Recall matrix multiplication:

A
$$m \times p$$

$$B p \times n$$

$$C = AB m \times n$$

$$C_{ij} = \sum_{k=1}^{p} a_{ik} b_{kj}$$

$$B$$

$$\begin{bmatrix} 1 & 1 & 0 \\ 0 & 1 & 2 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} 1 & 3 & 4 \\ 3 & 7 & 8 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 4 & 10 & 12 \\ 3 & 7 & 8 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 7 & 17 & 20 \end{bmatrix}$$

- Block Mutvices

- Matrices whose entries are matrices

- Block Mutrices on multiplied just like ordinary matrices assuming the dimensions match.

$$C_{11} = A_{11} B_{11} + A_{12} B_{21}$$

$$C_{12} = A_{11} B_{12} + A_{12} B_{22}$$

$$C_{21} = A_{21} B_{11} + A_{22} B_{21}$$

$$C_{22} = A_{21} B_{12} + A_{22} B_{22}$$

(3) - rank of a materix = number of linewly independent = number of lineally independent square linear system Ax = b This system has a unique solution <=> rank A = u (=) A is non-singular ET det A + 0 L= A has an i avese A' A=A'=I= Ax= c has a solution for every c 4 Ax = 0 has only the solution x = 0

All eigenvalues of A are non-zero

(4)

det A = \(\Sign & \text{II a; 6;} \)

(*)

G: a permetation of {1,2,..., 4} > {6,15,..., 643

 $sign G = \pm 1 = (-1)^m = \begin{cases} 1 & \text{if } m \text{ is even} \\ -1 & \text{if } m \text{ is odd} \end{cases}$

im is the number of transpositions (switches of neighboring elements) to get of

- This formula does not provide a good way
 - suppose we can compute and sum 109 products per second.
 - T: time required to compute dut A using (*):

1 10⁻⁹ sec 10 0.003 sec 20 77 years 25 0,5 billion years 26 12.7 billion years

(age of universe)

Nonetheless, (*) is a conceptually useful formula. It implies, for example, that the olderminant of a triunguler matrix is the product of the diagonal entries.

Use simple vou operations te reduce to triangular form

operation

multiply a single

switch two rows

Add multiple of some row to another row

Determinant

multiply dot A with &

multiply det A with -1

10 change

det A = det A

det AB = det A det B

det A = product of eigenvalues.

eigenvalues and vectors

eigen = "own"

 $Ax = \lambda x$

X+O

x eigenvector, à corresponding eigenvalue

 $Ax = \lambda x$

 $A \times - \lambda \times = (A - \lambda J) \times = 0$

det (A-ZI) = 0

det (A-2) = (-2)"+ Ed; 2'

charaderistic phynomial of A

- The eigenvalues our roots of the characteristic polynomial
- The eigenvalues of a voul mentix may be complex.
- However, the eigenvalues of a symmetric real matrix are real.

Finding the eigenvalues of a matrix by computing the roots of the characteristic polynomin is not a good way - In fact it's better to go the other companion matrix of $det \begin{bmatrix} d_{n-1} & d_{n-2} & \cdots & d_n & d_n \\ \vdots & \ddots & \ddots & \vdots \\ 0 & \vdots & \ddots & \vdots \\ 0$ = (-1)" (2" - Ed; 2) K One way (a good one!) to find the roots of a polynomial is to compute the eigenvalues of its companion matrix.

- That's exactly what the modelate "roots"

The following result maximizes the ratio utility notoriety

Gershgovin Theorem

Suppose $Ax = \lambda x$ for some $x \neq 0$ Then, for some i

 $|a_{ii} - \lambda| \leq \sum_{j=1}^{n} |a_{ij}|$

- Proof: Suppose max |x; | = 1 = x;

This is the definition of i. We ceen assume this since eigenvectors are determined only up to a constant factor.

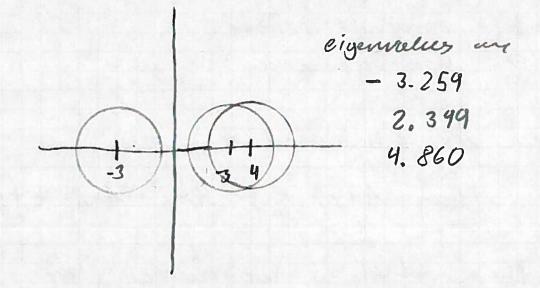
- Then look at the i-th equestion of GX) $\sum_{j=1}^{N} a_{ij} x_{j} = \lambda x_{j} = x_{j}$

 $a_{ij} \times_{i} - \lambda \times_{i} = a_{ij} - \lambda = \sum_{\substack{j=1 \ j \neq i}}^{n} a_{ij} \times_{j}$

1a;;-11 = 2 | a;; | 1 × 1 = 2 | a; j |

(3)

- Gershgovin circles:



Simple fact, but an entire book:

R.S. Vavga, Gevshoorin and His Circles Springer, 2010, ISBN 9783642059285

- Major Principle: The general Solution of a linear problem equals any particular solution plus the general solution of the homogeneous version of that problem.

Illustrate with linear systems

Ax = b original probun Ax = 0 homogeneous version

Suppose $A \times_p = b$ and $A \times_h = 0$ then $A(\times_p + \times_h) = A \times_p + A \times_h = b + 0 = b$

on the other hand, if we have two solutions, x_p and \hat{x}_p of the original problem $Ax_p = A\hat{x}_p = b$ then they differ by a solution of the homogeneous version $A(x_p - \hat{x}_p) = Ax_p - A\hat{x}_p = b - b = 0$

(1)

Many types of matrices. Here are just a few. Assume A is men reed square m=u rectongula m + 4 $i > j \implies a_{ij} = 0$ $i < j \implies a_{ij} = 0$ lower } triangular { symmetric A=AT diagonal i+j => a; =0 triding onel |1-j|>1 => a; =0 upper } Hessenberg { i > j+1 => u; = v lower } Hessenberg { j > i+1 => u; = v orthogonal A-AT m=4 positive definite $x \neq 0 \Rightarrow x^T A \times > 0$ } m = 4negative definite $x \neq 0 \Rightarrow x^T A \times < 0$ full rank rank A = min {m, 43 rank-déficient rank 4 ~ min {m,4} defective: m=n dim span {eigenvectors} < n singular (or non-invetible) 3 m = n see pg 3 non-singula (or invertible)