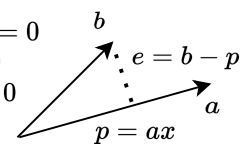


<p><b>INVERSE</b></p> $(ABC)^{-1} = C^{-1}B^{-1}A^{-1}$ <p><b>Singular (not invertible)</b></p> <ul style="list-style-type: none"> <li>* If <math>Ax = 0</math> exists with <math>x \neq 0</math></li> <li>* If <math>\det(A) = 0</math></li> </ul> <p><b>Invertability of <math>n \times n</math></b></p> <ul style="list-style-type: none"> <li>* A square matrix is invertible if full rank / all columns are indie.</li> <li>* The rref of <math>A</math> is <math>I</math></li> <li>* <math>Ax = 0</math> has one solution.</li> <li>* <math>Ax = b</math> has one solutions.</li> </ul> <p><b>Gauss-Jordan</b></p> $(A \mid I) \rightarrow (I \mid A^{-1})$ <p>This is like solving <math>Ax = \begin{pmatrix} 1 \\ 0 \end{pmatrix}</math> and <math>Ax = \begin{pmatrix} 0 \\ 1 \end{pmatrix}</math> at the same time.</p>	<p><b>ELIMINATION</b></p> <p><b>E matrix</b></p> <p>Subtract 3 row 1 from row 2</p> $E_{21} = \begin{bmatrix} 1 & 0 & 0 \\ -3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ <p>NB: Matmul is associative.  <math>E_{32}(E_{21}(A)) = (E_{32}E_{21})A</math></p> <p><b>Inverse</b></p> $E^{-1}E = I$ <p><b>VECTOR SPACE</b></p> <ul style="list-style-type: none"> <li>* <math>v + w</math> and <math>cv</math> are in the space</li> <li>* all combinations of <math>cv + dw</math> are in the space</li> <li>* must go through origin</li> </ul>	<p><b>SOLVE <math>Ax = b</math></b></p> <ul style="list-style-type: none"> <li>* <math>x_{\text{particular}}</math>: set all free variables to 0, solve <math>Ax = b</math> for pivots.</li> <li>* <math>x = x_p + x_n</math> because <math>Ax_p = b</math> and <math>Ax_n = 0</math> means <math>A(x_p + x_n) = b</math></li> </ul> <p><b>RANK</b></p> <ul style="list-style-type: none"> <li>* Number of linearly independent rows or columns.</li> <li>* Number of pivots in <math>R = \text{rref}(A)</math></li> </ul> <p>If a matrix in <math>\mathbb{R}^n</math> has full rank, it spans all of <math>\mathbb{R}^n</math>.</p> <p><b>Full column rank</b></p> <ul style="list-style-type: none"> <li>* <math>r = n</math> (no free variables)</li> <li>* <math>N(A)</math> is the zero vector.</li> <li>* Solution <math>Ax = b</math> is <math>x = x_p</math></li> <li>* 0 or 1 solutions.</li> </ul>	<p><b>FOUR FUNDAMENTAL SUBSPACES</b></p> <p><math>A</math> is <math>m \times n</math></p> $C(A^T) \perp N(A)$ $C(A) \perp N(A^T)$ <p><b>Column space <math>C(A)</math></b></p> <ul style="list-style-type: none"> <li>* All linear combinations of <math>C(A)</math></li> <li>* In <math>\mathbb{R}^m</math></li> <li>* <math>Ax = b</math> has a solution if <math>b</math> is in <math>C(A)</math></li> <li>* <math>\dim C(A) = r</math></li> </ul> <p><b>Nullspace <math>N(A^T)</math></b></p> <ul style="list-style-type: none"> <li>* <math>\dim N(A^T) = m - r</math></li> </ul> <p><b>Row space <math>C(A^T)</math></b></p> <ul style="list-style-type: none"> <li>* All combinations of rows of <math>A</math> is same as combinations of cols of <math>A^T</math></li> <li>* <math>\dim C(A^T) = r</math></li> <li>* <math>C(A^T) = C(A_{\text{rref}}^T)</math> because row operations don't change span of row space</li> </ul> <p><b>Nullspace <math>N(A)</math></b></p> <ul style="list-style-type: none"> <li>* All solutions <math>x</math> to <math>Ax = 0</math></li> <li>* <math>N(A)</math> always contains 0</li> <li>* <math>\dim N(A) = \# \text{ free vars} = n - r</math></li> </ul>	<p><b>DETERMINANTS</b></p> <p><b>Properties</b></p> <ul style="list-style-type: none"> <li>* <math>\det I = 1</math></li> <li>* exchange rows: reverse sign of det.