Matrix Operations: Matrix Inversion Using Gauss-Jordan Elimination

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CS5800 Seminar

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Introduction

Matrix inversion

- finding matrix A⁻¹ such that AA⁻¹ (identity matrix) $I_{2} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$
- Inversion is only possible if the determinant of A is nonzero (matrix is invertible)

Introduction

- 2*2 Matrix Inversion:
- Ex.

• A =
$$\begin{pmatrix} 7 & 2 \\ 17 & 5 \end{pmatrix}$$
 -> $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$

• A⁻¹ =
$$\frac{1}{\text{ad-bc}}\begin{pmatrix} d & -b \\ -c & a \end{pmatrix}$$

$$= \frac{1}{7(5)-2(17)} \begin{pmatrix} 5 & -2 \\ -17 & 7 \end{pmatrix}$$

$$=\begin{pmatrix} 5 & -2 \\ -17 & 7 \end{pmatrix}$$

- Matrix Identity:
 - An identity matrix, sometimes called a unit matrix, is a diagonal matrix with all its diagonal elements equal to 1, and zeroes everywhere else.

$$\cdot \begin{pmatrix} 7 & 2 \\ 17 & 5 \end{pmatrix} \begin{pmatrix} 5 & -2 \\ -17 & 7 \end{pmatrix}$$

$$= \begin{pmatrix} 7(5) + 2(-17) & 7(-2) + 2(7) \\ 17(5) + 5(-17) & 17(-2) + 5(7) \end{pmatrix}$$

$$= \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

Why is Matrix Inversion Important?

- Solves linear systems Ax=b
- •A is a matrix representing coefficients.
- •*x* is the vector of unknown variables you want to find.
- •*b* is the vector of known outcomes.

Critical in fields such as

- Engineering (structural analysis, circuit theory).
- Computer graphics (transformations, rendering).
- Data Science (regression analysis, machine learning algorithms).

Gaussian Elimination (Gauss-Jordan Method)

Let's take the matrix:

$$A = \begin{bmatrix} 4 & 7 \\ 2 & 6 \end{bmatrix}$$

Our goal is to find A^{-1} using Gaussian Elimination (Gauss-Jordan Method).

Step 1: Augment A with the Identity Matrix

We create an **augmented matrix** by appending the identity matrix I:

$$\left[\begin{array}{cc|c}4&7&1&0\\2&6&0&1\end{array}\right]$$

We will now apply row operations to transform the **left side into the identity matrix** while the **right side** becomes A^{-1} .

Step 2: Make the First Pivot 1

$$\left[\begin{array}{cc|cc}4&7&1&0\\2&6&0&1\end{array}\right]$$

We want the first pivot (top-left) to be 1. We do this by dividing the first row by 4:

$$R_1 \leftarrow R_1/4$$

$$\left[\begin{array}{cc|c}1 & \frac{7}{4} & \frac{1}{4} & 0\\2 & 6 & 0 & 1\end{array}\right]$$

Step 3: Make the First Column's Second Entry 0

$$\left[\begin{array}{cc|c}1&\frac{7}{4}&\frac{1}{4}&0\\2&6&0&1\end{array}\right]$$

We want to make the 2 in the first column (row 2) into 0. We do this by subtracting 2 times the first row from the second row:

$$R_2 \leftarrow R_2 - 2R_1$$

$$\left[\begin{array}{cc|c} 1 & \frac{7}{4} & \frac{1}{4} & 0 \\ 0 & \frac{10}{4} & -\frac{2}{4} & 1 \end{array}\right]$$

which simplifies to:

$$\left[\begin{array}{cc|c} 1 & \frac{7}{4} & \frac{1}{4} & 0 \\ 0 & \frac{5}{2} & -\frac{1}{2} & 1 \end{array}\right]$$

Step 4: Make the Second Pivot 1

$$\left[\begin{array}{cc|c} 1 & \frac{7}{4} & \frac{1}{4} & 0 \\ 0 & \frac{5}{2} & -\frac{1}{2} & 1 \end{array}\right]$$

