

NAME	DESCRIPTION	EXAMPLE	Mathematics	NAME	DESCRIPTION	EXAMPLE	Mathematics
Row matrix	A matrix with only 1 row	$[3 \ 2 \ 1 - 4]$	Nil	Symmetric matrices	A matrix <b>A</b> is called <u>symmetric</u> if $A^T = A$	$\begin{bmatrix} 2 & 3 \\ 3 & 1 \end{bmatrix}$ $\begin{bmatrix} 2 & 3 & 4 \\ 3 & 1 & 5 \\ 4 & 5 & 3 \end{bmatrix}$ $\begin{bmatrix} 1 & 2 & 4 & 6 \\ 2 & 1 & 5 & 7 \\ 4 & 5 & 3 & 8 \\ 6 & 7 & 8 & 5 \end{bmatrix}$	2d
Column matrix	A matrix with only 1 column	$\begin{bmatrix} 2 \\ 3 \end{bmatrix}$	Nil	Diagonal matrices	if all of the elements off the leading diagonal are zero.	$\begin{bmatrix} 2 & 0 \\ 0 & 1 \end{bmatrix}$ $\begin{bmatrix} 2 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 3 \end{bmatrix}$ $\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 6 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 6 \end{bmatrix}$	Nil
Square matrix	the number of rows equals the number of columns	$\begin{bmatrix} 5 & 4 \\ 4 & 2 \end{bmatrix}$ $2 \times 2$	Nil	Identity matrices	This is denoted by the letter <b>I</b> and has zero entries except for 1's on the diagonal.	$I = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ $I = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$	4a
Zero (Null) matrix	A matrix with all zero entries	$\begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$	Nil	Inverse matrices	A square matrix <b>A</b> has an inverse if there is a matrix $A^{-1}$ such that: $AA^{-1} = I$	If $A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ , then its inverse, $A^{-1}$ , is given by $A^{-1} = \frac{1}{ad-bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix} = \frac{1}{\det(A)} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$ provided $\frac{1}{ad-bc} \neq 0$ ; that is, provided $\det(A) \neq 0$ .	4b inverse 4c Complicated Inverse 4d Determinant
Transpose of a matrix	a new matrix that is formed by interchanging the rows and columns.	$A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix}$ $A^T = \begin{bmatrix} a_{11} & a_{21} \\ a_{12} & a_{22} \end{bmatrix}$	2d	Binary matrices	A special kind of matrix that has only 1s and zeros as its elements.	$\begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}$ $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ $\begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix}$	Nil
Summing matrix	A row or column matrix in which all the elements are 1. To sum the rows of an $m \times n$ matrix, post-multiply the matrix by an $n \times 1$ Column summing matrix. To sum the columns of an $m \times n$ matrix, pre-multiply the matrix by a $1 \times m$ row summing matrix.	$\begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$ $\begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{bmatrix}$	3a Or 8 Step by step				

## Chapter 4 Matrices Summary

**THE INVERSE OF A MATRIX**

THIS SECTION FURTHER DEVELOPS THE ALGEBRA OF MATRICES. TO BEGIN, CONSIDER THE REAL NUMBER EQUATION  $AX = B$ .

TO SOLVE THIS EQUATION FOR **X**, MULTIPLY EACH SIDE OF THE EQUATION BY  $A^{-1}$  (PROVIDED THAT  $A \neq 0$ ).

$AX = B$

$(A^{-1}A)X = A^{-1}B$

$(I)X = A^{-1}B$

$X = A^{-1}B$

NAME & Example	DESCRIPTION	EXAMPLE & key Points	Mathematics
Communication matrices	A square binary matrix in which the 1s represent the links in a communication system.	All of the non-zero elements in the leading diagonal of a communication matrix, or its powers, represent redundant links in the matrix.	4b two way= power 2
Transition matrices	Used to describe the way in which transitions are made between two states. Recurrence Relation: $S_0 = \text{initial value}$ , $S_{n+1} = T * S_n$ Explicit Rule: $S_n = T^n * S_0$ Steady State: determine values for a long run $S = T^{50} * S_0 = T^{51} * S_0$	 Rented in Bendigo Colac $\begin{bmatrix} 0.8 & 0.1 \\ 0.2 & 0.9 \end{bmatrix}$ Bendigo Returned to Colac	7

