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The matrix inverse





Inverse of Matrix A

- Multiply *A* to produce identity matrix.
 - \blacktriangleright Which is written as A^{-1} .
 - Cancel a matrix into identity matrix.
- Linearly transform a matrix into identity matrix.
 - Matrix inverse
 - Contains linear transformation.
 - ► Matrix multiplication
 - Mechanism of applying transformation to the matrix.

$$A^{-1}A = I$$

Inverse of matrix





Why We Need to Invert Matrices?

- In the form Ax = b
 - ► Already know *A* and *b*.
 - \triangleright Need to cancel matrix to solve x.

$$Ax = b$$

$$A^{-1}Ax = A^{-1}b$$

$$Ix = A^{-1}b$$

$$x = A^{-1}b$$

General form to solve x



Types of inverses and conditions for invertibility





Type 1: Full Inverse

- **Means** $A^{-1}A = AA^{-1} = 1$
- Two conditions
 - Square
 - Full-rank

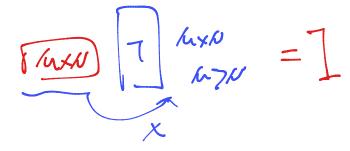




Type 2: One Sided Inverse

Inverse of non-square matrix

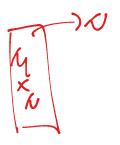
- ► Can transform a rectangular matrix into identity matrix.
 - Works only for one multiplication order.
- A tall matrix *T* can have a left-inverse.
 - LT = I but $TL \neq I$.
- A wide matrix W can have a hoverse.
 - WR = I but $RW \neq I$.



Conditions of one-sided inverse

- Only if it has maximum possible rank.
- Non-square matrix size: $M \times N$
 - Tall matrix's rank should be N.
 - Wide matrix's rank should be







Type 3: Pseudoinverse

Inverse for every matrix

- Every matrix has a pseudoinverse.
 - Regardless of its shape and rank.
- ► Square full rank matrix
 - Its pseudoinverse equals its full inverse.
- Nonsquare and its maximum possible rank
 - Tall matrix: pseudoinverse equals its -inverse.
 - Wide matrix: pseudoinverse equals its inverse.
- ▶ Reduced-rank matrix
 - Has a pseudoinverse matrix.
 - Pseudoinverse transforms the singular into another matrix.
 - Close but not equal to the identity matrix.
- Matrices that do not have a full or one-sided inverse are called singular or noninvertible.
 - Same thing as labeling a matrix reduced-rank or rank-deficient.





Computing the inverse





Inverse of a 2×2 Matrix

How to invert 2×2 matrix?

- ▶ 1. Swap the diagonal elements.
- 2. Multiply the off-diagonal elements by -1.

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \longrightarrow \begin{bmatrix} d & b \\ c & a \end{bmatrix} \longrightarrow \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

3. Divide by the determinant.

$$A^{-1} = \frac{1}{ad - bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

Sims

$$AA^{-1} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \frac{1}{ad - bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$
$$= \frac{1}{ad - bc} \begin{bmatrix} ad - bc & 0 \\ 0 & ad - bc \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

Proof of inverse matrix

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

$$= \begin{bmatrix} (7 - 8) & (-4 + 4) \\ (14 - 14) & (-8 + 7) \end{bmatrix} \frac{1}{-1}$$

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

Numerical example



Code to Inverse of a 2×2 Matrix

Computing the inverse in MATLAB.

► A * Ainv gives the identity matrix.

