^2)