</li> <li>* <math>\begin{bmatrix} ta &amp; tb \\ c &amp; d \end{bmatrix} = t \begin{bmatrix} a &amp; b \\ c &amp; d \end{bmatrix}</math> <span style="color: red;">⚠ first row only</span></li> <li>* <math>\begin{bmatrix} a+a' &amp; b+b' \\ c &amp; d \end{bmatrix} = \begin{bmatrix} a &amp; b \\ c &amp; d \end{bmatrix} + \begin{bmatrix} a' &amp; b' \\ c &amp; d \end{bmatrix}</math></li> <li>* 2 equal rows: <math>\det = 0</math></li> <li>* subtract <math>l \times \text{row } 1</math> from row <math>k</math>: det doesn't change.</li> <li>* row of zeros: <math>\det = 0</math></li> <li>* <math>U = \begin{bmatrix} d_1 &amp; . &amp; . \\ 0 &amp; d_2 &amp; . \\ 0 &amp; 0 &amp; d_n \end{bmatrix}</math>: <math>\det U = d_1 d_2 \dots d_n</math></li> <li>* <math>\det A = 0</math>: singular</li> <li>* <math>\det AB = (\det A)(\det B)</math></li> <li>* <math>\det A^T = \det A</math></li> </ul> <p><b>Cofactors</b></p> $\det A = a_{11}C_{11} - a_{12}C_{12} + \dots$ <p>+ if <math>(i + j)</math> is even, else <math>-</math></p> <p><b>Inverse</b></p> $A^{-1} = \frac{1}{\det A} C^T$
<p><b>MATMUL</b></p> <p><u>Not</u> cummutative</p> <p>In general <math>AB \neq BA</math></p> <p><b>Matmul</b></p> $AB + AC = A(B + C)$ $AB = C$ <ul style="list-style-type: none"> <li>* Cols of <math>C</math> are combinations of cols of <math>A</math></li> <li>* Rows of <math>C</math> are combinations of rows of <math>B</math></li> <li>* <math>AB</math> is sum of (cols A)(cols B)</li> </ul> <p><b>Block matmul</b></p> $\begin{bmatrix} A_1 & A_2 \\ A_3 & A_4 \end{bmatrix} \begin{bmatrix} B_1 & B_2 \\ B_3 & B_4 \end{bmatrix} = \begin{bmatrix} A_1B_1 + A_2B_3 & . \\ . & . \end{bmatrix}$	<p><b>PERMUTATION</b></p> <p>Exchange rows 1 and 2</p> $PA = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} A$ <p>Multiplying on the left does row operations, on the right does column operations.</p> <p><b>SYMMETRIC</b></p> $A^T = A$ <p><math>A^T A</math> is always symmetric, regardless of <math>A</math></p>	<p><b>Full row rank</b></p> <ul style="list-style-type: none"> <li>* <math>r = m</math></li> <li>* <math>Ax = b</math> has a solution for every <math>b</math>.</li> <li>* <math>n - r = n - m</math> free variables.</li> </ul> <p><b>Full rank square matrix</b></p> <ul style="list-style-type: none"> <li>* <math>r = m = n</math></li> <li>* invertible</li> <li>* <math>N(A) = \{0\}</math></li> <li>* 1 solution</li> </ul> <p><b>ORTHOGONALITY</b></p> <p><b>Vectors</b></p> $x^T y = x \cdot y = 0$ <p><b>Subspaces</b></p> <p>Every vector in S is orthogonal to every vector in T.</p> <p><b>Orthonormal</b></p> <p>Orthogonal length 1.</p> <ul style="list-style-type: none"> <li>* <math>Q^T Q = I</math> always</li> <li>* <math>Q Q^T = I</math> if Q is square</li> <li>* <math>Q^{-1} = Q^T</math></li> </ul> <p><b>Gram-Schmidt</b></p> <p>given indie a, b, c we want orthogonal A, B, C and then orthonormal <math>q_1 = \frac{A}{\ A\ } \dots</math></p>	<p><b>PROJECTIONS</b></p> $A^T A \hat{x} = A^T b$ $\hat{x} = (A^T A)^{-1} A^T b$ $P = A(A^T A)^{-1} A^T$ $p = A \hat{x} = Pb$ <p><b>Derivation</b></p> $a \perp e \rightarrow a^T e = 0$ $a^T(b - p) = 0$ $a^T(b - xa) = 0$ $a^T b = xa^T a$ $x = \frac{a^T b}{a^T a}$  <p><b>Properties</b></p> $P^T = P; P^2 = P; \det = -1 \text{ or } 1$ <p><b>Least squares</b></p> <p>Solving <math>Ax = b</math> when no solution: project <math>b</math> onto <math>C(A)</math>. Then there is a solution. This is "least" because orthogonality.</p>	<p><b>Cramer's rule</b></p> $Ax = b$ $B_j = (A \text{ with col } j \text{ replaced by } b)$ $x_j = \frac{\det B_j}{\det A}$ <p><b>Volume</b></p> $v = \text{abs}(\det A)$
