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# Easy Inverse Test for Assignment 2

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Here's an easy visual test for inverse. The digits remain the same but the signs switch columns.

```
m <- matrix(c(-1, -2, 1, 1), 2,2)
x <- makeCacheMatrix(m)
x$get()
      [,1] [,2]
[1,]   -1   1
[2,]   -2   1

inv <- cacheSolve(x)
inv
      [,1] [,2]
[1,]    1  -1
[2,]    2  -1

> inv <- cacheSolve(x)
getting cached data
> inv
      [,1] [,2]
[1,]    1  -1
[2,]    2  -1
```

(This isn't about discussing mathematics and matrices. It's just an easy visual test using simple integers.)

 **9**  · [flag](#)[Scott McElroy](#) · a month ago 

So basically if the number is negative, you make it positive, and if it's positive, you make it negative. That's the whole trick to the inverse of a matrix?

 **0**  · [flag](#)

Stephen J Maguire Signature Track · a month ago

Ahh, no.

If you let  $\%$  be the symbol for matrix multiplication then  $m\_inv$  is the inverse of  $m$  if  $m \%$   $m\_inv$  is the identity matrix. There are inverses only for square matrices (i.e.  $nrows = ncols$ ). If  $m$  has dimensions  $(a,a)$ , the relevant identity matrix has 1 for  $I[i,i]$  (on the diagonal) and 0 for  $I[i,j]$  when  $i$  is not  $j$  (the off-diagonal entries).

The importance of the identity matrix is that for any  $a$  by  $a$  matrix  $m$ ,  $m \%$   $I = I \%$   $m = m$ . Because  $m \%$   $m\_inv = I$ , you can solve equations like  $A \%$   $B = C$  as  $A = C \%$   $B\_inv$ . (The standard algebra method is  $A \%$   $B = C$  implies that  $A \%$   $B \%$   $B\_inv = C \%$   $B\_inv$  and  $A \%$   $(B \%$   $B\_inv) = A \%$   $I = A$ .)

I took this class a couple of years ago and vaguely remember that we were led to a technique for solving some inversion problems, and were promised that the method would work with the matrices that we were expected to solve. I'm sure there will be a method revealed in time to do the problem. You should probably take a look at the very beginning chapter or two of a Linear Algebra (or Matrix Algebra) class to remind yourself how matrix multiplication works. This is stuff that is covered in high school Algebra II or Pre-Calculus classes.

Good luck.

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[+ Comment](#)Nick Kallfa Signature Track · a month ago

There is a nice and easy formula for the inversion of a 2x2 matrix.

If this is our matrix:  $M = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$

then the formula for computing the inverse is  $\frac{1}{ad - bc} * \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$

and if you remember determinants of a matrix, that formula is the same thing as the following

$\frac{1}{\text{Determinant of } M} * \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$

There are formula for the inverse of a 3x3 and a 4x4 matrix, but trust me you do not want to memorize them. There are easier ways to compute these.

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Alice Townes Signature Track · 18 days ago

This video explains the comment above in long form: <https://www.youtube.com/watch?>

v=CBi8SyXRn1Q

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+ Comment



Al Warren · a month ago

The example I listed was just an easy visual reference using solve(). Numbers and math really didn't have anything to do with it.

↑ 0 ↓ · flag

Nick Kallfa Signature Track · a month ago

Woops I meant to respond to Scott and Steven's comments

↑ 0 ↓ · flag



Al Warren · a month ago

That's ok. But solve() handles all the math for you. It even throws an error if the matrix isn't invertible. Have a look at the docs -

<https://stat.ethz.ch/R-manual/R-devel/library/base/html/solve.html>

Check out the description for the second argument:

*"If missing, b is taken to be an identity matrix and solve will return the inverse of a."*

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Patricia Bohl Signature Track · 25 days ago

thanks a lot, helpful thread for me!!! i overthought a lot, in the end i just took the vector example and did some slight modifications...

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