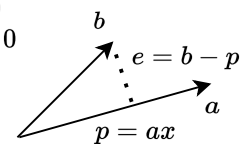


<b>INVERSE</b> $(ABC)^{-1} = C^{-1}B^{-1}A^{-1}$ <b>Singular (not invertible)</b> * If $Ax = 0$ exists with $x \neq 0$ * If $\det(A) = 0$  <b>Invertability of <math>n \times n</math></b> * A square matrix is invertible if full rank / all columns are indie. * The rref of $A$ is $I$ * $Ax = 0$ has one solution. * $Ax = b$ has one solutions.	<b>ELIMINATION</b> <b>E matrix</b> Subtract 3 row 1 from row 2  $E_{21} = \begin{bmatrix} 1 & 0 & 0 \\ -3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ NB: Matmul is associative. $E_{32}(E_{21}(A)) = (E_{32}E_{21})A$  <b>Inverse</b> $E^{-1}E = I$		<b>SOLVE <math>Ax = b</math></b> * $x_{\text{particular}}$ : set all free variables to 0, solve $Ax = b$ for pivots. * $x = x_p + x_n$ because $Ax_p = b$ and $Ax_n = 0$ means $A(x_p + x_n) = b$  <b>RANK</b> * Number of linearly independent rows or columns. * Number of pivots in $R = \text{rref}(A)$  If a matrix in $\mathbb{R}^n$ has full rank, it spans all of $\mathbb{R}^n$ .  <b>Full column rank</b> * $r = n$ (no free variables) * $N(A)$ is the zero vector. * Solution $Ax = b$ is $x = x_p$ * 0 or 1 solutions.	<b>FOUR FUNDAMENTAL SUBSPACES</b>  $A$ is $m \times n$  $C(A^T) \perp N(A)$ $C(A) \perp N(A^T)$  <b>Column space <math>C(A)</math></b> * All linear combinations of $C(A)$ * $\ln \mathbb{R}^m$ * $Ax = b$ has a solution if $b$ is in $C(A)$ * $\dim C(A) = r$  <b>Nullspace <math>N(A^T)</math></b> * $\dim N(A^T) = m - r$  <b>Row space <math>C(A^T)</math></b> * All combinations of rows of $A$ is same as combinations of cols of $A^T$ * $\dim C(A^T) = r$	<b>DETERMINANTS</b>  <b>Properties</b> * $\det I = 1$ * exchange rows: reverse sign of det. * $\begin{bmatrix} ta & tb \\ c & d \end{bmatrix} = t \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ <span style="color: red;">⚠ first row only</span> * $\begin{bmatrix} a+at' & b+bt' \\ c & d \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} + \begin{bmatrix} at' & bt' \\ 0 & 0 \end{bmatrix}$ * 2 equal rows: $\det = 0$ * subtract $l \times$ row 1 from row $k$ : det doesn't change. * row of zeros: $\det = 0$ * $U = \begin{bmatrix} d_1 & . & . \\ 0 & d_2 & . \\ 0 & 0 & d_n \end{bmatrix}$ : $\det U = d_1 d_2 \dots d_n$ * $\det A = 0$ : singular * $\det AB = (\det A)(\det B)$ * $\det A^T = \det A$
<b>MATMUL</b>  <b>Not cummutative</b> In general $AB \neq BA$  <b>Matmul</b> $AB + AC = A(B + C)$  $AB = C$ * Cols of $C$ are combinations of cols of $A$ * Rows of $C$ are combinations of rows of $B$ * $AB$ is sum of (cols A)(cols B)	<b>PERMUTATION</b>  Exchange rows 1 and 2  $PA = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} A$  Multiplying on the left does row operations, on the right does column operations.  <b>SYMMETRIC</b>  $A^T = A$ $A^T A$ is always symmetric, regardless of $A$		<b>Full row rank</b> * $r = m$ * $Ax = b$ has a solution for every $b$ . * $n - r = n - m$ free variables.  <b>Full rank square matrix</b> * $r = m = n$ * invertible * $N(A) = \{0\}$ * 1 solution	<b>Nullspace <math>N(A)</math></b> * All solutions $x$ to $Ax = 0$ * $N(A)$ always contains 0 * $\dim N(A) = \# \text{ free vars} = n - r$  <b>PROJECTIONS</b>  $A^T A \hat{x} = A^T b$ $\hat{x} = (A^T A)^{-1} A^T b$ $P = A(A^T A)^{-1} A^T$ $p = A \hat{x} = P b$  <b>Derivation</b> $a \perp e \rightarrow a^T e = 0$ $a^T(b - p) = 0$ $a^T(b - xa) = 0$ $a^T b = xa^T a$ $x = \frac{a^T b}{a^T a}$ 	<b>Cofactors</b> $\det A = a_{11}C_{11} - a_{12}C_{12} + \dots$ + if $(i + j)$ is even, else $-$  <b>Inverse</b> $A^{-1} = \frac{1}{\det A} C^T$  <b>Cramer's rule</b> $Ax = b$ $B_j = (A \text{ with col } j \text{ replaced by } b)$ $x_j = \frac{\det B_j}{\det A}$  <b>Volume</b> $v = \text{abs}(\det A)$
<b>TRANPOSE</b>  $(A^T)^T = A$ $(A + B)^T = A^T + B^T$ $(kA)^T = kA^T$ $(AB)^T = B^T A^T$ $(A^{-1})^T = (A^T)^{-1}$	<b>A=LU</b>  <b>Without row exchanges</b> $E$ is elimination, $U$ is upper triangular, $L$ is inverse of $E$ .  $EA = U$ $A = LU$  <b>With row exchanges</b> $PA = LU$		<b>ORTHOGONALITY</b>  <b>Vectors</b> $x^T y = x \cdot y = 0$  <b>Subspaces</b> Every vector in S is orthogonal to every vector in T.  <b>Orthonormal</b> Orthogonal length 1. * $Q^T Q = I$ always * $Q Q^T = I$ if Q is square * $Q^{-1} = Q^T$  <b>Gram-Schmidt</b> given indie a, b, c we want orthogonal A, B, C and then orthonormal $q_1 = \frac{A}{\ A\ } \dots$	<b>Properties</b> $P^T = P$ ; $P^2 = P$ ; $\det = -1 \text{ or } 1$  <b>Least squares</b> Solving $Ax = b$ when no solution: project $b$ onto $C(A)$ . Then there is a solution. This is "least" because orthogonality.	$A = X \Lambda X^{-1}$  $X$ : Eigenvector matrix $\Lambda$ : diagonal eigenvalue matrix.  <b>Powers</b> $A^k = X \Lambda^k X^{-1}$
<b>TRIANGULAR</b>  <b>Invertible</b> If and only if no element on the diagonal is 0.	<b>BASIS</b>  sequence of indie vectors that span a space		$A = a \quad B = b - \frac{A^T b}{A^T A} A$ $C = c - \frac{A^T b}{A^T A} A - \frac{B^T c}{B^T B} B$	<b>TRACE</b>  Trace is the sum of diagonals. This is also the sum of eigenvalues.	<b>Symmetric</b> Diagonalizable if symmetric.



<p><b>EIGENVALUES &amp; EIGENVECTORS</b></p> <p><math>Ax = \lambda x</math>, <math>n \times n</math> matrix has <math>n</math> eigenvalues.</p> <p><b>Singular</b>  <math>\lambda = 0</math> is an eigenvalue (nullspace)</p> <p><b>Projection</b>          * Any <math>x</math> in the plain <math>Px = x</math> is eigenvector with <math>\lambda = 1</math>          * Any <math>x \perp</math> to plain is <math>Px = 0</math> and <math>\lambda = 0</math></p> <p><b>Trace</b>          Sum of eigenvalues.</p> <p><b>Determinant</b>          Product of eigenvalues.</p> <p><b>Solve <math>Ax = \lambda x</math></b>          * Solve <math>\det(A - \lambda I) = 0</math> to find <math>\lambda</math>          * Plug <math>\lambda</math> and solve <math>(A - \lambda I)x = 0</math> to find eigenvectors <math>x</math></p> <p><math>B + kI</math>          * Eigenvectors stay the same, eigenvalues are <math>+ = k</math></p> <p><math>B^2</math>          * Same eigenvectors, square the eigenvalues</p> <p><math>B^{-1}</math>          * Invert eigenvalues: <math>\frac{1}{\lambda}</math></p> <p><math>\lambda = 0</math>          * If <math>\lambda = 0</math> is an eigenvalue, <math>B</math> is singular.</p>	<p><b>DIFFERENTIAL EQUATIONS</b></p> <p><math>(e^{\lambda t})' = \lambda e^{\lambda t}</math>  <math>\frac{du}{dt} = Au</math></p> <p>A is constant <math>\rightarrow \frac{du}{dt} = Au</math> is linear with constant coefficients.</p> <p><b>Solution</b>          Choose <math>u = e^{\lambda t}x</math>, when <math>Ax = \lambda x</math>  <math>\Rightarrow \frac{du}{dt} = \lambda e^{\lambda t}x = Ae^{\lambda t}x = Au</math>.</p> <p>We want to find <math>u(t)</math> s.t. <math>\frac{du}{dt} = Au</math>, if we can do that we can easily find <math>u(t)</math> for any <math>t</math>.</p> <p>1) Find the eigenvalues          2) Find the eigenvectors          3) Write <math>u(0)</math> as a combination of <math>c_1x_1 + c_2x_2 \dots</math>          4) <math>u(t) = c_1e^{\lambda_1 t}x_1 + c_2e^{\lambda_2 t}x_2 \dots</math></p> <p><b>Second order equations</b>  <math>my'' + by' + ky = 0</math>  <math>\frac{dy}{dt} = y'</math>  <math>\frac{dy'}{dt} = -ky - by'</math>  <math>\Rightarrow \frac{d}{dt} \begin{bmatrix} 0 &amp; 1 \\ -k &amp; -b \end{bmatrix} \begin{bmatrix} y \\ y' \end{bmatrix} = Au</math></p> <p><b>Stability</b>  <math>u(t) \rightarrow 0</math> when <math>Re(\lambda) &lt; 0</math>          A is "stable" and <math>u(t) \rightarrow 0</math> when all <math>\lambda</math> have negative real parts.</p> <p><b>Exponential of a matrix</b>  <math>e^{At} = I + At + \frac{1}{2}(At)^2 \dots = Ae^{At}</math>  <math>e^{At} = Xe^{\Lambda t}X^{-1}</math>  <math>e^{At}</math> has the same eigenvectors as <math>A</math>.</p>	<p><b>FOURIER SERIES</b></p> <p><math>f(x) = a_0 \cdot 1 + a_1 \cos x + b_1 \sin x + a_2 \cos 2x + b_2 \sin 2x \dots</math>          infinitely many <math>f(x)</math> because it's a function <math>\Rightarrow</math> infinite basis <math>(1, \cos x, \sin x \dots)</math></p> <p>the infinitely many basis are orthogonal</p> <p><b>Dot/inner product of functions</b>  <math>v^T w = v_1 w_1 \dots + v_n w_n</math>  <math>f^T g = \int_0^{2\pi} f(x)g(x)dx = 0</math>          if orthonormal</p> <p><b>Find <math>a_1</math></b>          Inner product of <math>\cos x</math> with <math>f(x)</math>:  <math>\int_0^{2\pi} f(x) \cos x dx = a_1 + (\text{a lot of zeros})</math></p> <p><b>FFT</b></p> <p>Multiplying <math>n \times n</math> is <math>n^2</math>; FFT <math>\rightarrow n \log n</math></p> <p><b>Complex numbers</b>          length given by <math>\bar{z}^T z = z^H z</math>          symmetry: <math>A^H = A</math>          perpendicular: <math>\bar{Q}^T Q = I = Q^H Q</math></p> <p><b>Fourier matrix</b>  <math>F_n = \begin{bmatrix} 1 &amp; 1 &amp; 1 &amp; \dots &amp; 1 \\ 1 &amp; w &amp; w^2 &amp; \dots &amp; w^{n-1} \\ \vdots &amp; \vdots &amp; \vdots &amp; \ddots &amp; \vdots \\ 1 &amp; w^{n-1} &amp; w^{2(n-1)} &amp; \dots &amp; w^{(n-1)^2} \end{bmatrix}</math>  <math>(F_n)_{ij} = w^{ij}</math>  <math>w^n = 1</math>; <math>w = \exp\left(i \frac{2\pi}{n}\right)</math></p> <p><math>F_{64} = \begin{bmatrix} I &amp; D \\ I &amp; -D \end{bmatrix} \begin{bmatrix} F_{32} &amp; 0 \\ 0 &amp; F_{32} \end{bmatrix} P</math>  <math>P</math>: separates between even and odd components, interlaces.  <math>D: \begin{bmatrix} 1 &amp; 0 &amp; 0 &amp; \dots \\ 0 &amp; w &amp; 0 &amp; \dots \\ 0 &amp; 0 &amp; w^2 &amp; \dots \end{bmatrix}</math></p>	<p><b>SYMMETRIC</b></p> <p><math>A = A^T</math>          eigenvalues of real symmetric matrix are real; eigenvectors of a symmetric matrix can be chosen to be orthogonal.