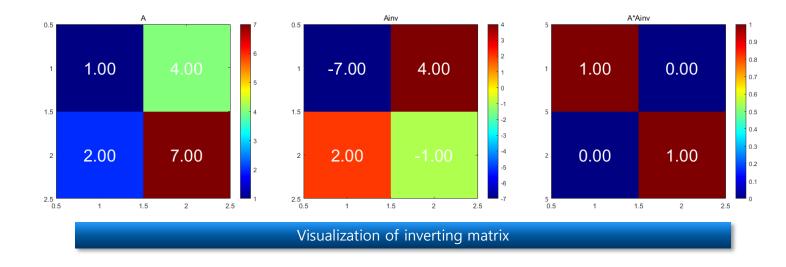
```
% Clear workspace, command window, and close all figures
                                                                         visualizeMatrixWithValues(Ainv, 'Ainv');
clc; clear; close all;
                                                                         % Visualize the product of the original matrix and its inverse
% Create a 2x2 matrix
                                                                         with its values
A = [[1 \ 4]; [2 \ 7]];
                                                                         visualizeMatrixWithValues(AAinv, 'A*Ainv');
% Check if the matrix is invertible by determining if the
                                                                         % Function definition : visualize matrix and value
determinant is non-zero
                                                                         function visualizeMatrixWithValues(matrix, titleStr)
if det(A) == 0
                                                                             figure;
    error('The original matrix is singular and does not have an
                                                                             imagesc(matrix);
inverse.');
                                                                             colorbar;
end
                                                                             title(titleStr);
                                                                             colormap jet;
                                       AT /A INV(A)
% Compute the inverse of the matrix
                                                                             axis square;
Ainv = inv(A);
                                                                             % Add text annotations for each element
                                                                             for i = 1:size(matrix, 1)
% Compute the product of the original matrix and its inverse
                                                                                 for j = 1:size(matrix, 2)
(should be the identity matrix)
                                                                                     text(j, i, num2str(matrix(i, j), '%.2f'), ...
                                                                                          'HorizontalAlignment', 'center', ...
AAinv = A * Ainv;
                                                                                          'Color', 'white', 'FontSize', 25);
% Visualize the original matrix with its values
                                                                                 end
visualizeMatrixWithValues(A, 'A');
                                                                             end
                                                                         end
% Visualize the inverse matrix with its values
                                                    Code of inverting 2 \times 2 matrix
```





Result of Inverse of a 2×2 **Matrix**

- Result of computing the inverse matrix in MATLAB.
 - ► A * Ainv gives the identity matrix.







Another Example of Inverse of a 2×2 Matrix

Severe problems with this example.

- ▶ Matrix multiplication gives us 0 instead of ΔI .
 - Determinant is zero.
 - Cannot divide by zero.

$$\begin{bmatrix} 1 & 4 \\ 2 & 8 \end{bmatrix} \begin{bmatrix} 8 & -4 \\ -2 & 1 \end{bmatrix} \frac{1}{0} = \begin{bmatrix} (8-8) & (-4+4) \\ (16-16) & (-8+8) \end{bmatrix} \frac{1}{0} = ???$$
Another example of inverse of 2 × 2 matrix

■ What's different about the second example?

- lt is a reduced-rank matrix(rank =].
- ▶ Shows numerical example that reduced-rank matrices are not invertible.



MATLAB about Second Example

- MATLAB won't even try to calculate the result like we did.
 - It gives an error with following message.
 - ▶ Reduced-rank matrices do not have an inverse.
 - Programs like MATLAB won't even try to calculate it.

```
% Create a 2x2 matrix
A = [[1 4]; [2 8]];

% Check if the matrix is invertible by determining if the determinant is non-zero
if det(A) == 0
    error('The original matrix is singular and does not have an inverse.');
end

% Compute the inverse of the matrix
Ainv = inv(A);

MATLAB code of second case
```

다음 사용 중 오류가 발생함: <u>AILAB_LA_figure_inverse_matrix_error</u> (9번 라인)
The original matrix is singular and does not have an inverse.

MATLAB code error





Inverse of a Diagonal Matrix

- Product of two diagonal matrices is scalar multiplied diagonal elements.
 - Simply invert each diagonal element.
 - Ignoring off-diagonal zeros.
 - ▶ Diagonal matrix with at least one zero on the diagonal has no inverse.
 - You'll have 1/0.
 - Diagonal matrix is full-rank only if all diagonal elements are non-zero

$$\begin{bmatrix} 1/b & 0 & 0 \\ 0 & 1/c & 0 \\ 0 & 0 & 1/d \end{bmatrix} \begin{bmatrix} b & 0 & 0 \\ 0 & c & 0 \\ 0 & 0 & d \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Example of inverting a diagonal matrix





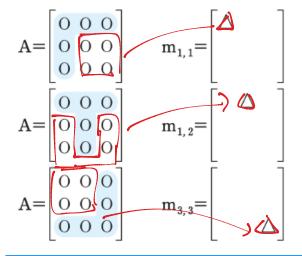
Algorithms to Compute Inverse

- Involves four intermediate matrices.
- Minors matrix
 - Comprise determinants of submatrices.
 - ightharpoonup Element $m_{i,j}$ of the minors matrix
 - Determinant of submatrix
 - Created by excluding i th row and j th column.

