and since each row (and column) sums to the same number, this common value (the *magic sum*) is

$$\frac{n(n^2+1)}{2}.$$

It is easy to see that there are no normal magic squares for $n = 2$. For $n = 3$, the magic sum is 15, for $n = 4$, it is 34, and for $n = 5$, it is 65.

In the case $n = 3$, we have the additional condition that the rows and columns add up to 15, so we end up with a solution parametrized by two numbers $x_1, x_2$; namely,

$$\begin{pmatrix} x_1 + x_2 - 5 & 10 - x_2 & 10 - x_1 \\ 20 - 2x_1 - x_2 & 5 & 2x_1 + x_2 - 10 \\ x_1 & x_2 & 15 - x_1 - x_2 \end{pmatrix}.$$

Thus, in order to find a normal magic square, we have the additional inequality constraints

$$\begin{aligned} x_1 + x_2 &> 5 \\ x_1 &< 10 \\ x_2 &< 10 \\ 2x_1 + x_2 &< 20 \\ 2x_1 + x_2 &> 10 \\ x_1 &> 0 \\ x_2 &> 0 \\ x_1 + x_2 &< 15, \end{aligned}$$

and all 9 entries in the matrix must be distinct. After a tedious case analysis, we discover the remarkable fact that there is a unique normal magic square (up to rotations and reflections):

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

It turns out that there are 880 different normal magic squares for $n = 4$, and $275, 305, 224$ normal magic squares for $n = 5$ (up to rotations and reflections). Even for $n = 4$, it takes a fair amount of work to enumerate them all! Finding the number of magic squares for $n > 5$ is an open problem!

## 8.14 Elementary Matrices and Columns Operations

Instead of performing elementary row operations on a matrix $A$, we can perform elementary columns operations, which means that we multiply $A$ by elementary matrices on the *right*. As elementary row and column operations, $P(i, k)$, $E_{i,j;\beta}$, $E_{i,\lambda}$ perform the following actions: