

# Basics of Linear Algebra: Vectors, Matrices, and More

## 1 Vectors

**Definition 1** (Vector). A vector is an ordered list of numbers (components) representing magnitude and direction in a space. In  $\mathbb{R}^n$ , a vector  $\mathbf{v}$  is written as

$$\mathbf{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}.$$

### 1.1 Vector Operations

- **Addition:** For vectors  $\mathbf{u} = \begin{bmatrix} u_1 \\ u_2 \end{bmatrix}$  and  $\mathbf{v} = \begin{bmatrix} v_1 \\ v_2 \end{bmatrix}$ , the sum is  $\mathbf{u} + \mathbf{v} = \begin{bmatrix} u_1 + v_1 \\ u_2 + v_2 \end{bmatrix}$ .
- **Scalar Multiplication:** For a scalar  $c$  and vector  $\mathbf{v}$ ,  $c\mathbf{v} = \begin{bmatrix} cv_1 \\ cv_2 \end{bmatrix}$ .
- **Dot Product:** For vectors  $\mathbf{u} = \begin{bmatrix} u_1 \\ u_2 \end{bmatrix}$  and  $\mathbf{v} = \begin{bmatrix} v_1 \\ v_2 \end{bmatrix}$ , the dot product is  $\mathbf{u} \cdot \mathbf{v} = u_1v_1 + u_2v_2$ .

**Example 1.** Let  $\mathbf{u} = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$ ,  $\mathbf{v} = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$ , and  $c = 2$ . Compute:

1.  $\mathbf{u} + \mathbf{v} = \begin{bmatrix} 2 + 1 \\ 3 + (-1) \end{bmatrix} = \begin{bmatrix} 3 \\ 2 \end{bmatrix}$ .
2.  $c\mathbf{u} = 2 \begin{bmatrix} 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 4 \\ 6 \end{bmatrix}$ .
3.  $\mathbf{u} \cdot \mathbf{v} = 2 \cdot 1 + 3 \cdot (-1) = 2 - 3 = -1$ .

## 2 Matrices

**Definition 2 (Matrix).** A matrix is a rectangular array of numbers arranged in rows and columns. An  $m \times n$  matrix has  $m$  rows and  $n$  columns, denoted  $A = [a_{ij}]$ , where  $a_{ij}$  is the element in the  $i$ -th row and  $j$ -th column.

### 2.1 Matrix Operations

- **Addition:** For matrices  $A = [a_{ij}]$  and  $B = [b_{ij}]$  of the same size,  $A + B = [a_{ij} + b_{ij}]$ .
- **Scalar Multiplication:** For a scalar  $c$ ,  $cA = [ca_{ij}]$ .
- **Matrix Multiplication:** For an  $m \times n$  matrix  $A$  and an  $n \times p$  matrix  $B$ , the product  $AB$  is an  $m \times p$  matrix with entries  $(AB)_{ik} = \sum_{j=1}^n a_{ij}b_{jk}$ .
- **Transpose:** The transpose of an  $m \times n$  matrix  $A$ , denoted  $A^T$ , is an  $n \times m$  matrix where  $(A^T)_{ij} = a_{ji}$ .

### 2.2 Matrix Properties

- $(A + B)^T = A^T + B^T$
- $(AB)^T = B^T A^T$
- $(A^T)^T = A$
- If  $A$  is invertible,  $(A^{-1})^T = (A^T)^{-1}$ .

**Example 2.** Let  $A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$ ,  $B = \begin{bmatrix} 0 & 1 \\ 2 & -1 \end{bmatrix}$ , and  $c = 3$ . Compute:

1.  $A + B = \begin{bmatrix} 1+0 & 2+1 \\ 3+2 & 4+(-1) \end{bmatrix} = \begin{bmatrix} 1 & 3 \\ 5 & 3 \end{bmatrix}$ .
2.  $cA = 3 \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} = \begin{bmatrix} 3 & 6 \\ 9 & 12 \end{bmatrix}$ .
3.  $AB = \begin{bmatrix} 1 \cdot 0 + 2 \cdot 2 & 1 \cdot 1 + 2 \cdot (-1) \\ 3 \cdot 0 + 4 \cdot 2 & 3 \cdot 1 + 4 \cdot (-1) \end{bmatrix} = \begin{bmatrix} 4 & -1 \\ 8 & -1 \end{bmatrix}$ .
4.  $A^T = \begin{bmatrix} 1 & 3 \\ 2 & 4 \end{bmatrix}$ .

## 3 Determinants

**Definition 3** (Determinant). The determinant is a scalar value associated with a square matrix. For a  $2 \times 2$  matrix  $A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ , the determinant is  $\det(A) = ad - bc$ .

### 3.1 Determinant Properties

- $\det(A^T) = \det(A)$ .
- $\det(AB) = \det(A) \det(B)$ .
- If  $A$  is invertible,  $\det(A^{-1}) = \frac{1}{\det(A)}$ .
- Scaling a row by  $c$  scales the determinant by  $c$ .
- If two rows are swapped, the determinant changes sign.

**Example 3.** For  $A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$ , compute  $\det(A)$ :

$$\det(A) = 1 \cdot 4 - 2 \cdot 3 = 4 - 6 = -2.$$

## 4 Eigenvalues and Eigenvectors

**Definition 4** (Eigenvalues and Eigenvectors). For a square matrix  $A$ , a scalar  $\lambda$  is an eigenvalue if there exists a non-zero vector  $\mathbf{v}$  (eigenvector) such that  $A\mathbf{v} = \lambda\mathbf{v}$ .

### 4.1 Intuition

Eigenvectors represent directions that are only scaled (not rotated) by the matrix transformation. Eigenvalues indicate the scaling factor. They are crucial in applications like stability analysis, quantum mechanics, and data compression.

### 4.2 Computation

To find eigenvalues, solve the characteristic equation  $\det(A - \lambda I) = 0$ . For each eigenvalue  $\lambda$ , solve  $(A - \lambda I)\mathbf{v} = \mathbf{0}$  to find the eigenvector  $\mathbf{v}$ .

**Example 4.** For  $A = \begin{bmatrix} 3 & 1 \\ 1 & 3 \end{bmatrix}$ , find eigenvalues and eigenvectors:

1. Form  $A - \lambda I = \begin{bmatrix} 3 - \lambda & 1 \\ 1 & 3 - \lambda \end{bmatrix}$ .

2. Compute the characteristic polynomial:

$$\det(A - \lambda I) = (3 - \lambda)(3 - \lambda) - 1 \cdot 1 = (3 - \lambda)^2 - 1 = \lambda^2 - 6\lambda + 8.$$

3. Solve  $\lambda^2 - 6\lambda + 8 = 0 \Rightarrow (\lambda - 4)(\lambda - 2) = 0 \Rightarrow \lambda = 2, 4$ .

4. For  $\lambda = 2$ :

$$A - 2I = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}.$$

Solving  $x + y = 0$ , we get  $\mathbf{v} = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$ .

5. For  $\lambda = 4$ :

$$A - 4I = \begin{bmatrix} -1 & 1 \\ 1 & -1 \end{bmatrix} \Rightarrow \begin{bmatrix} -1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}.$$

Solving  $-x + y = 0$ , we get  $\mathbf{v} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ .

## 5 Practice Problems

**Problem 1.** Given  $\mathbf{u} = \begin{bmatrix} 4 \\ -2 \end{bmatrix}$  and  $\mathbf{v} = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$ , compute:

1.  $\mathbf{u} + \mathbf{v}$

2.  $2\mathbf{u} - 3\mathbf{v}$

3.  $\mathbf{u} \cdot \mathbf{v}$

**Problem 2.** For matrices  $A = \begin{bmatrix} 2 & 0 \\ 1 & 3 \end{bmatrix}$  and  $B = \begin{bmatrix} 1 & 2 \\ -1 & 1 \end{bmatrix}$ , compute:

1.  $A + B$

2.  $AB$

3.  $A^T$

**Problem 3.** Compute the determinant of  $A = \begin{bmatrix} 2 & -1 \\ 3 & 4 \end{bmatrix}$ .

**Problem 4.** Find the eigenvalues and eigenvectors of  $A = \begin{bmatrix} 4 & -2 \\ 1 & 1 \end{bmatrix}$ .