

Final Lockman Determinant

and its about its applications.

we got : 1) Properties

2) Formula

Now, to use the determinant
(or applicators to use it)

Let pack all this information
into single number.

and that number can give us
formula's for all sorts of
things we've seen calculating
already,

WITHOUT formula's.

Let's take:

— what was A^{-1}

recognise? co-factors? ^②

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

(for two by 2 easy)

\therefore what did I divide by:

— the determinant

\therefore looking for formula where it
has 1 over the determinant.

\Rightarrow times matrix of co-factors.

Big formula for A^{-1} :

cofactor matrix

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

But why is this formula correct?

Let's test other situations:

Let's look at (3x3)

③

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

∴ looking for its inverse

Things with 3 factors go in $\rightarrow \frac{1}{\det A}$,
↑ products of
things with "n-1 (factors)" n entries

products of
n-1 entries

Check: $A^{-1} = \frac{1}{\det A} C^T$

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

But why is this true?

we have:

$$\begin{bmatrix} a_{11} & \dots & a_{1n} \\ \vdots & & \vdots \\ a_{m1} & \dots & a_{mn} \end{bmatrix} \begin{bmatrix} C_{11} & \dots & C_{1n} \\ \vdots & & \vdots \\ C_{m1} & \dots & C_{mn} \end{bmatrix} = \begin{bmatrix} \det A & \dots & 0 \\ \vdots & & \vdots \\ 0 & \dots & \det A \end{bmatrix}$$

multiply by C factor matrix $\cdot T$

usually the 1 coming first that I am in row,
But I have transposed, so those are
co-factors

— those sums are co-factors
of row 1.

What do I get in the (1,1) entry

row 1, with C_{11} co-factors.

what will I get here.

$$a_{11} \times C_{11} + a_{12} \times C_{12} + \dots$$

\Rightarrow sums up to
(Co-factor formula)
for the Det

First row with First Column always give det
But first row with say Col 2 will give you zero
Why?

Reason why answer zero?

⑤

\therefore we really doing: $\det(2 \times 2)$

$$A_5 = \begin{bmatrix} a & b \\ a & b \end{bmatrix}$$

\therefore Co-factor for the determinant is:

— take a , times its co-factor $(b)(\text{1st row})$
+ $b(\text{top row}) \times (a)(\text{Bottom row})$

$$\Rightarrow \det A_5 = ab + b(-a) = 0$$

OK this is 2×2 picture.

~~Smaller (n x n):~~

(6)

Second application:

$$Ax = b$$

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

But now I have a formula for A^{-1}

$$\textcircled{x} \quad x = A^{-1} = \frac{1}{\det A} C^T b \quad \leftarrow \begin{array}{l} \text{multiplying Co factors} \\ \text{by entries of } b. \end{array}$$

Now I have formula for answer
(where we used elimination / Cramer's)

Cramer's Rule a way of looking
at this \textcircled{x} formula.
formula for x .

Let's take x_1 , i.e. the first component
of this formula \textcircled{x}

$$x_j = \frac{\det B_j}{\det A}$$

Cramer realised what matrix it
was, what B_1 and B_2 where.

What is B_1 ? , is matrix that has b in First Column (7)
and rest is A .

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

→ matrix A with Column 1 replaced by right hand side (b)

In general what is B_j

$$B_j = \begin{matrix} A \text{ with Column } j \\ \text{replaced by } b \end{matrix}$$

But is Cramer's rule any good in practice?

→ But this takes forever to compute (ie. to do determinant)
- when you can just do elimination...
But at least we have formula

→ So, advised not to use it.

