

# Why does this formula work?

$$\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix}^{-1}$$

$$C_{11} = ei - hf \quad [(m-1) \text{ entries}]$$

$\det A \rightarrow$  product of  $n$  entries.

$C^T \rightarrow$  product of  $n-1$  entries

Check  $\div$

$$AA^{-1} = I$$

$$AC^T = \det(A) \cdot I$$

$$\begin{bmatrix} a_{11} & \dots & a_{1m} \\ a_{21} & \dots & a_{2m} \\ \vdots & & \vdots \\ a_{m1} & \dots & a_{mm} \end{bmatrix} \begin{bmatrix} C_{11} & \dots & C_{m1} \\ C_{12} & & C_{m2} \\ \vdots & & \vdots \\ C_{1m} & & C_{mm} \end{bmatrix} = \begin{bmatrix} \det A & 0 & \dots & 0 \\ 0 & \det A & & 0 \\ \vdots & & \ddots & \vdots \\ 0 & \dots & 0 & \det A \end{bmatrix}$$

$$(\det A)_{11} = a_{11}C_{11} + a_{12}C_{12} + \dots + a_{1m}C_{1m}$$

For  $(2,2)$  position =  $(\det A)_{22}$  [Similar for  $(m,m)$ ]

# Why are off-diagonal elements zero?

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix}^{-1} = \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

$As = \begin{bmatrix} a & b \\ a & b \end{bmatrix} \rightarrow$  we are doing something similar to  $|As|$

# [Look at book]

$$|A_s| = ab - ba$$

$$|A_s| = 0$$

This is what's happening in row x column.

$$\therefore a_{11}c_{11} + a_{12}c_{12} + \dots + a_{1n}c_{1n}$$

is similar to taking determinant of a screwed up matrix with values identical first and last rows.

$\therefore$  We proved the inverse formula.

# Second application is to

$$Ax = b$$

$$\# x = A^{-1} b$$

$$x = \frac{1}{\det A} C^T b$$

# CRAMER'S RULE :

$$x_1 = \frac{\det B_1}{\det A} \quad \left[ \begin{array}{l} \text{we are multiplying cofactors w} \\ \text{(product cofactor rule). We set} \\ \text{11 of some matrix } B_1 \end{array} \right]$$

$$x_2 = \frac{\det B_2}{\det A} \quad \dots \quad x_j = \frac{\det B_j}{\det A}$$

$$B_1 = \begin{bmatrix} | & n-1 & | \\ b & \text{columns} & \\ | & \text{of} & \\ & A & \end{bmatrix}$$

$\left\{ \begin{array}{l} A \text{ with column 1 \& } \\ \text{with R.H.S} \end{array} \right\}$

#  $B_i = A$  with column  $i$  replaced by  $b$ .

# Try to use elimination instead of both these formulas.

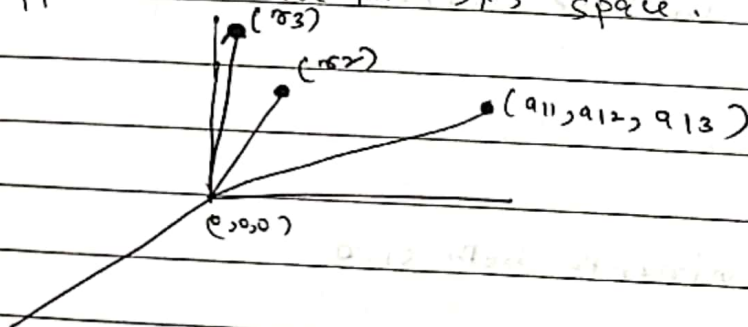
(more computation time)

# Third Application =

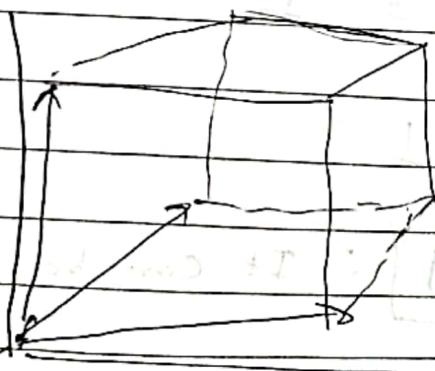
$\det A = \text{Volume of box}$

which box?

Suppose we are in  $3 \times 3$  space.



The rows are co-ordinates of edge of box. (parallelepiped)



This volume is given by the determinant.



Sign of determinant will tell right-handed box or left-handed box (cyclic order).

≠  
Special case

$$A = I$$

In this case points are  $(1,0,0)$ ,  $(0,1,0)$ ,  $(0,0,1)$   
In this case we have unit cube.