The adjugate of a matrix **A** can be used to find the inverse of **A** as follows:

If A is an invertible matrix, then

$$\mathbf{A}^{-1} = rac{1}{\det(\mathbf{A})}\operatorname{adj}(\mathbf{A}).$$



Overview of procedure for 3 x 3 matrix





Other Algorithms to Compute Inverse

Grid matrix

ightharpoonup Checkerboard of alternating +1s and -1s.

$$g_{i,j} = -1^{i+j}$$

Formula of grid matrix

Cofactors matrix

Hadamard multiplication of the minors matrix with grid matrix.

Lu de Composicion Inverse?

Adjugate matrix

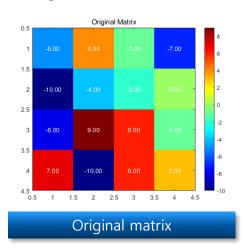
- Transpose of cofactors matrix.
- Scalar multiplied by the inverse of the determinant of the original matrix.
- ► Adjugate matrix is inverse of the original matrix.

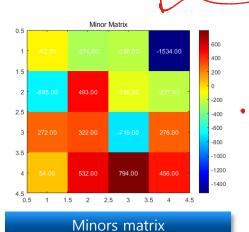


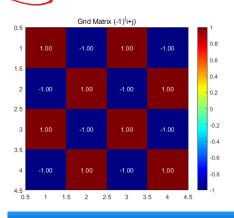


Visualization Result of Computing Various Matrices

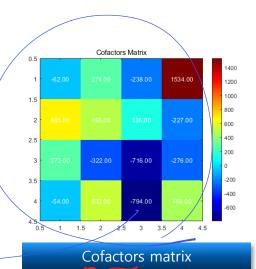
Implements of these matrices are Homework!

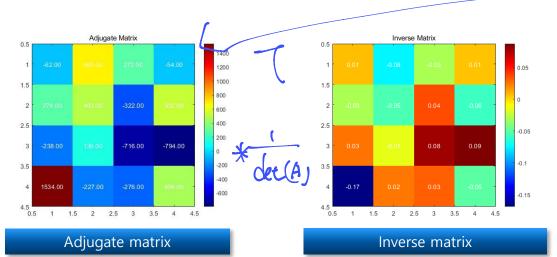


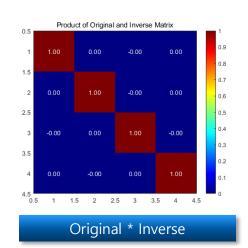




Grid matrix











One-Sided Inverse

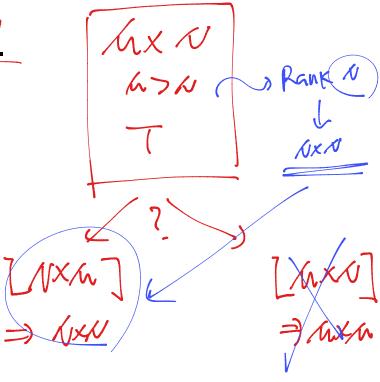
- Tall matrix T of size M > N doesn't have a full inverse.
 - No tall matrix T^{-1} such that $TT^{-1} = T^{-1}T = I$.
 - There is matrix L such that LT = I.

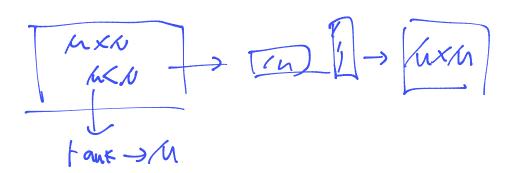
■ Goal is to find matrix *L*.

