

Warm-up: Inverses.

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4.1 Class (today) 13.1 Class 20.1 Class 27.1 Class

9.2 Final exam (90 min) 16.2 Final exam (90 min) – 2nd attempt

Group B: lecture, then midterm exam (45 min)

Can be done by computers:

- Find the distance between (4, 0, 7) and (1, -9, 9).
- Calculate $[1,2] \cdot [3,4]$.
- Find the angle between the vectors $\overrightarrow{u} = [4, 2]$ and $\overrightarrow{w} = [-4, 6].$

• Multiply $\begin{bmatrix} -2 & 8 & 3 \\ 11 & 0 & 0 \end{bmatrix} \begin{bmatrix} 3 \\ -1 \end{bmatrix}$

 $\begin{bmatrix} 11 & 0 & 9 \end{bmatrix} \begin{bmatrix} -1 \\ -6 \end{bmatrix}$



Cannot:

• Is [6, 1] a scalar multiple of [18, 3]?

- If $|\overrightarrow{a}| = 8$ and $|\overrightarrow{b}| = 2$ and $\overrightarrow{a} \cdot \overrightarrow{b} = -16$, find the angle between \overrightarrow{a} and \overrightarrow{b} .
- Are the planes x + y z = 2 and 2x + 2y - 4z = 7 parallel?
- If A is a 3×5 matrix and B is 5×4 , what are the dimensions of AB?

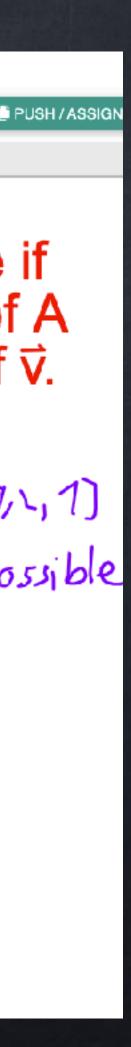


Previously: matrix multiplication PUSH / ASSIG Rule: if $\vec{w} = A\vec{v}$ then $\star A\vec{v}$ is only possible if $\vec{w}_i = (row i of A) \cdot \vec{v}.$ the # of columns of A = the dimension of \vec{v} . dot product $[1,2,3] \cdot [0,2,1] = 0 + 4 + 3 = 7$ $[1, ., 3, 4] \cdot [0, ., 1]$ Students, answer the following: 's impossible

Students, answer the following:

(7 + 0 + 5)

0 + 1 + 1



Rule: if M = AB then $m_{ii} = (row i of A) \cdot (column j of B)$.

Example 1: $\begin{bmatrix} 4 & 1 & 0 \\ -2 & 1 & 5 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 2 & 9 \\ 3 & 1 \end{bmatrix} = \begin{bmatrix} 6 & 5 \\ 15 & 16 \end{bmatrix}$ 2 x 3 3 x 2 2 x 2 The "inner" numbers must agree for AB to exist. The "outer" numbers give the dimensions of AB.

Previously: matrix multiplication

Rule: if M = AB then $m_{ij} = (row i of A) \cdot (column j of B).$ Example 3: $\begin{vmatrix} 2 & 3 \\ -1 & 5 \end{vmatrix} \begin{vmatrix} 4 & 1 \\ 1 & 2 \end{vmatrix} = \begin{bmatrix} 11 & 8 \\ 1 & 9 \end{bmatrix}$ Example 4: $\begin{vmatrix} 4 & 1 \\ 1 & 2 \end{vmatrix} \begin{vmatrix} 2 & 3 \\ -1 & 5 \end{vmatrix} = \begin{bmatrix} 7 & 17 \\ 0 & 13 \end{bmatrix}$

 \bigstar When multiplying matrices, AB and BA can be different!





• We will <u>never</u> combine [a, b] and [c, d] into [ac, bd]. We will <u>never</u> combine $\begin{vmatrix} a \\ b \end{vmatrix}$ and $\begin{vmatrix} c \\ d \end{vmatrix}$ into $\begin{vmatrix} ac \\ bd \end{vmatrix}$. We will <u>never</u> combine $\begin{bmatrix} a, b \end{bmatrix}$ and $\begin{bmatrix} c \\ d \end{bmatrix}$ into $\begin{bmatrix} ac \\ bd \end{bmatrix}$.