⇒ mathab won't do it

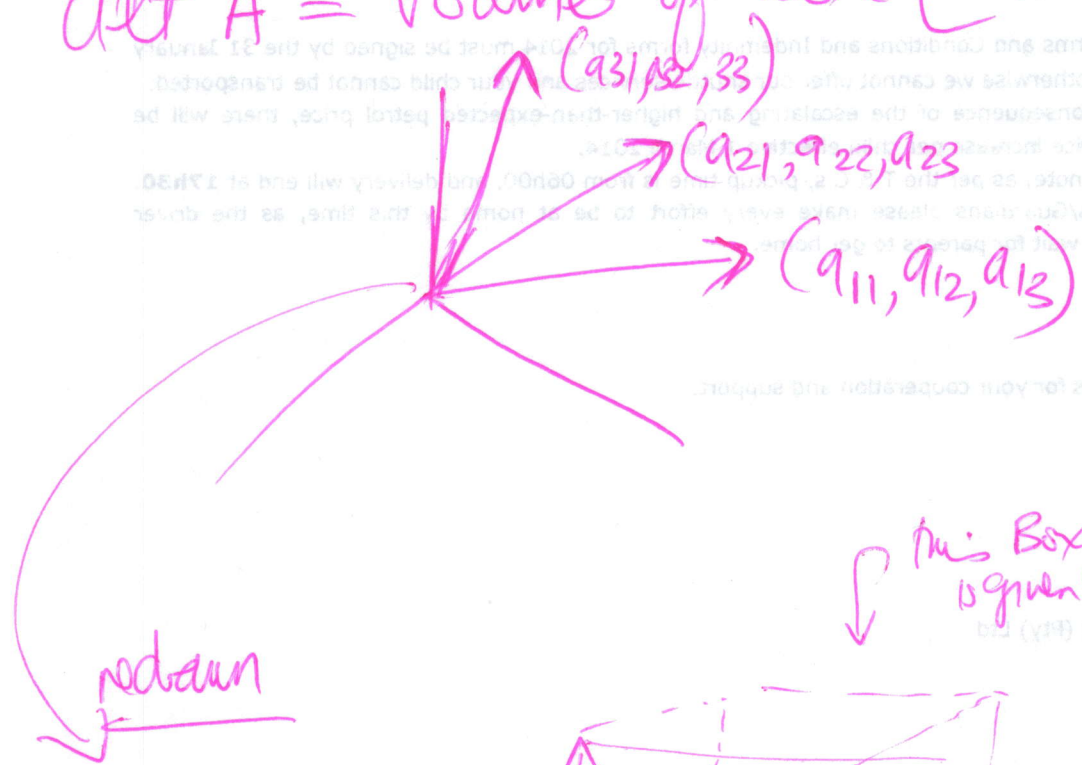
↓ But will use elimination

App/Calc3

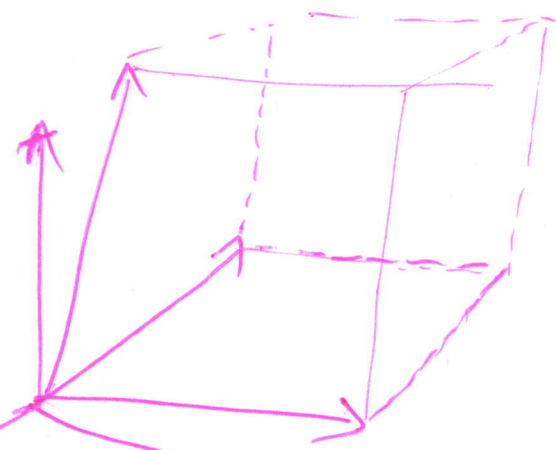
⇒ the determinant gives a volume
 $\therefore |\text{Det}| = \text{volume of something.}$

lets look at special case: (make following case!)

$\det A = \text{volume of Box [which Box?]}$



this Box, whose volume is given by the determinant.



- its that Box, whose volume is given by the determinant.

Is it a right handed box or left handed box. (a)

$$A = I \quad \leftarrow \text{not equal to Volume of box.}$$

then Box is a cube

$$\det = 1.$$

Suppose I have an orthogonal matrix

Now

$$A = Q \quad \left[\begin{array}{c} \text{orthogonal} \\ \text{matrix} \end{array} \right]$$

matrix whose column
were orthonormal.

i.e. Columns were 1
unit vectors.

if shape matrix is an orthogonal matrix
then shape of box, is a cube (as well)

→ How is it different from the I cube?
just rotated. (turned in space)

But is the $\det = 1$?

if we have $A = Q$

$$Q^T Q = I$$

⑩

why is $\det = 1$? or $\neq 1$

take det's of both sides

$$\det Q^T Q = 1 (I)$$

what's the det. of that product.

det of product: $|Q^T| \cdot |Q| = 1$

What's det of Q^T , same as det of Q

Let's push to rectangular Boxes? (non cubes)

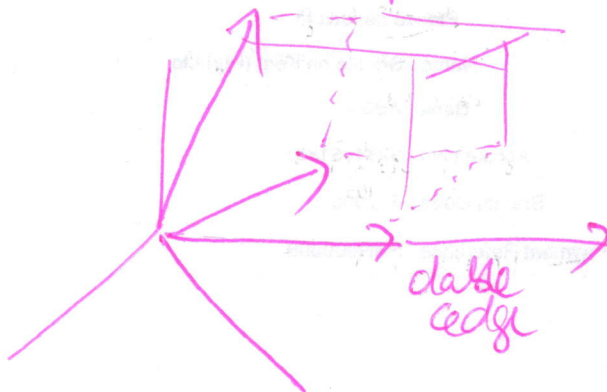
Sketch / double first edge

$$|Q|^2 = 1$$

Let's push this to non cubes
rectangular boxes.

keep 1 and stretch the edges

double the first edge



(10)

- keep the other edges the same?
- what happens to the volume?
- it volume doubles.