- Making matrix T square.
 - Multiplying it by its transpose.
 - Question: $T^TT(N \times N)$ or $TT^T(M \times M)$?
 - Both are square.
 - But T^TT is full fack if T is full column-rank.
 - All square full-rank matrices have an inverse.
- Look for a matrix that left-multiplies T to produce the identity matrix.

$$\bullet \underbrace{(T^TT)^{-1}(T^TT)}_{T} = I \underbrace{(T^TT)^{-1}T^T}_{T}$$

- $LT \neq I$
- ► Matrix *L* is the left-inverse of matrix *T*.







Code Exercise of Calculating Left Inverse

■ Code Exercise (08_01)

- Get the left inverse matrix.
- \triangleright Check whether left multiplying the original tall matrix(TL) produces the identity matrix.
- ightharpoonup Check the result of post multiplying(LT).

```
% Clear workspace, command window, and close all figures
clc; clear; close all;
                                                                                      imagesc(matrix); % Display the matrix as a color image
                                                                                       colorbar;
                                                                                                        % Show a color scale
% Generate a random 40x4 matrix with integer elements from -10 to 10
                                                                                       title(titleStr);
T = randi([-10, 10], 40, 4);
                                                                                       axis square;
                                                                                                        % Make axes square
                                                                                   end
% Compute the product of T transpose and T
                                                                                  % Function definition : visualize original matrix
TtT = T' * T;
                                                                                  function visualizeOriginalMatrix(matrix, titleStr)
% Compute the inverse of the product
                                                                                       figure;
TtT inv = inv(TtT);
                                                                                      imagesc(matrix); % Display the matrix as a color image
                                                                                                        % Show a color scale
                                                                                       colorbar;
% Compute the Left inverse matrix
                                                                                       title(titleStr);
L = TtT inv * T';
                                                                                       axis([0.5 40 0 40]); % Make axes square
                                                                                  end
% Multiply the inverse with the original product to get the identity matrix
                                                                                  % Function definition : visualize left inverse matrix
LT = L * T;
TL = T * L;
                                                                                  function visualizeLeftInverseMatrix(matrix, titleStr)
                                                                                       figure;
% Visualize the matrices
                                                                                       imagesc(matrix); % Display the matrix as a color image
visualizeOriginalMatrix(T, 'Original Matrix T');
                                                                                                        % Show a color scale
                                                                                       colorbar;
visualizeLeftInverseMatrix(L, 'L');
                                                                                       title(titleStr);
visualizeMatrix(LT, 'LT ');
                                                                                       axis([0 40 0.5 40]); % Make axes square
visualizeMatrix(TL, 'TL ');
                                                                                   end
% Function definition : visualize matrix
function visualizeMatrix(matrix, titleStr)
```

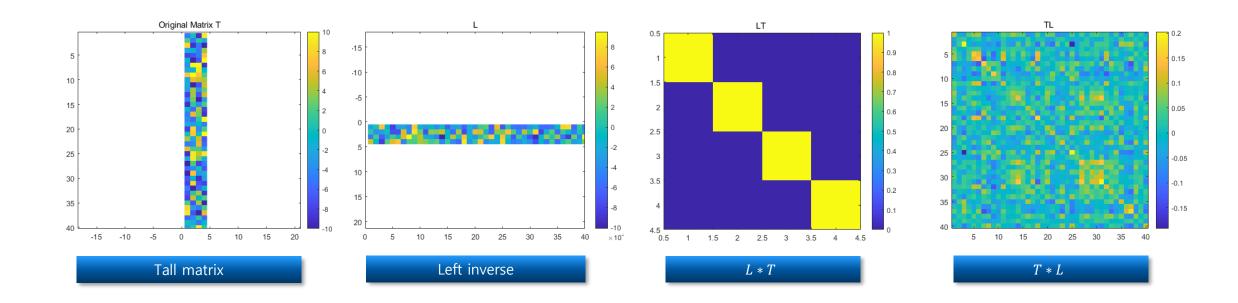
MATLAB code example of calculating left inverse





Code to Calculate Left Inverse

- Following figure illustrates a tall matrix, its left inverse, and two ways of multiplying left inverse by the matrix.
 - Left matrix is not a Laure matrix
 - ► Left multiplying by the left inverse is the identity matrix.
 - Right multiplying by the left inverse is not the identity matrix.