There is the dot product: $[a, b] \cdot [c, d] = ac+bd$. 0 The dot product of two vectors is a *number*. It only exists if the vectors have the same dimension.



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and
$$\begin{bmatrix} e & f \\ g & h \end{bmatrix}$$
 into $\begin{bmatrix} ae & bf \\ cg & dh \end{bmatrix}$



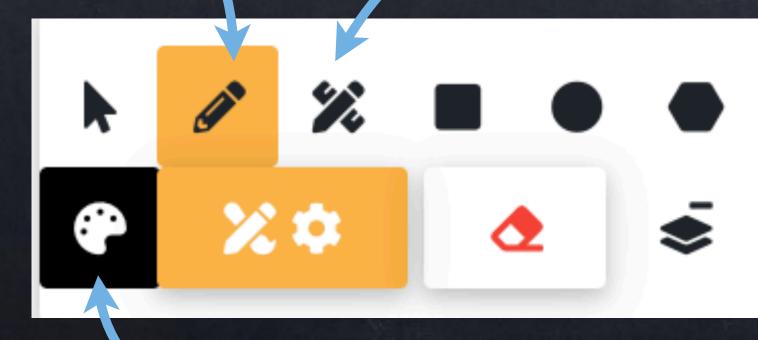
- We will <u>never</u> combine [a, b] and [c, d] into [ac, bd]. There is the dot product: $[a, b] \cdot [c, d] = ac+bd$. 0 The dot product of two vectors is a *number*. It only exists if the vectors have the same dimension.

[•] We will <u>never</u> combine $\begin{vmatrix} a & b \\ c & d \end{vmatrix}$ and $\begin{vmatrix} e & f \\ g & h \end{vmatrix}$ into $\begin{vmatrix} ae & bf \\ cg & dh \end{vmatrix}$. • There is matrix multiplication: $\begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} e & f \\ g & h \end{bmatrix} = \begin{bmatrix} ae+bg & af+bh \\ ce+dg & cf+dh \end{bmatrix}$

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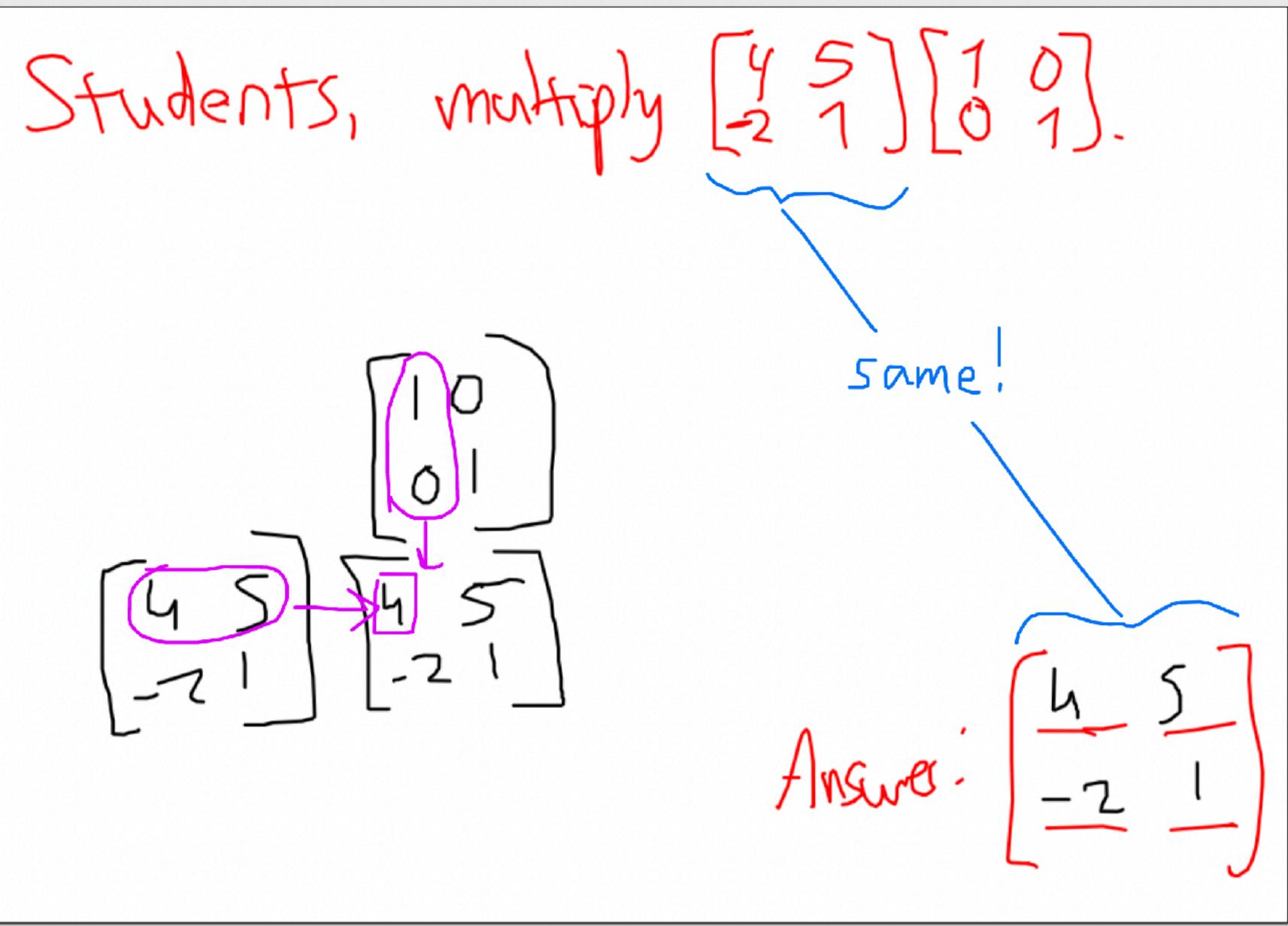