Matrices Operations	Mathematica Commands	Matrices Operations	Mathematica Commands
Insert matrix	1	Power of a Matrix	3b
Adding, subtracting, scalar multiplication	2	Simultaneous Equations/ Matrices	5a or 5b 5c Matrices → Equations 5d Equations → Matrices
Two matrices multiplication	3a or 8	Solving unknown Matrix by given matrix equation	6

### Matrix Multiplication

Multiplying Matrices together

→ Matrices can only be multiplied if the number of columns in the first is the same as the number of rows in the second.

$m \times n \cdot n \times p$

The answer is size  $m \times p$ .

These numbers must match.

$\begin{bmatrix} 6 & 5 & -2 \end{bmatrix} \begin{bmatrix} 5 \\ 8 \\ 1 \end{bmatrix} = \begin{bmatrix} 39 \end{bmatrix}$   $\begin{bmatrix} 3 & 2 \\ 2 & 5 \\ 6 & -1 \end{bmatrix} \begin{bmatrix} 6 & 1 & 5 & -4 \\ 2 & 3 & 7 & 3 \end{bmatrix} = \begin{bmatrix} 22 & 9 & 29 & -6 \\ 22 & 17 & 45 & 7 \\ 34 & 3 & 23 & -27 \end{bmatrix}$

1x1, 1x3, 3x1, 3x2, 2x4

These numbers give the dimensions of the final matrix!

### Multiplying a Matrix by Another Matrix

"Dot Product"

$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \times \begin{bmatrix} 7 & 8 \\ 9 & 10 \\ 11 & 12 \end{bmatrix} = \begin{bmatrix} 58 & 64 \\ 139 & 154 \end{bmatrix}$

The "Dot Product" is where we multiply matching members, then sum up:

$(1, 2, 3) \cdot (7, 9, 11) = 1 \times 7 + 2 \times 9 + 3 \times 11 = 58$

$(1, 2, 3) \cdot (8, 10, 12) = 1 \times 8 + 2 \times 10 + 3 \times 12 = 64$

$(4, 5, 6) \cdot (7, 9, 11) = 4 \times 7 + 5 \times 9 + 6 \times 11 = 139$

$(4, 5, 6) \cdot (8, 10, 12) = 4 \times 8 + 5 \times 10 + 6 \times 12 = 154$

$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \times \begin{bmatrix} 7 & 8 \\ 9 & 10 \\ 11 & 12 \end{bmatrix} = \begin{bmatrix} 58 & 64 \\ 139 & 154 \end{bmatrix}$  ✓

## Create a matrix equation

$$3a - 5b + 2c = 9$$

$$4a + 7b + c = 3$$

$$2a - c = 12$$

$$\begin{bmatrix} 3 & -5 & 2 \\ 4 & 7 & 1 \\ 2 & 0 & -1 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} 9 \\ 3 \\ 12 \end{bmatrix}$$

## THE INVERSE OF A MATRIX

- THE NUMBER  $A^{-1}$  IS CALLED THE MULTIPLICATIVE INVERSE OF A BECAUSE
- $A^{-1}A = I$ .
- THE DEFINITION OF THE MULTIPLICATIVE INVERSE OF A MATRIX IS SIMILAR.

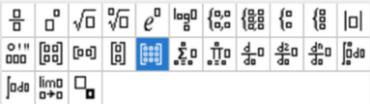
**Definition of the Inverse of a Square Matrix**

Let  $A$  be an  $n \times n$  matrix and let  $I_n$  be the  $n \times n$  identity matrix. If there exists a matrix  $A^{-1}$  such that

$AA^{-1} = I_n = A^{-1}A$

then  $A^{-1}$  is called the **inverse** of  $A$ . The symbol  $A^{-1}$  is read "A inverse."

