

Matrix Algebra

Definition:

A matrix is a set of numbers arranged in rows and columns to form a rectangular array

Matrices provide a convenient notation for displaying and manipulating data in tabular form.

The basis for spreadsheets

Arrays are extensive in programming

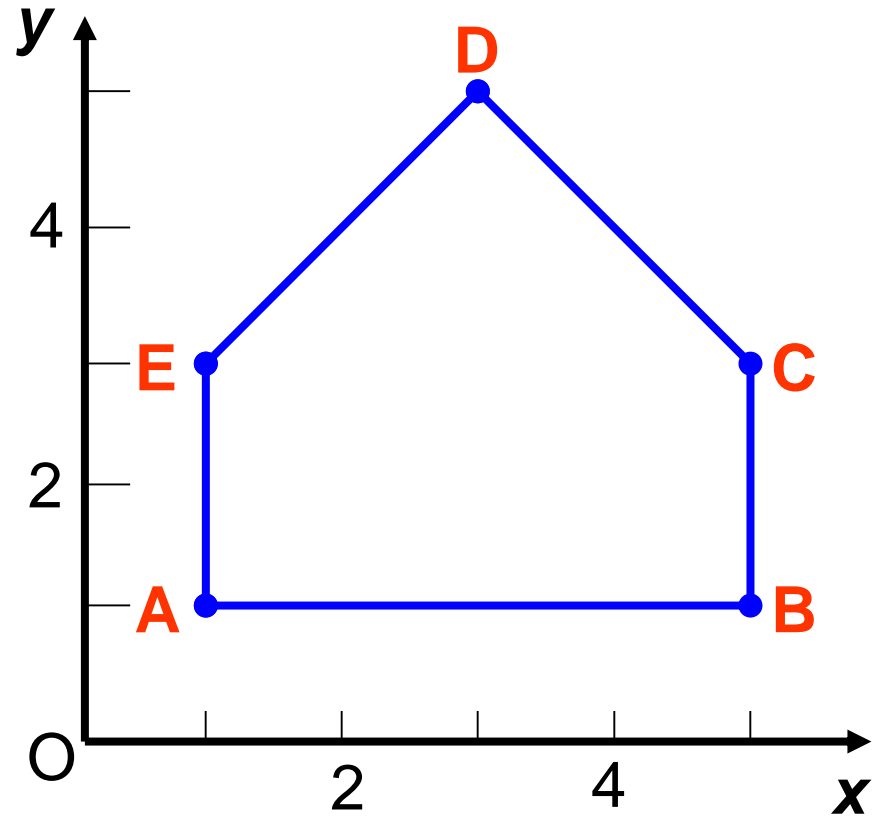
Example 1 Co-ordinates of vertices: $A(1,1)$, $B(5,1)$, $C(5,3)$
 $D(3,5)$, $E(1,3)$

Points Matrix:

$$\underline{P} = \begin{bmatrix} 1 & 1 \\ 5 & 1 \\ 5 & 3 \\ 3 & 5 \\ 1 & 3 \end{bmatrix} \begin{array}{l} \leftarrow \text{Vertex A} \\ \leftarrow \text{Vertex B} \\ \leftarrow \text{Vertex C} \\ \leftarrow \text{Vertex D} \\ \leftarrow \text{Vertex E} \end{array}$$