About Left Inverse of matrix *T*

- Left inverse is a one-sided inverse.
 - ▶ *LT* is identity matrix. But *TL* is not.
- Left inverse is defined only for two matrices that have full column-rank.
 - A matrix size M > N with rank $r \leq N$ doesn't have a left-inverse.
 - $ightharpoonup T^T T$ is reduced-rank.
 - Thus cannot be inverted.
- How about right inverse?
 - Try yourself.





The inverse is unique





Proof of Uniqueness of Inverse

- Cannot be AB = I and AC = I while $B \neq C$.
 - Several proofs of this claim.
 - One is proof by negation.
 - Try but fail to prove a false claim.
 - Thereby proving the correct claim.
 - Proof by negation: start with three assumptions.
 - 1. Matrix A is invertable
 - 2. Matrices **B** and **C** are inverses of **A**.
 - 3. Matrices **B** and **C** are distinct.
 - Meaning $\mathbf{B} \neq \mathbf{C}$.
 - Follow each expression from left to right.

$$C = CI = CAB = IB = B$$

Proof by negation

- Assumption of $\mathbf{B} \neq \mathbf{C}$ is false.
- ► Conclusion: invertible matrix has exactly one inverse.





Moore-Penrose pseudoinverse





Pseudoinverse for Singular Matrices

- Reduced-rank matrices do not have a full of a one-sided inverse.
 - Impossible to transform a reduced-rank matrix into the identity matrix.
 - By matrix multiplication.
- But singular matrices do have pseudoinverses.
- Pseudoinverses?
 - ► Transformation matrices that bring a matrix close to the identity matrix.
 - Plural pseudoinverses was not a typo.
 - Reduced-rank matrix has an infinite number of pseudoinverse.
- Best pseudoinverse: Moore-Penrose pseudoinverse
 - Sometimes abbreviated as the MP pseudoinverse.





Moore-Penrose Pseudoinverse

Best pseudoinverse: Moore-Penrose pseudoinverse

- ► Can always assume that pseudoinverse refers to it.
- ► Following matrix is pseudoinverse of the singular matrix.
 - First line: pseudoinverse of the matrix.
 - Second line: product of the matrix and its pseudoinverse.
 - Scaling for 85: to facilitate visual inspection of the matrix.
 - Indicating pseudoinverse using dagger, plus sign, or asterisk.
 - $A^{\dagger}, A^{+}, \text{ or } A^{*}$.

$$\begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 4 \\ 8 \end{bmatrix}^{\dagger} = \frac{1}{85} \begin{bmatrix} 1 & 2 \\ 4 & 8 \end{bmatrix}$$

$$\frac{1}{85} \begin{bmatrix} 1 & 4 \\ 2 & 8 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 4 & 8 \end{bmatrix} = \begin{bmatrix} .2 & .4 \\ .4 & .8 \end{bmatrix}$$
Example of pseudoinverse matrix



Code: Moore-Penrose Pseudoinverse

■ Use function PinV() in MATLAB.

```
A = [[1 4]; [2 8]];
Apinv = pinv(A);
AApinv = A*Apinv;

disp("Apinv");
disp(Apinv);
disp("AApinv");
disp(AApinv);
MATLAB code to pseudoinverse
```

- How is the pseudoinverse computed?
 - ► Take 📢 of a matrix.
 - Invert nonzero singular values without changing singular vectors.
 - ► Reconstruct matrix by multiplying $U\Sigma^+V^T$.
 - If you don't understand it, don't worry.
 - It will be intuitive by the end of Lecture 14.





Numerical stability of the inverse





Complexity of Computing Matrix Inverse

- Computing matrix inverse involves a lot of TLOPs (float point operations)
 - Matrix inverse includes many determinants.
 - Computing many determinants can lead to numerical inaccuracies.
 - Accumulate and cause significant problems when working with large matrices.
 - Low level libraries generally strive to avoid explicitly inverting matrices.
 - Or decompose matrices into the product of other matrices that are more numerically stable.
- Matrices that have numerical values in roughly the same range tend to be more stable.
 - Why random-numbers matrices are easy to work with.
 - Matrices with a large range of numerical values.
 - Have a high risk of numerical instability.
 - Range of numerical values?
 - Formally captured as the condition number of a matrix.
 - Condition number
 - Ratio of the largest to smallest singular value.
 - A measure of the spread of numerical values in a matrix.