CAS reference sheet: Matrices

<p>7.1 Enter a Matrix</p>	<ol style="list-style-type: none"> <li>Ctrl N &gt; 1 &gt; <math>\left[ \begin{array}{ c } \hline \square \\ \hline \end{array} \right] \left[ \begin{array}{ c } \hline \square \\ \hline \end{array} \right] \leftarrow</math></li> <li><b>OR</b> Ctrl N &gt; 1 &gt; Ctrl &gt; Menu &gt; 8 <math>\leftarrow</math>  </li> <li>Select No. of rows &amp; columns <math>\leftarrow</math></li> <li>Type each element, using <b>[tab]</b> to move.</li> </ol>
<p>7.2 Define a Matrix</p>	<ol style="list-style-type: none"> <li>Name of the matrix &gt; ctrl &gt; <math>\left[ \begin{array}{ c } \hline \square \\ \hline \end{array} \right] \left[ \begin{array}{ c } \hline \square \\ \hline \end{array} \right] \leftarrow</math> enter full matrix <math>\leftarrow</math>  <math display="block">a := \begin{bmatrix} 1 &amp; 2 &amp; 3 \\ 4 &amp; 5 &amp; 6 \\ 7 &amp; 8 &amp; 9 \end{bmatrix} \qquad \begin{bmatrix} 1. &amp; 2. &amp; 3. \\ 4. &amp; 5. &amp; 6. \\ 7. &amp; 8. &amp; 9. \end{bmatrix}</math> </li> <li><b>OR</b> Enter full matrix &gt; <math>\left[ \text{ctrl} \right] \left[ \text{var} \right] \leftarrow</math> name of the matrix <math>\leftarrow</math>  <math display="block">\begin{bmatrix} 1 &amp; 2 &amp; 3 \\ 4 &amp; 5 &amp; 6 \\ 7 &amp; 8 &amp; 9 \end{bmatrix} \rightarrow b \qquad \begin{bmatrix} 1. &amp; 2. &amp; 3. \\ 4. &amp; 5. &amp; 6. \\ 7. &amp; 8. &amp; 9. \end{bmatrix}</math> </li> </ol>
<p>7.3 Transpose Matrix</p>	<ol style="list-style-type: none"> <li>Name of the matrix &gt; Menu &gt; 7 &gt; 2 <math>\leftarrow</math>  <math display="block">a' \qquad \begin{bmatrix} 1. &amp; 4. &amp; 7. \\ 2. &amp; 5. &amp; 8. \\ 3. &amp; 6. &amp; 9. \end{bmatrix}</math> </li> </ol>
<p>7.4 Determinant</p>	<ol style="list-style-type: none"> <li>Menu &gt; 7 &gt; 3 &gt; name of the matrix <math>\leftarrow</math>  <math display="block">\det(a) \qquad 0.</math> </li> </ol>
<p>7.5 Inverse</p>	<ol style="list-style-type: none"> <li>Name of the matrix &gt; <math>\wedge</math> &gt; <b>Negation key (-)</b> &gt; 1 <math>\leftarrow</math>  <math display="block">c := \begin{bmatrix} 1 &amp; 2 \\ 3 &amp; 4 \end{bmatrix} \qquad \begin{bmatrix} 1. &amp; 2. \\ 3. &amp; 4. \end{bmatrix}</math>  <math display="block">c^{-1} \qquad \begin{bmatrix} -2. &amp; 1. \\ 1.5 &amp; -0.5 \end{bmatrix}</math> </li> <li>Decimal <math>\rightarrow</math> fraction  <math display="block">\text{exact}(c^{-1}) \qquad \begin{bmatrix} -2 &amp; 1 \\ \frac{3}{2} &amp; -\frac{1}{2} \end{bmatrix}</math> </li> </ol>
<p>7.6 Forming matrix by i, j rule</p>	<ol style="list-style-type: none"> <li>Menu &gt; 7 &gt; 1 &gt; A &gt; ij rule, i, j, row size, column size <math>\leftarrow</math>  <math display="block">\text{constructMat}(2 \cdot i + 3 \cdot j, i, j, 2, 3) \qquad \begin{bmatrix} 5. &amp; 8. &amp; 11. \\ 7. &amp; 10. &amp; 13. \end{bmatrix}</math> </li> </ol>