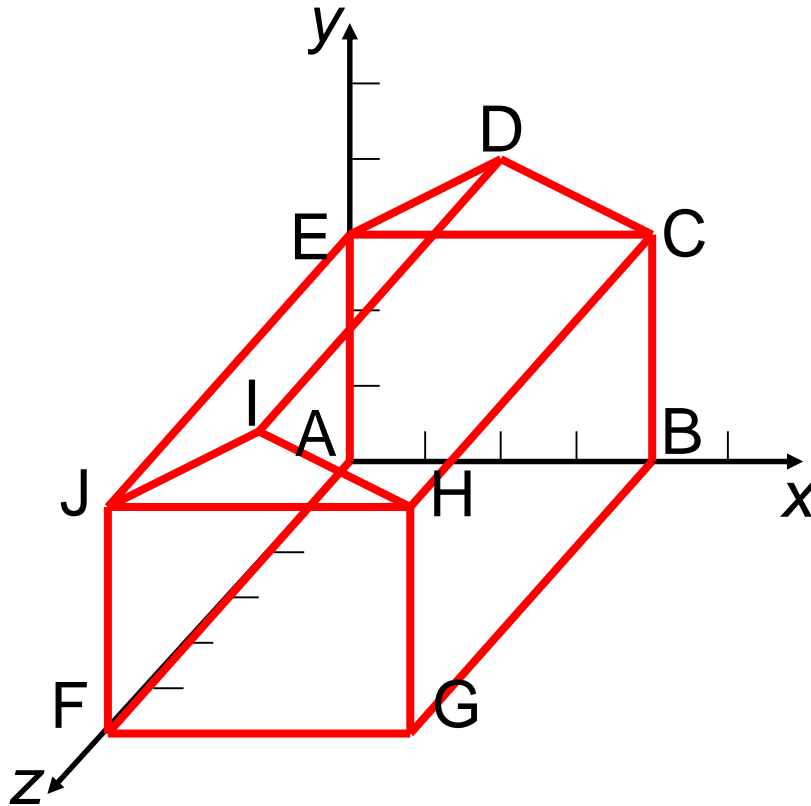
$\uparrow \quad \uparrow$
 $x \quad y$

5 rows and 2 columns



10 rows and 3 columns

Example 2



$$\underline{P} = \begin{bmatrix} 0 & 0 & 0 \\ 4 & 0 & 0 \\ 4 & 3 & 0 \\ 2 & 4 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 6 \\ 4 & 0 & 6 \\ 4 & 3 & 6 \\ 2 & 4 & 6 \\ 0 & 3 & 6 \end{bmatrix}$$

$\uparrow \quad \uparrow \quad \uparrow$
 $x \quad y \quad z$

Special Matrices

When the rows and columns of a matrix \underline{A} are interchanged the resulting matrix is called the *transpose*

The transpose of \underline{A} is denoted by \underline{A}' or \underline{A}^T or \underline{A}^t

Example 3

$$\underline{A} = \begin{bmatrix} 1 & 6 & 3 \\ -1 & 2 & 4 \end{bmatrix} \quad \text{then} \quad \underline{A}^T = \begin{bmatrix} 1 & -1 \\ 6 & 2 \\ 3 & 4 \end{bmatrix}$$

(2×3) (3×2)

The transpose of a symmetric matrix is the same matrix

Matrix Operations

Scalar Multiplication:

If \underline{A} is a matrix and k is a scalar, then the matrix $k\underline{A}$ is obtained by multiplying each element of \underline{A} by k

Example

$$\underline{A} = \begin{bmatrix} 1 & 0 & -2 \\ 2 & 3 & -5 \\ 0 & 4 & 6 \end{bmatrix}$$

$$3\underline{A} = \begin{bmatrix} 3 \times 1 & 3 \times 0 & 3 \times (-2) \\ 3 \times 2 & 3 \times 3 & 3(-5) \\ 3 \times 0 & 3 \times 4 & 3 \times 6 \end{bmatrix} = \begin{bmatrix} 3 & 0 & -6 \\ 6 & 9 & -15 \\ 0 & 12 & 18 \end{bmatrix}$$

Addition and Subtraction:

To ***add*** or ***subtract*** two matrices - must have the same order

$$\underline{A} = \begin{bmatrix} 2 & 5 & -1 & 4 \\ 1 & -3 & 3 & 2 \end{bmatrix}, \quad \underline{B} = \begin{bmatrix} 3 & -2 & 7 & 0 \\ 0 & 6 & 1 & 0 \end{bmatrix}$$

A and B are of the same order, i.e. (2×4)

A + B, add corresponding elements of A and B

$$\underline{A} + \underline{B} = \begin{bmatrix} 2+3 & 5+(-2) & -1+7 & 4+0 \\ 1+0 & -3+6 & 3+1 & 2+0 \end{bmatrix} = \begin{bmatrix} 5 & 3 & 6 & 4 \\ 1 & 3 & 4 & 2 \end{bmatrix}$$

A - B, subtract corresponding elements of B from A

$$\underline{A} - \underline{B} = \begin{bmatrix} 2-3 & 5-(-2) & -1-7 & 4-0 \\ 1-0 & -3-6 & 3-1 & 2-0 \end{bmatrix} = \begin{bmatrix} -1 & 7 & -8 & 4 \\ 1 & -9 & 2 & 2 \end{bmatrix}$$

Matrix Multiplication

Not all combinations of matrices can be multiplied
Check the dimensions before attempting multiplication

Number of columns of A must equal number of rows of B
(otherwise A x B is not defined)

Write down dimensions, inner numbers must match

$$\begin{array}{ccc} \underline{A} & \underline{B} & \underline{A} \times \underline{B} \\ (m \times n) & (n \times p) & (m \times p) \end{array}$$

The element in *row i* and *column j* of AB is obtained
by forming the product of *row i* of A and *column j* of B