Hilbert Matrix

Numerically unstable matrix

- Hilbert matrix is defined by the following formula.
 - *i* and *j* are row and column indices.

$$h_{i,j} = \frac{1}{i+j-1}$$

Formula to create a Hilbert matrix

Example of a 3×3 Hilbert matrix

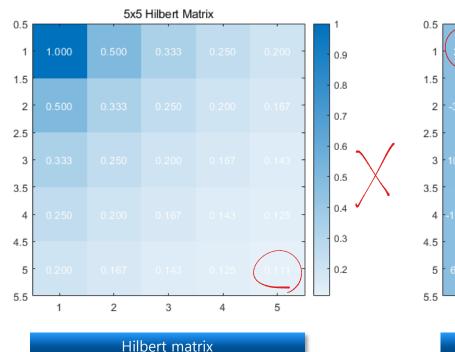
- As the matrix gets larger, ranges of numerical values incheses
 - Computer calculated Hilbert matrix quickly becomes rank-deficient.

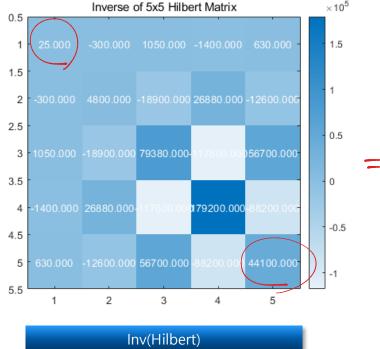


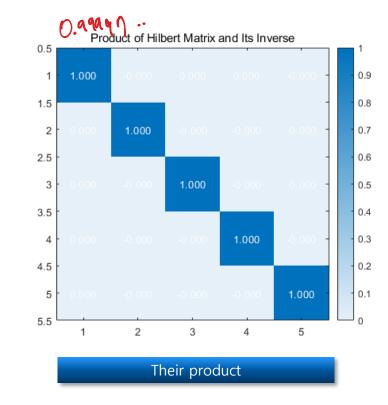
Inverse of Hilbert Matrix

Full-rank Hilbert matrices have inverse in a very different numerical range.

- Illustrated them below.
- ▶ Product matrix certainly looks like the identity matrix.
 - In reality, rounding error increases rapidly.
 - With the size of the matrix.











Geometric interpretation of the inverse





Geometric Transformation of Inverse

- Matrix inverse: undoing geometric transformation imposed by multiplication.
 - This geometric effect is unsurprising.
 - Following equations
 - P is $2 \times N$ matrix of original geometric coordinates.
 - T is transformation matrix.
 - Q is matrix of transformed coordinates.
 - U is matrix of back-transformed coordinates.
 - Interpretation of this equation: undoing the transform imposed by the matrix.

$$egin{aligned} Q &= TP \ U &= T^{-1}Q \ U &= T^{-1}TP \end{aligned}$$
 Math of geometric effect

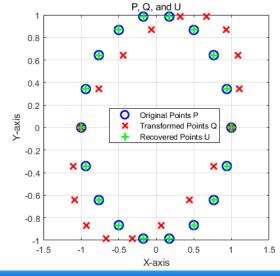


Figure of geometric effect





Code Exercise of Geometric Transformation of Inverse

■ Code Exercise (08_02)

- Generate the points on a circle.
- ▶ Define the Transformation matrix T and inverse matrix T^{-1} .
- ightharpoonup Check the result of TP and $T^{-1}TP$.

```
% Clear workspace, command window, and close all figures
                                                                                    'Transformed Points Q');
clc; clear; close all;
                                                                                   plot(U(1,:), U(2,:), 'g+', 'LineWidth', 2, 'MarkerSize', 10, 'DisplayName',
                                                                                    'Recovered Points U');
% Define angles 0 to 340 degrees in 20 degree increments
                                                                                    legend show;
angles = 0:20:340;
                                                                                   axis square;
                                                                                   grid on;
% Convert degrees to radians for computation
                                                                                   title('P, Q, and U');
radians = deg2rad(angles);
                                                                                   xlabel('X-axis');
                                                                                   ylabel('Y-axis');
% Create points on a circle with radius 1
                                                                                   hold off:
P = [cos(radians); sin(radians)];
% Define a transformation matrix T
T = [1 \ 0.5; \ 0 \ 1];
% Apply the transformation to create Q
Q = T * P;
% Calculate U, which should be the same as P
U = inv(T) * Q;
% Visualize the points P, Q, and U on the same plot for comparison
figure;
plot(P(1, :), P(2, :), 'bo', 'LineWidth', 2, 'MarkerSize', 10, 'DisplayName',
'Original Points P');
hold on; % Hold on to plot additional points
plot(Q(1, :), Q(2, :), 'rx', 'LineWidth', 2, 'MarkerSize', 10, 'DisplayName',
```