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A square matrix has the same numbers of rows as columns. • If we use only $n \times n$ matrices, the matrix product AB always exists.

such that

for all $n \times n$ matrices A. $I_{2\times 2} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} . I_{3\times 3} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} . I_{4\times 4} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} .$ $L0 \ 0 \ 0 \ 1$ In a way, $I_{n \times n}$ acts like the number 1.

Identity and inverse

The $n \times n$ identity matrix, written $I_{n \times n}$ or I_n just I, is a special matrix

AI = A and IA = A



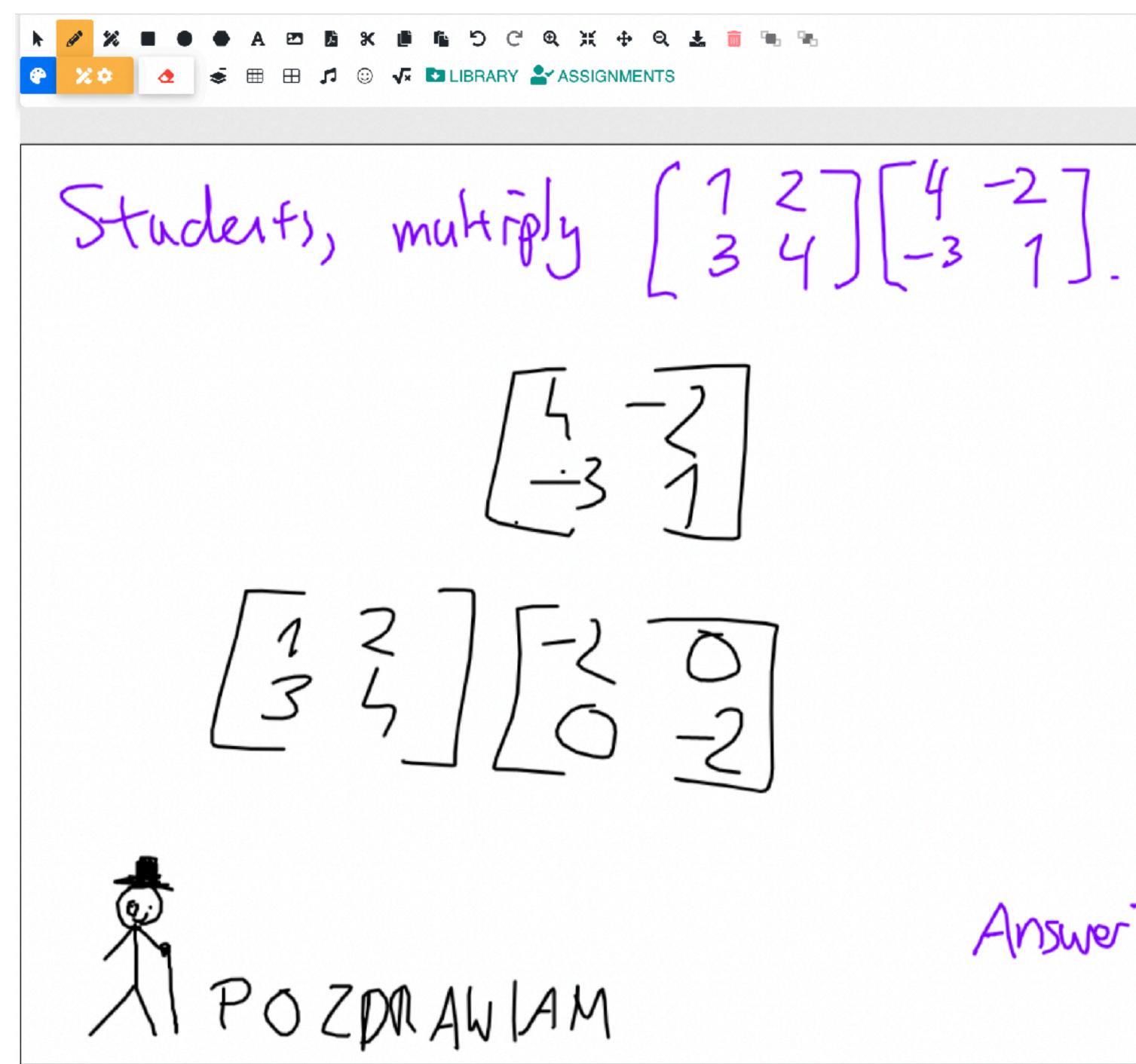
- - We call such a matrix non-invertible.
 - A matrix that is not square cannot have an inverse. 0
- If A^{-1} does exist, then it is unique and $A^{-1}A = I$ is also true.