Note: AB = BA is **not** usually true

Don't usually include multiplication symbol

Matrix Multiplication

$$\begin{array}{c} \begin{bmatrix} 1 & -2 & 4 \end{bmatrix} \\ (1 \times 3) \end{array} \begin{array}{c} \begin{bmatrix} -2 \\ 1 \\ 3 \end{bmatrix} \\ (3 \times 1) \end{array} = \begin{array}{c} \begin{bmatrix} 1 \times (-2) + (-2) \times 1 + 4 \times 3 \end{bmatrix} \\ (1 \times 1) \end{array} = \begin{array}{c} \begin{bmatrix} 8 \end{bmatrix} \\ (1 \times 1) \end{array}$$

$$\begin{array}{c} \begin{bmatrix} 1 & -2 & 4 & 0 \end{bmatrix} \\ (1 \times 4) \end{array} \begin{array}{c} \begin{bmatrix} -2 \\ 1 \\ 3 \end{bmatrix} \\ (3 \times 1) \end{array}$$

4 Cols

3 Rows

Undefined!!!

Inner numbers don't match

Matrix Multiplication

RC

Rows in first matrix multiply columns in second

$$\begin{matrix} [1 & -2 & 4] & \begin{bmatrix} -2 & 1 \\ 1 & 0 \\ 3 & 2 \end{bmatrix} & = & \begin{bmatrix} . & . \end{bmatrix} \\ (1 \times 3) & (3 \times 2) & (1 \times 2) \end{matrix}$$

Inner numbers same

$$\begin{aligned} & [1 \quad -2 \quad 4] \begin{bmatrix} -2 & 1 \\ 1 & 0 \\ 3 & 2 \end{bmatrix} \\ &= [1 \times (-2) + (-2) \times 1 + 4 \times 3 \quad 1 \times 1 + (-2) \times 0 + 4 \times 2] \\ &= [8 \quad 9] \end{aligned}$$

Matrix Multiplication

RC

$$\begin{bmatrix} 1 & -2 & 4 \\ 0 & 3 & 1 \end{bmatrix} \begin{bmatrix} -2 & 1 \\ 1 & 0 \\ 3 & 2 \end{bmatrix} = \begin{bmatrix} \cdot & \cdot \\ \cdot & \cdot \end{bmatrix}$$

$(2 \times 3) \quad (3 \times 2) \quad (2 \times 2)$

$$= \begin{bmatrix} 1 \times (-2) + (-2) \times 1 + 4 \times 3 & 1 \times 1 + (-2) \times 0 + 4 \times 2 \\ 0 \times (-2) + 3 \times 1 + 1 \times 3 & 0 \times 1 + 3 \times 0 + 1 \times 2 \end{bmatrix}$$

$$= \begin{bmatrix} 8 & 9 \\ 6 & 2 \end{bmatrix}$$

To support earlier statement that
 $\underline{A} \times \underline{B} = \underline{B} \times \underline{A}$ is not usually true.....

Matrix Multiplication

RC

Change order of previous multiplication:

$$\begin{bmatrix} -2 & 1 \\ 1 & 0 \\ 3 & 2 \end{bmatrix} \begin{bmatrix} 1 & -2 & 4 \\ 0 & 3 & 1 \end{bmatrix} = \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix}$$

$(3 \times 2) \quad (2 \times 3) \quad (3 \times 3)$

$$= \begin{bmatrix} (-2) \times 1 + 1 \times 0 & (-2) \times (-2) + 1 \times 3 & (-2) \times 4 + 1 \times 1 \\ 1 \times 1 + 0 \times 0 & 1 \times (-2) + 0 \times 3 & 1 \times 4 + 0 \times 1 \\ 3 \times 1 + 2 \times 0 & 3 \times (-2) + 2 \times 3 & 3 \times 4 + 2 \times 1 \end{bmatrix}$$

$$= \begin{bmatrix} -2 & 7 & -7 \\ 1 & -2 & 4 \\ 3 & 0 & 14 \end{bmatrix}$$

Usually $\underline{AB} \neq \underline{BA}$

often different dimensions

Linear Equations & Matrices

$$\begin{cases} x + 2y = 3 \\ -2x + 4y = 1 \end{cases}$$

Pair of ***linear, simultaneous*** equations in ***two*** unknowns

Can be expressed as a ***single*** matrix equation

$$\underline{A} \underline{x} = \underline{b}$$

$$\underline{A} = \begin{bmatrix} 1 & 2 \\ -2 & 4 \end{bmatrix}, \underline{x} = \begin{bmatrix} x \\ y \end{bmatrix}, \underline{b} = \begin{bmatrix} 3 \\ 1 \end{bmatrix}$$

Check:

$$\underbrace{\begin{bmatrix} 1 & 2 \\ -2 & 4 \end{bmatrix}}_{\underline{A}} \underbrace{\begin{bmatrix} x \\ y \end{bmatrix}}_{\underline{x}} = \begin{bmatrix} 1 \times x + 2 \times y \\ -2 \times x + 4 \times y \end{bmatrix} = \begin{bmatrix} x + 2y \\ -2x + 4y \end{bmatrix} = \underbrace{\begin{bmatrix} 3 \\ 1 \end{bmatrix}}_{\underline{b}}$$