MATLAB code example of geometric transformation of inverse





Application of Geometric Transformation of Inverse

- Come in handy when you learn about diagonalizing a matrix through eigendecomposition.
- Provide intuition for why Feducal-Fank matrix has no inverse.
 - Geometric effect of transforming by singular matrix
 - At least one dimension is flattened.
 - Once a dimension flattened, it cannot be unflattened.
 - Like you cannot see your back when facing a mirror.





Summary





Summary

Matrix inverse

- A matrix that transforms a maximum-rank matrix into the identity matrix.
 - Through matrix multiplication.
- Has many purposes.
 - Including moving matrices around in an equation (e.g., solve for x in Ax = b).

Square full-rank matrix

Has a full inverse.

Tall full column-rank matrix

► Has a left-inverse.

Wide full row-rank matrix

► Has a right-inverse.

Reduced-rank matrices cannot be linearly transformed into the identity matrix.

- But they do have a pseudoinverse.
- ▶ Pseudoinverse transforms matrix into another matrix that is closer to the identity matrix.





Summary

- Inverse is unique.
 - ▶ If a matrix can be linearly transformed into the identity matrix, there is only one way to do it.
- Some tricks for computing the inverses of some kinds of matrices.
 - ightharpoonup Including 2 imes 2 and diagonal matrices.
 - ► These shortcuts are simplifications of the full formula for computing a matrix inverse.
- Due to the risk of numerical precision errors, production-level algorithms try to avoid explicitly inverting matrices or will decompose a matrix into other matrices that can be inverted with greater numerical stability.





Code exercises





Hand Made Inverse Algorithm

- Implement the full-inverse algorithm for a 2×2 matrix using matrix elements a, b, c, a and d. (not using inverse function)
- Hint: Remember that the determinant of a scalar is its absolute value.

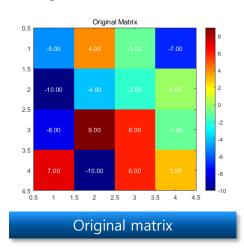
```
% Clear workspace, command window, and close all figures
                                                              % Compute the determinant
clc; clear; close all;
                                                              % Check error
% Assume that input value is [a,b;c,d] (2x2 matrix)
                                                              if
% then make a function that return a inverse matrix
                                                                 error('Matrix is not invertible');
% NOTE: Do not use inverse function in MATLAB
                                                              % Compute the inverse manually
% input1
a1 = 2;
                                                           % Write here (end)
b1 = 1;
c1 = 6;
d1 = 8;
                                                          % Call the function and store the inverse matrix
                                                           % Display the result
                                                           inv1 = handMadeInverseMatrix(a1,b1,c1,d1);
% input2
a2 = 4;
                                                           disp('Inverse matrix1:');
b2 = 10;
                                                           disp(inv1);
c2 = 2;
                                                           inv2 = handMadeInverseMatrix(a2,b2,c2,d2);
d2 = 5;
% Write here (start)
% Create error when inverse matrix does not exist
function inverse matrix = handMadeInverseMatrix(a, b, c, d)
                                                   Sample code
```