Identity and inverse

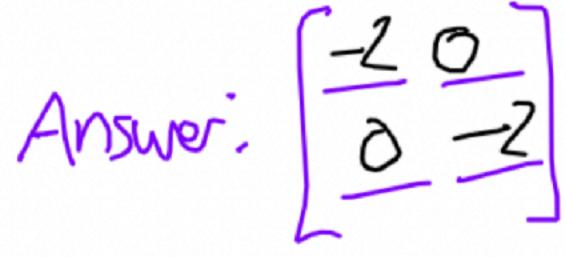
With numbers, we know 1x = x and we know $x \cdot x^{-1} = x \cdot \frac{1}{x} = 1$.

The **inverse** of matrix A, which we write as A^{-1} , is a matrix that satisfies $AA^{-1} = I$

Some matrices don't have inverses (similar to 0 for numbers).



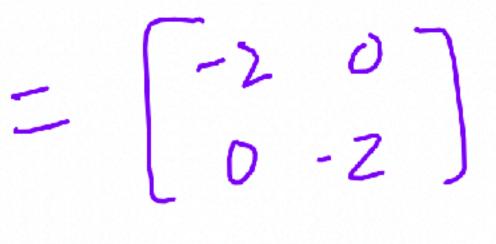
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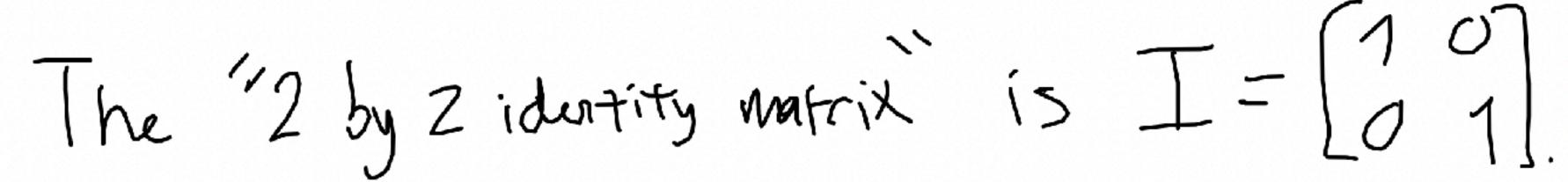