</p> <p><b>Spectral theorem</b>  <math>A = Q\Lambda Q^{-1} = Q\Lambda Q^T = \lambda_1 q_1 q_1^T + \dots</math></p> <p><b>Signs</b>  <math>\#</math>positive pivots = <math>\#</math>positive <math>\lambda</math>'s</p> <p><b>POSITIVE DEFINITE MATRICES</b>  <math>\Delta</math>symmetric</p> <p>Positive definite if:          * all <math>\lambda_i &gt; 0</math>          * <math>a &gt; 0</math>; <math>ac - b^2 &gt; 0</math>          * pivots <math>a &gt; 0</math>; <math>(ac - b^2)a &gt; 0</math>          * <math>x^T Ax &gt; 0</math></p> <p><b>Second derivative matrix</b>          * 1st derivative = 0: extrema          * 2nd derivative <math>&gt; 0</math>: goes up so minimum          If the matrix of 2nd derivatives is pos def then the function has a global minimum.</p> <p><math>A^T A</math> is positive definite if cols are indie (else semi-definite)</p> <p><b>SIMILAR MATRICES</b></p> <p>A, B similar if for some matrix <math>M</math>:  <math>B = M^{-1}AM</math></p> <p>They have same eigenvalues (not same eigenvectors, but same number of eigenvectors)</p> <p>e.g. <math>S^{-1}AS = \Lambda</math> - <math>A</math> and <math>\Lambda</math> are similar.</p> <p><b>JORDAN BLOCK</b></p> <p><math>J_i = \begin{bmatrix} \lambda_i &amp; 1 &amp; \dots &amp; \dots \\ \vdots &amp; \lambda_i &amp; 1 &amp; \vdots \\ \vdots &amp; \vdots &amp; \vdots &amp; \lambda_i \end{bmatrix}</math></p> <p>good case: <math>J</math> is <math>\Lambda</math></p> <p><b>Jordan theorem</b>          square A is similar to a Jordan matrix  <math>J = \begin{bmatrix} J_1 &amp; \dots \\ \vdots &amp; J_2 \end{bmatrix}</math> with <math>\#</math>blocks=<math>\#</math>eigenvecs</p>	<p><b>SYMMETRIC</b></p> <p><math>A = A^T</math>          eigenvalues of real symmetric matrix are real; eigenvectors of a symmetric matrix can be chosen to be orthogonal.</p> <p><b>Spectral theorem</b>  <math>A = Q\Lambda Q^{-1} = Q\Lambda Q^T = \lambda_1 q_1 q_1^T + \dots</math></p> <p><b>Signs</b>  <math>\#</math>positive pivots = <math>\#</math>positive <math>\lambda</math>'s</p> <p><b>SINGULAR VALUE DECOMPOSITION</b></p> <p><math>A = U\Sigma V^T</math>          for any matrix!</p> <p><math>A^T A = V\Sigma^T U^T U \Sigma V^T = V\Sigma^2 V^T</math>  <math>V</math>: eigenvectors, <math>\Sigma^2</math>: eigenvalues (positive)</p> <p>Then use <math>AA^T = U\Sigma^2 U^T</math></p> <p>* <math>v_1 \dots v_r</math> orthonormal basis for rowspace          * <math>u_1 \dots u_r</math> " " for column space          * <math>v_{r+1} \dots v_n</math> " " for nullspace          * <math>u_{r+1} \dots u_m</math> " " <math>N(A^T)</math></p> <p><b>TRANSFORMATIONS</b></p> <p><math>T(v + w) = T(v) + T(w)</math>  <math>T(cv) = cT(v)</math></p> <p><b>Basis</b>          if we know <math>T(v_i)</math> for all vecs in basis, we know everything about the transformation  <math>T(v) = c_1 T(v_1) + \dots</math></p> <p><b>Matrix A</b>          want a matrix A that tells us <math>T: \mathbb{R}^n \rightarrow \mathbb{R}^m</math>          * choose input basis <math>\mathbb{R}^n</math> and output basis <math>\mathbb{R}^m</math>          * <math>i^{th}</math> col of A:  <math>T(v_i) = a_{1i}w_1 + \dots + a_{mi}w_m</math></p>
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