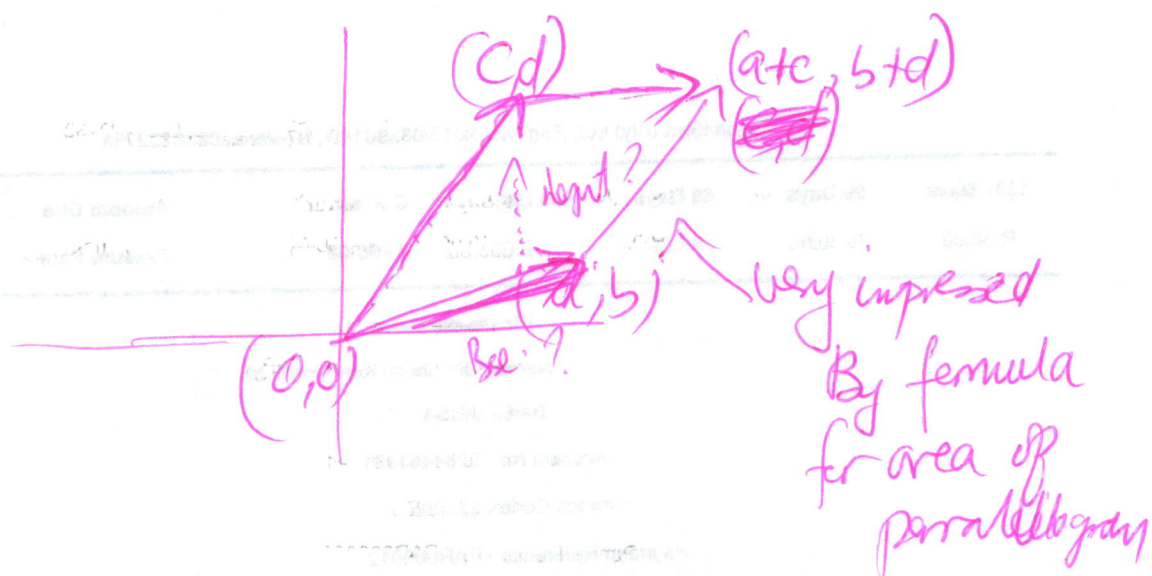
What happens to the det?

- it also doubles (rule 3A)

$|\det A| = \text{Volume of Box}$
 has properties: 1, 2, 3a, 3b.

What's prop 3b:

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



Area of parallelogram: Base \times height
(doesn't nice to do on
graph)

But rather use det

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

No square roots, totally memorable

if you know the coordinates of box, ^{area of volume}
then you have great formula for volume.
- that does not involve any length or
any angle, or any heights
- just involves the coordinates.



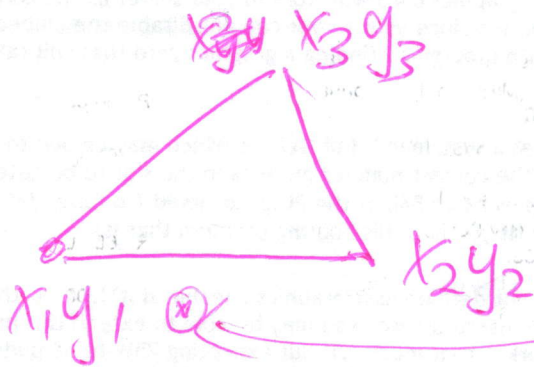
Now we can half box, and get
area of triangle, $\frac{1}{2}$ box \times height.
everyone would say: half
- half fine,
But here, we know the coordinates.

③

we know the vertices

area of triangle = $\frac{1}{2}(ad-bc)$ for triangle.

But if what if triangle did not start at (0,0)



we know area of this @ is zero.

we have any 3 corners.

these 6 numbers must determine the area.

what is the formula:

$$\text{area} = \frac{1}{2} \begin{vmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ x_3 & y_3 & 1 \end{vmatrix}$$