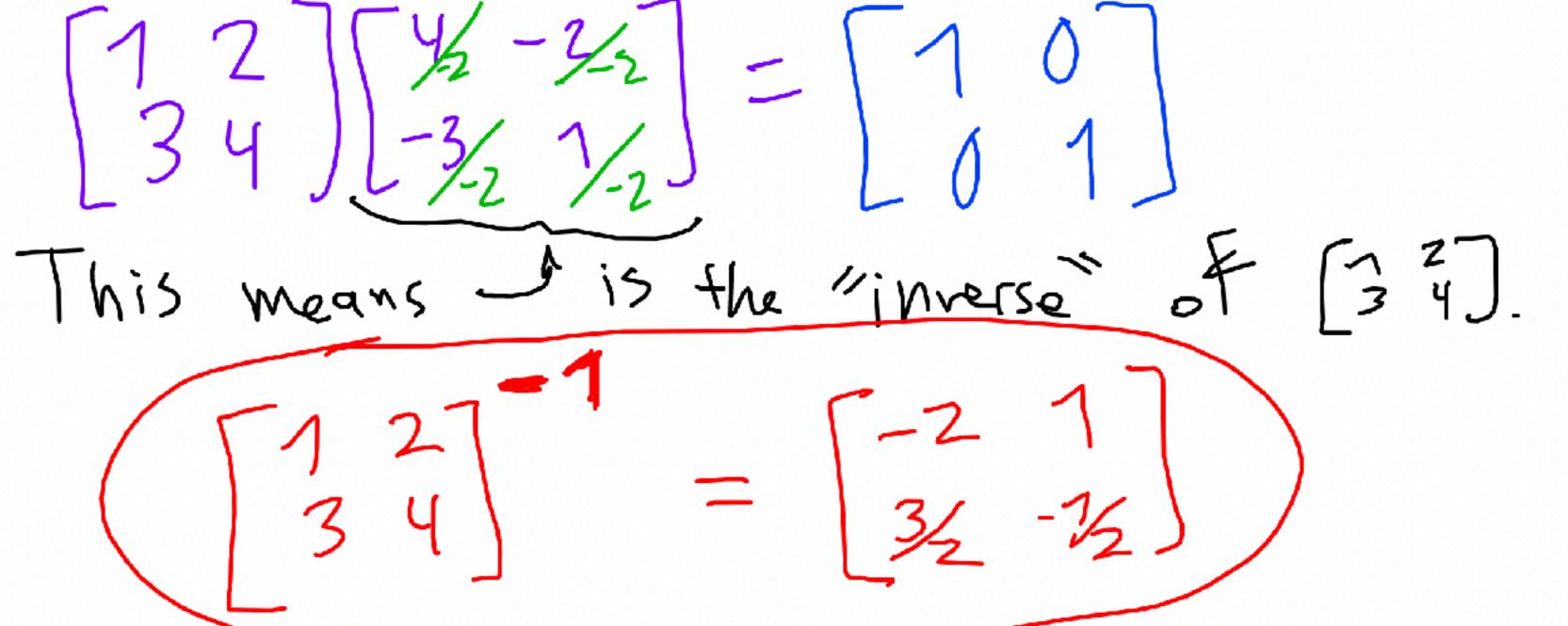
🖽 🖽 🎜 😳 √ 🖬 LIBRARY 🎥 ASSIGNMENTS $\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} -3 & -2 \\ -3 & 1 \end{bmatrix} = \begin{bmatrix} -2 & 0 \\ 0 & -2 \end{bmatrix}$ $\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ -3 & 2 \\ -3 & 2 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