We now divide the second row by 5/2 to make the second pivot equal to 1:

$$R_2 \leftarrow R_2 imes rac{2}{5}$$

$$\left[\begin{array}{cc|c} 1 & \frac{7}{4} & \frac{1}{4} & 0 \\ 0 & 1 & -\frac{1}{5} & \frac{2}{5} \end{array}\right]$$

Step 5: Make the Second Column's First Entry 0

$$\left[\begin{array}{cc|c} 1 & \frac{7}{4} & \frac{1}{4} & 0 \\ 0 & 1 & -\frac{1}{5} & \frac{2}{5} \end{array}\right]$$

We now want to eliminate the $\frac{7}{4}$ above the second pivot. We do this by subtracting $\frac{7}{4}$ times the second row from the first row:

$$R_1 \leftarrow R_1 - rac{7}{4}R_2$$

$$\left[\begin{array}{cc|c} 1 & 0 & \frac{3}{5} & -\frac{7}{10} \\ 0 & 1 & -\frac{1}{5} & \frac{2}{5} \end{array}\right]$$

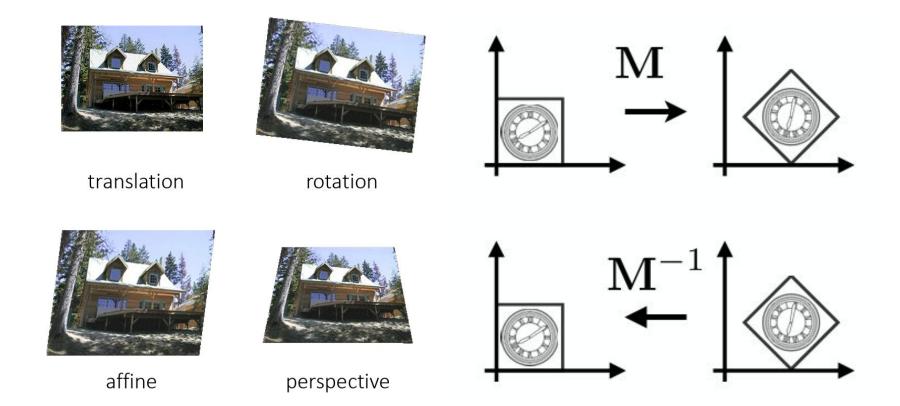
Time complexity: O(n3)

Main Elimination Steps in Gauss–Jordan:

- Scale the Pivot Row so the Pivot Becomes 1
- 2. Zero Out Entries in Column j Above and Below the Pivot.

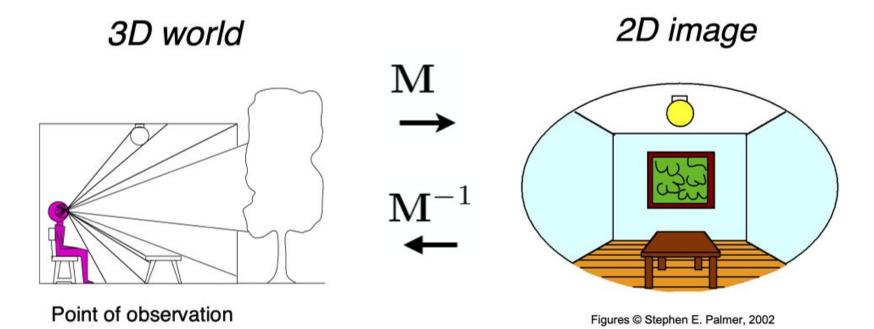
$$A = egin{bmatrix} a_{11} & a_{12} & a_{13} & \dots & a_{1n} \ a_{21} & a_{22} & a_{23} & \dots & a_{2n} \ a_{31} & a_{32} & a_{33} & \dots & a_{3n} \ dots & dots & dots & \ddots & dots \ a_{n1} & a_{n2} & a_{n3} & \dots & a_{nn} \end{bmatrix}$$

Application: Inverse Transform



Inverse Transform

Human Visual Perception: inverting 2d images to 3d space



Inverse Transform

Tesla Self-Driving: inverting more 2d images to 3d space

8 Cameras





3-Dimensional "Vector Space"



Inverse Transform

Bird Eyes View: inverting 2d images to one 2d image