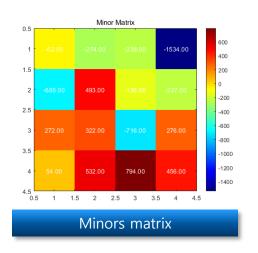


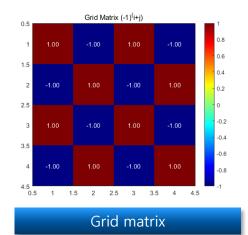


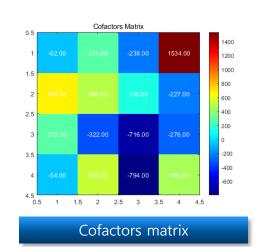
Implements of Various Matrices

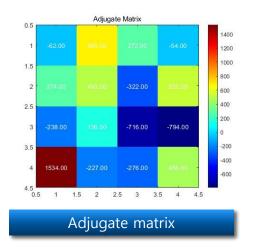
Implements of these matrices

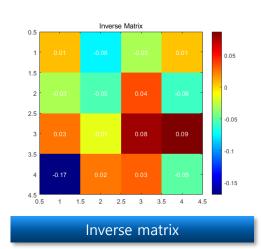


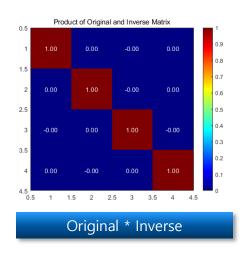
















Implements of Various Matrices

- You can use any MATLAB of custom function.
- Just create these matrices using any method.

```
% Clear workspace, command window, and close all figures
                                                                                             % Compute the adjugate matrix and inverse matrix of the original matrix
clc; clear; close all;
                                                                                             % Use 'transpose(matrix)' to compute the adjugate matrix
                                                                                             % Use adjugateMatrix to compute inverse matrix
% Create a 4x4 original matrix with integer elements
                                                                                             adjugateMatrix = ;
originalMatrix = [-5,4,-1,-7;
                                                                                             inverseMatrix = ;
                -10, -4, -2,0;
                -8,9,6,-1;
                                                                                             % Compute the product of the original matrix and its inverse
                7,-10,6,3];
                                                                                             identityMatrix = ;
                                                                                             % Create a 4x4 grid matrix where elements are (-1)^(i+j)
                                                                                             % Visualize all matrices
[i, j] = meshgrid(1:4, 1:4);
                                                                                             visualizeMatrix(originalMatrix, 'Original Matrix');
gridMatrix = (-1).^{(i+j)};
                                                                                             visualizeMatrix(minorMatrix, 'Minors Matrix');
                                                                                             visualizeMatrix(gridMatrix, 'Grid Matrix (-1)^(i+j)');
% Compute the minor matrix
minorMatrix = zeros(4):
                                                                                             visualizeMatrix(cofactorsMatrix, 'Cofactors Matrix');
                                                                                             visualizeMatrix(adjugateMatrix, 'Adjugate Matrix');
for row = 1:4
   for col = 1:4
                                                                                             visualizeMatrix(inverseMatrix, 'Inverse Matrix');
                                                                                             visualizeMatrix(identityMatrix, 'Product of Original and Inverse Matrix');
   subMatrix = originalMatrix;
   subMatrix(row, :) = [];
   subMatrix(:, col) = [];
                                                                                             % Function definition : visualize matrix
   minorMatrix(row, col) = det(subMatrix);
                                                                                             function visualizeMatrix(matrix, titleStr)
   end
                                                                                                figure;
end
                                                                                                imagesc(matrix);
                                                                                                colorbar;
%%%%%% TODO %%%%%%%
                                                                                                title(titleStr);
% Refer to the lecture slide 43
                                                                                                colormap jet;
% Compute the cofactors matrix
                                                                                                axis square;
% Use '.*' function to compute the cofactorsMatrix
                                                                                                % Add text annotations for each element
cofactorsMatrix = ;
                                                                                                for i = 1:size(matrix, 1)
                                                                                                    for j = 1:size(matrix, 2)
% Check if the matrix is invertible
                                                                                                   text(j, i, num2str(matrix(i, j), '%.2f'), ...
determinant = det(originalMatrix);
                                                                                                    'HorizontalAlignment', 'center', ...
if determinant == 0
                                                                                                    'Color', 'white', 'FontSize', 10);
   error('The original matrix is singular and does not have an inverse.');
                                                                                                    end
                                                                                                end
                                                                                             end
```



THANK YOU FOR YOUR ATTENTION