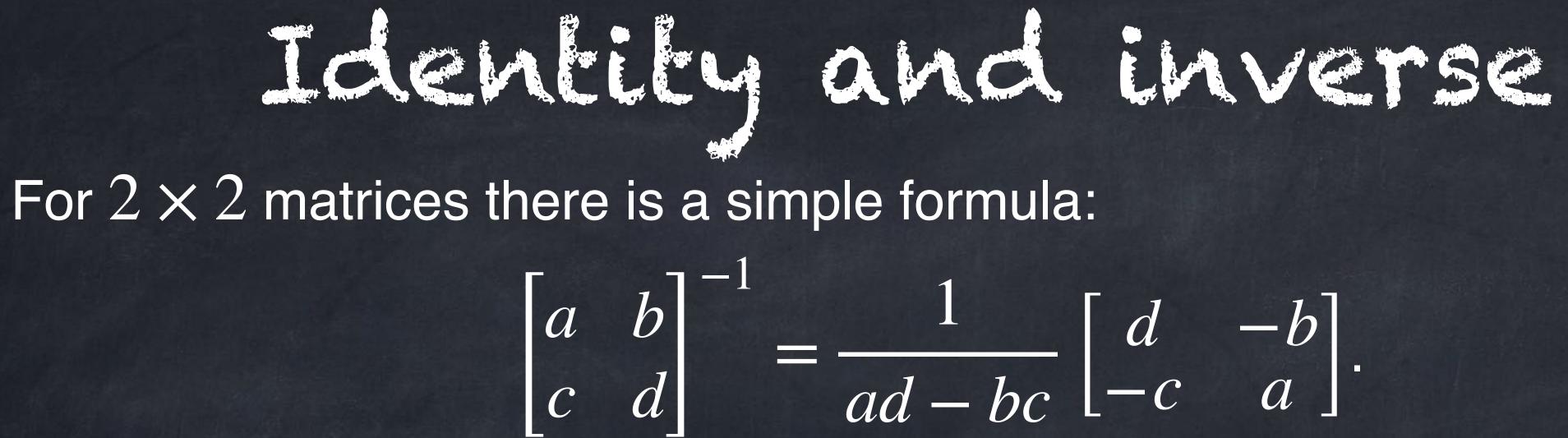


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• The number ad - bc is called the **determinant** of $\begin{bmatrix} a & b \\ c & d \end{bmatrix}$.

• We write det(A) for the determinant of matrix A.

- The inverse A^{-1} exists if and only if the determinant of A is not 0.
 - Some textbooks write |A|, but determinants can be < 0.

For larger square matrices, $\begin{bmatrix} a & \cdots \\ \vdots & \ddots \end{bmatrix}^{-1} = \frac{1}{\det(A)} \begin{bmatrix} ?? & \cdots \\ \vdots & \ddots \end{bmatrix}$ in some way.

Previously: systems of equs

Systems of Linear equations

Examples:

| $\begin{cases} 3x - 7y = 4\\ x + 8y = 2 \end{cases}$ | $\begin{cases} 3x - 7y = 4\\ x + 8y = 2 \end{cases}$ |
|--|---|
| $\int 7x + 2y + 9z = -9$ | 2x + 5y = 7 |
| $\begin{cases} 7x + 2y + 9z = 4 \end{cases}$ | |
| -4x - 3y + 5z = 2 | $\begin{cases} 7x + 2y + 9z = -9 \\ -4x - 3y + kz = 2 \end{cases}$ |
| | $\int -4x - 3y + kz = 2$ |
| 7a + 2b + 9c = -9 | |
| $\begin{cases} 8a + 6c = 0 \end{cases}$ | $\int 6x_1 + 2x_2 - 5x_3 + x_4 = 1$ |
| -4a - 3b + 5c = 2 | $\begin{cases} 6x_1 + 2x_2 - 5x_3 + x_4 = 1\\ 5x_1 - 7x_3 + 2x_4 = 3 \end{cases}$ |

There are many methods to solve systems of linear equations by hand.

- Substitution
- Elimination
- Matrix inverse*
- Cramer's Rule*

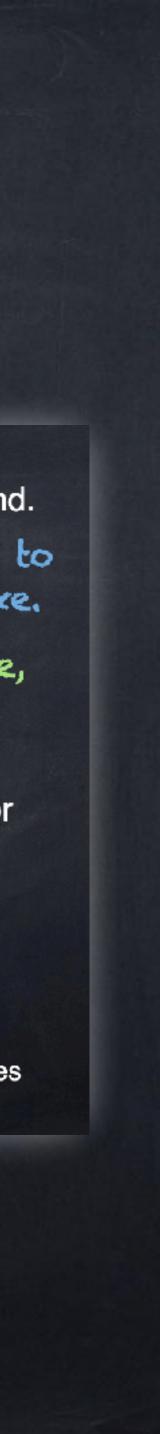
Fewer calculations, but you have to be clever about what steps to take.

} Follow the same steps every time, } but do a lot of calculations.