<p><b>TRANPOSE</b></p> $(A^T)^T = A$ $(A + B)^T = A^T + B^T$ $(kA)^T = kA^T$ $(AB)^T = B^T A^T$ $(A^{-1})^T = (A^T)^{-1}$	<p><b>A=LU</b></p> <p><b>Without row exchanges</b></p> <p><math>E</math> is elimination, <math>U</math> is upper triangular, <math>L</math> is inverse of <math>E</math>.</p> $EA = U$ $A = LU$ <p><b>With row exchanges</b></p> $PA = LU$			
<p><b>TRIANGULAR</b></p> <p><b>Invertible</b></p> <p>If and only if no element on the diagonal is 0.</p>	<p><b>BASIS</b></p> <p>sequence of indie vectors that span a space</p>	$A = a \quad B = b - \frac{A^T b}{A^T A} A$ $C = c - \frac{A^T b}{A^T A} A - \frac{B^T c}{B^T B} B$	<p><b>TRACE</b></p> <p>Trace is the sum of diagonals. This is also the sum of eigenvalues.</p>	<p><b>Diagonalizability</b></p> <p>Any matrix with no repeated <math>\lambda</math> is diagonalizable.</p> <p><b>Symmetric</b></p> <p>Diagonalizable if symmetric.</p>



<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>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} \wedge 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><b>SYMMETRIC</b></p> <p><math>A = A^T</math>          eigenvalues of real symmetric matrix are real; eigenvectors of a symmetric matrix are 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>\# \text{positive pivots} = \# \text{positive } \lambda \text{'s}</math></p> <p><b>POSITIVE DEFINITE MATRICES</b>  <math>\Delta</math>symmetric</p> <p>Positive definite if (any sufficient):          * 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 A x &gt; 0</math></p> <p>Semi-definite allows <math>\lambda_i = 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} A M</math></p> <p>They have same eigenvalues (not same eigenvectors, but same number of eigenvectors)</p> <p>e.g. <math>S^{-1} A S = \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>\# \text{blocks} = \# \text{eigenvecs}</math></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 <math>A</math></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 <math>A</math>:  <math>T(v_i) = a_{1i} w_1 + \dots + a_{mi} w_m</math></p>
<p><b>MARKOV MATRIX</b></p> <p>Rows sum to 1 and all entries <math>\geq 0</math></p> <p><math>\lambda_1 = 1</math> always. <math> \lambda_i  &lt; 1</math> always.</p> <p>The trace/determinant is a factor of eigenvalues, so for a <math>2 \times 2</math> we can work out other eigenvalue easily.</p> <p><b>Steady state</b>          Vector <math>x_1 = \vec{1}</math> connected to <math>\lambda_1</math>.  <math>u_k = A^k u_0 = c_1 \lambda_1^k x_1 + c_2 \lambda_2^k \dots</math>  <math>= c_1 x_1</math></p> <p><math>A^T</math> same eigenvalues as <math>A</math> because <math>\det(A - \lambda I) = \det(A^T - \lambda I) = 0</math></p>	<p><b>PROJECTIONS ORTHONORMAL BASIS</b></p> <p>"expanding the vector in the basis"</p> <p>because orthonormal:  <math>q_1^T v = x_1 q_1^T q_1 + x_2 q_1^T q_2 \dots = x_1</math>  <math>Qx = v \Rightarrow x = Q^T v</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.</p> <p><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>LEFT AND RIGHT INVERSES</b></p> <p><b>Left inverse</b>          Full column rank <math>r = n</math> and <math>N(A) = \{0\}</math>          0 or 1 solutions to <math>Ax = b</math>  <math>A^T A</math> is <math>n \times n</math> and full rank, invertible, so <math>(A^T A)^{-1} A^T A = BA = I</math> and <math>B</math> is left inverse</p>

