Recall: 1. Elimination matrix E21 Ez1 A = A substracts a multiple of row I of A from 2. Exchange matrix Pij PigA = A echa exchange row i and y of A 3. AB = A[b, bz b3] = [Ab, Abz Ab3] 4. Augmented matrix [A b] EZILA b] = [EZIA EZIB] \$2.4 Rules for Matrix Operations Matrix madrition and scalar multiplication Let $A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$, $B = \begin{bmatrix} 2 & 2 \\ 4 & 4 \end{bmatrix}$ $A+B=\begin{bmatrix} 3 & 4\\ 7 & 8 \end{bmatrix}, \quad 2A=2\begin{bmatrix} 1 & 2\\ 3 & 4 \end{bmatrix}=\begin{bmatrix} 24\\ 68\\ 00\end{bmatrix}.$ Matrix Maximultiplication (4 ways) Rule 1: To multiply AB: If A has n columns, B must have n rows (Fundamental Law of Matrix Multiphilation) Associative law: (AB) C = A(BC) 1. Assu Dot Product Way Assume A is mby n and B is n by p. Then AB is m by p. The entry in row i 1. (AB) if = (row i of A). (column f of B). $E \times 1.$ $x_1 \int_{2\pi}^{\pi} \frac{1}{17} \int_{3\pi}^{\pi} \frac{2}{17} = \int_{10}^{\pi} \frac{5}{10} \cdot \frac{6}{10}$

ri. a = 1x2+1x3=5

$$(2)$$
 E_{x} 2

$$\begin{bmatrix} 0 \\ 1 \\ 2 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 0x1 & 0x2 & 0x3 \\ 1x1 & 1x2 & 1x3 \\ 2x1 & 2x2 & 2x3 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 07 \\ 1 & 2 & 3 \\ 2 & 4 & 6 \end{bmatrix}$$

$$\left((h \times I)(I \times n) = (h \times n) \right)$$

dot product [0 | 2]
$$\begin{bmatrix} 1 \\ 2 \end{bmatrix}$$
 = $0 \times 1 + 1 \times 2 + 2 \times 3 = 8$

$$AB = A Eb_1 - b_p J = EAb_1 - Ab_p J$$

$$AB = \begin{bmatrix} r_i \\ r_m \end{bmatrix}B = \begin{bmatrix} r_i B \\ r_m B \end{bmatrix}$$

$$\gamma_i = [\gamma_i - \gamma_i n], \quad B = [\ell_i]$$

$$\gamma_i \cdot \beta = \gamma_{ij} \ell_i + \cdots + \gamma_{in} \ell_n$$

$$A = [C_1 \ C_2 \ \cdots \ C_n], B = [Y_n]$$

$$Ex.$$
 $A = \begin{bmatrix} c_i & c_k \\ c & d \end{bmatrix}, B = \begin{bmatrix} E & F \\ a & H \end{bmatrix} r_i$

The Laws for Matrix Operations

10 addition laws are the some as number's

2° multiplication laws, commutative low does not horld

Ex. AB=[00][00]=[00]

H

Ex. $BA = \begin{bmatrix} 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 \end{bmatrix}$

other laws hold laws for exponents. Let A be square matrix.

AP = AA ... A
P times (AP)(A2)=A2+2 (A) 9 = A 72

Block Matrices and Bolock Multiplication

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

Ex: Ax=b

ELA 6] = [FA E6]

Block multiplication If blocks of A can multiply that of B

then Oblock multiplation is allowed

Ex 3. Let A be man, B be nxp

A=[r, ... en], B=[r]

A & B = C. r. + C. r. + C. r. (84th way for --)

Example Ex 4. (Elimination by blocks

Let
$$E_{21} = \begin{bmatrix} 1 & 0 & 0 \\ -3 & 1 & 0 \end{bmatrix}$$
, $E_{31} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$

$$A = \begin{bmatrix} 1 & * & * \\ 3 & * & * \\ 4 & * & * \end{bmatrix}$$

Set
$$\overline{L} = \begin{bmatrix} 1 & 0 & 0 \\ -3 & 1 & 0 \end{bmatrix}$$
, $A = \begin{bmatrix} 1 & \times & \times \\ 3 & \times & \times \\ + & \times & \times \end{bmatrix}$

$$EA = \sqrt{\frac{1}{2}} \times \sqrt{\frac{1}{2}}$$

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

Block elimination
$$\begin{bmatrix} \underline{I} & 0 \\ -CA^{-1} & \underline{I} \end{bmatrix} \begin{bmatrix} \underline{A} & \underline{B} \\ \underline{C} & \underline{D} \end{bmatrix} = \begin{bmatrix} \underline{A} & \underline{B} \\ 0 & \underline{D} - \underline{C}A^{-1} \underline{B} \end{bmatrix}$$

Review.

4 ways to multiply matrices,

- 1. dot product
- 2. column way
- 3. row way

4. columns multiply rows.

Schu complement

g baco

2. Block multipleation is allowed when block shapes match correctly.

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