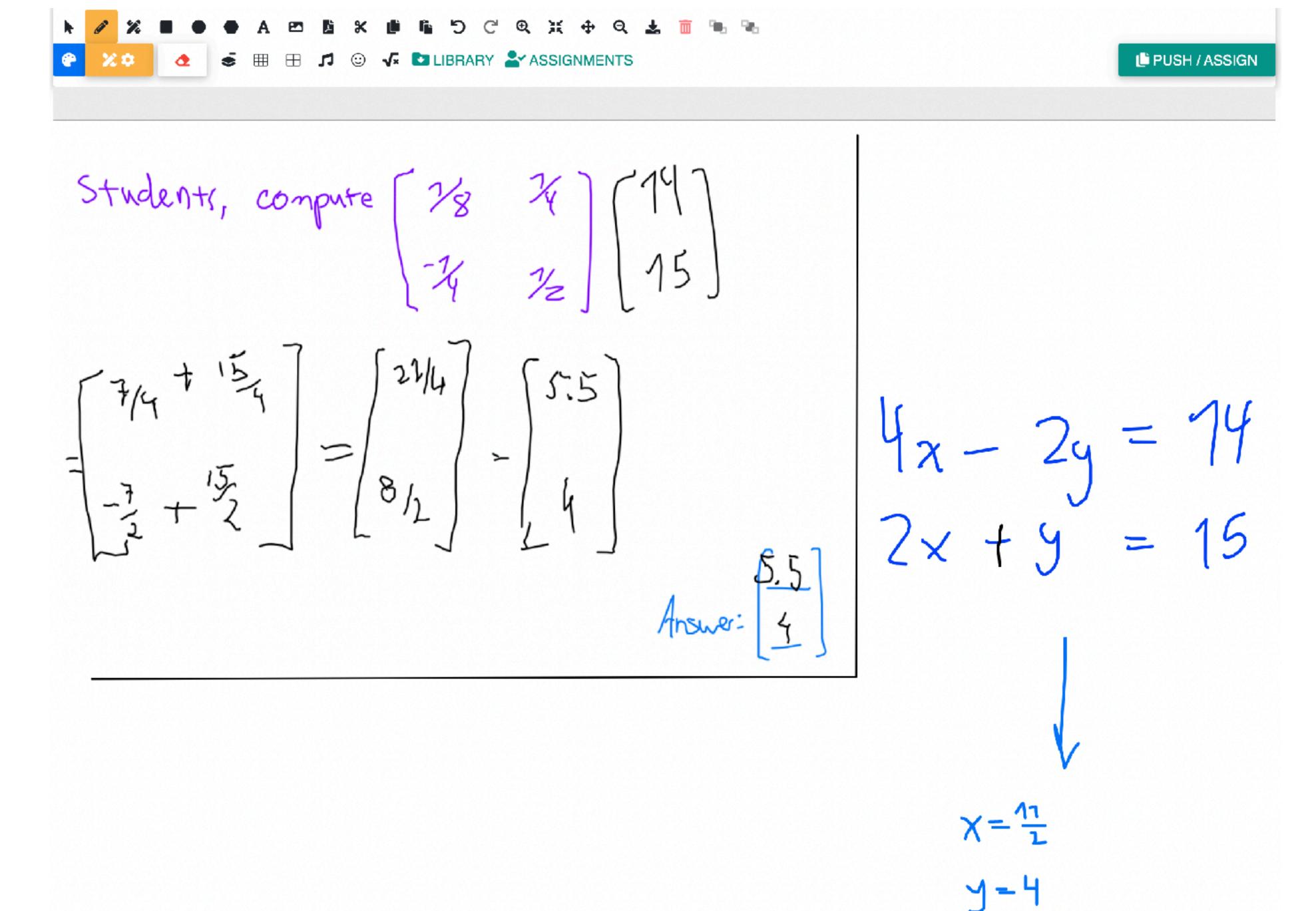
It is also possible to determine the number of solutions—zero, one, or infinity—without actually solving the system.

- Determinant*
- Rank

* only when # of equations = # of variables



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matrix equation

where we can think of X and B as either $m \times 1$ matrices or as vectors. The $n \times m$ matrix A is called the "coefficient matrix".

AX = B

• If $det(A) \neq 0$, then the solution to the system is exactly

Solving systems using matrices

A system of *n* linear equations with *m* variables can be written as a single

or
$$A\overrightarrow{x} = \overrightarrow{b}$$
,

• If n = m, then A is a square matrix, so it has a determinant det(A). $X = A^{-1}B$