Now suppose :

$$A = Q \text{ (orthogonal matrix - orthonormal columns)}$$

$$\det A = \det A^T \text{ (we can take columns or rows)}$$

∴ For

We will again have a cube unit.

But it will be turned in space.

$$Q^T Q = I$$

Take determinants both side.

$$\det(Q^T Q) = \det I$$

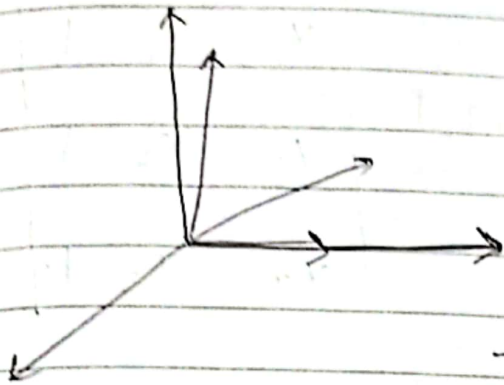
$$\det |Q^T| |Q| = 1$$

$$|Q|^2 = 1$$

$$\boxed{|Q| = \pm 1} \therefore \text{It can be } 1 \text{ or } -1.$$

[∴ For cubes determinant equals volume]

¶ For non-cubes =



Suppose we double the edge of the cube. Volume also doubles.



If we double first row of matrix, determinant also doubles.

[Rule 3(a)]

Volume satisfies rule 3(a)

$|\det A| = \text{Volume of box}$

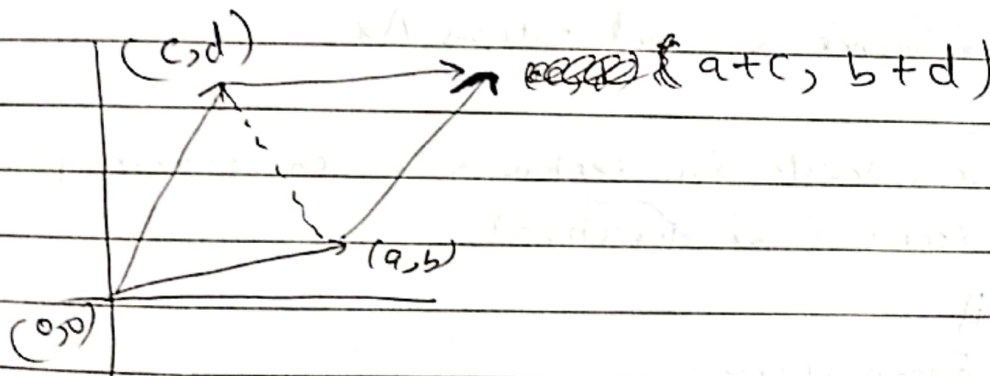
Properties

Prop 3(b) =

$\left\{ \begin{array}{l} 1^{\checkmark}, 2^{\checkmark}, 3^{\checkmark} \\ \text{(abs)} \end{array} \right\}$

Consider  $2 \times 2$

$$\begin{vmatrix} a+a' & b+b' \\ c & d \end{vmatrix} = \begin{vmatrix} a & b \\ c & d \end{vmatrix} + \begin{vmatrix} a' & b' \\ c & d \end{vmatrix}$$

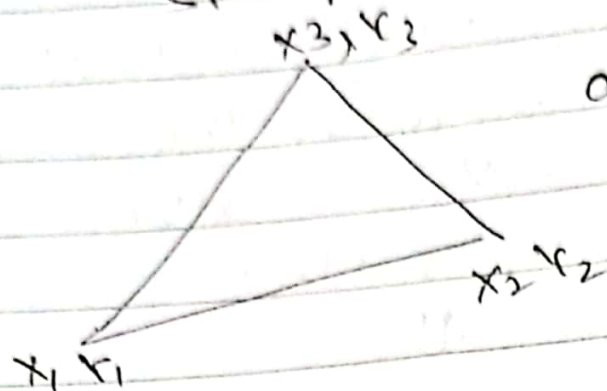


$$\text{area} = \det \begin{bmatrix} a & b \\ c & d \end{bmatrix} = ad - bc$$

$$\text{For } |A| = \frac{1}{2}(ad - bc)$$

(140)

Suppose triangle does not  
start from origin.



$$\text{area} = \frac{1}{2}$$

$$\begin{vmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ x_3 & y_3 & 1 \end{vmatrix} = \underline{4}$$

##

Note :-

We might perform  $x_2 \rightarrow x_2 - x_1$  and  $x_3 \rightarrow x_3 - x_1$   
to Killone's. This is similar to shifting  
the triangle to origin.