Linear Equations & Matrices

$$\begin{cases} 2x + 3y + z = 4 \\ x + 2y + z = 6 \\ 3x - 5y + 2z = -1 \end{cases}$$

$$\underline{A}\underline{x}=\underline{b}$$

$$\underline{A} = \begin{bmatrix} 2 & 3 & 1 \\ 1 & 2 & 1 \\ 3 & -5 & 2 \end{bmatrix}, \underline{x} = \begin{bmatrix} x \\ y \\ z \end{bmatrix}, \underline{b} = \begin{bmatrix} 4 \\ 6 \\ -1 \end{bmatrix}$$

Elimination Methods

$$\begin{cases} x + 2y = 3 & \dots(E1) \\ -2x + 4y = 1 & \dots(E2) \end{cases}$$

As title suggests – we eliminate one of the unknowns

Straightforward method to program

Easily extendable to large systems of equations

Needs careful labelling when more than 2 equations

Objective: Convert the system of equations to *upper-triangular form* and then use *back-substitution*

Back substitution process

These equations are already in upper triangular form:

$$\begin{cases} x + 2y = 3 & \dots(E1) \\ 8y = 4 & \dots(E2) \end{cases}$$

Easy to solve $E2$ for y

$$8y = 4 \quad \dots(E2)$$

$$\text{so } y = \frac{4}{8} = \frac{1}{2}$$

Now substitute y value back into $E1$ and solve for x

$$x + 2y = 3 \quad \dots(E1)$$

$$x + 1 = 3$$

$$\text{i.e. } x = 2$$

So the solution is $x = 2$, $y = \frac{1}{2}$

Back substitution process

$$\begin{cases} x + 2y + 4z = 11 & \dots(E1) \\ 8y + 3z = 10 & \dots(E2) \\ 2z = 4 & \dots(E3) \end{cases}$$

Solve $E3$ for z $2z = 4$ $\dots(E3)$

$$\text{so } z = 2$$

Substitute z value back into $E2$ and solve for y

$$8y + 3z = 10 \quad \dots(E2)$$

$$8y + 6 = 10 \quad \text{so } y = \frac{1}{2}$$

Substitute y, z values back into $E1$ and solve for x

$$x + 2y + 4z = 11 \quad \dots(E1)$$

$$x + 1 + 8 = 11$$

$$\text{i.e. } x = 2$$

So the solution is $x = 2, y = \frac{1}{2}, z = 2$

Gaussian Elimination

$$\begin{cases} x + 2y = 3 & \dots(E1) \\ -2x + 4y = 1 & \dots(E2) \end{cases}$$

Objective: Convert the system of equations to *upper-triangular form* and then use *back-substitution*

Needs careful labelling when more than 2 equations

Rules for Gaussian Elimination:

Permissible operations are:

- Change the order in which the equations are written
- Multiply any equation by non-zero number
- Replace any equation by the sum/difference of a multiple of itself and a multiple of any other equation

Algorithm:

Equation (E_1) used to eliminate **first** unknown from other equations

New second equation used to eliminate **second** unknown from the remaining equations.

Repeat until **last** equation involves only the last unknown

Elimination Methods

$$\begin{cases} x + 2y = 3 & \dots(E1) \\ -2x + 4y = -2 & \dots(E2) \end{cases}$$

Use *E1* to eliminate x from $E2$: $E2 + 2 \times E1$:

$$\begin{aligned} (-2x + 4y) + 2 \times (x + 2y) &= -2 + 2 \times 3 \\ \text{i.e. } 8y &= 4 \end{aligned}$$

Equivalent pair of equations is:

$$\begin{cases} x + 2y = 3 & \dots(E1) \\ 8y = 4 & \dots(E2a) \end{cases}$$

The equations are now in *upper-triangular form* and may be solved by *back-substitution*.

$$\begin{cases} x + 2y = 3 & \dots(E1) \\ 8y = 4 & \dots(E2a) \end{cases}$$

$$(E2a): \quad 8y = 4, \therefore y = \frac{1}{2}$$

Substitute for y in $E1$:

$$x + 2y = 3$$

$$\therefore x + 2 \times \frac{1}{2} = 3$$

$$\text{and } x = 3 - 1 = 2$$

$$\text{Solution: } x = 2, y = \frac{1}{2}$$

In matrix form we reduced the equations from

$$\begin{bmatrix} 1 & 2 \\ -2 & 4 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 3 \\ -2 \end{bmatrix} \quad \text{to} \quad \begin{bmatrix} 1 & 2 \\ 0 & 8 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 3 \\ 4 \end{bmatrix}$$