

# WHAT DOES MY MATRIX DO?

(It does whatever the Fox says it should do)

TODAY: We look at "Row Operations" from the viewpoint of Matrix Multiplication.

- Three types of operations:

- Very Common! T1 Add "a" times the  $i$ th Row to the  $j$ th Row. Hopefully,  $a \neq 0$ .
- less common, use only when pivot is zero. T2 Interchange Row  $i$  and Row  $j$ . Hopefully,  $i \neq j$ .
- We only used this when computing inverses. T3 Scale Row  $i$  by some number  $b$ . Hopefully, " $b \neq 0$ ".

Here's a matrix:

$$A = \begin{bmatrix} 3 & 1 & 7 \\ 2 & 4 & 5 \\ 1 & 0 & 3 \end{bmatrix}$$

Gaussian elimination asks, for example that we

ADD  $-\frac{2}{3} R_1$  to  $R_2$

It turns out that there is a MATRIX (I'll call it  $M_{-1}$ ) which, when multiplied to  $A$ , executes this row operation.

In fact,

$$M_1 = \begin{bmatrix} 1 & 0 & 0 \\ -2/3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Row 2, Column 1 changed from Id.

So,

$$M_1 A = \begin{bmatrix} 1 & 0 & 0 \\ -2/3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 3 & 1 & 7 \\ 2 & 4 & 5 \\ 1 & 0 & 3 \end{bmatrix}$$

$$= \begin{bmatrix} 3 & 1 & 7 \\ 0 & 10/3 & 1/3 \\ 1 & 0 & 3 \end{bmatrix} \quad \checkmark \text{ Done!}$$

Now, let's say we want to do a T2 operation on the resulting matrix: exchange Row 2 and Row 3:

$$M_2 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix}$$

Flipped row #2 and #3 of Id.

Now,  $M_2 (M_1 A)$

$$= \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 3 & 1 & 7 \\ 0 & 10/3 & 1/3 \\ 1 & 0 & 3 \end{bmatrix}$$

$$= \begin{bmatrix} 3 & 1 & 7 \\ 1 & 0 & 3 \\ 0 & 10/3 & 1/3 \end{bmatrix} \quad \checkmark \text{ Done!}$$

okay, now let's scale that third row by 3 to make things prettier (this is a T3 operation). The matrix

$$M_3 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 3 \end{bmatrix}$$

scale the 1 in Id's third row by 3

Clearly,  $M_3 M_2 M_1 A = \begin{bmatrix} 3 & 1 & 7 \\ 1 & 0 & 3 \\ 0 & 10 & 1 \end{bmatrix}$

Done ✓

Lesson  
#1

EVERY Row operation that comes up during Gauss or Gauss-Jordan elim. can be represented as MULTIPLICATION BY A MATRIX FROM THE LEFT.

$$\begin{bmatrix} 1 & 0 & 0 \\ -2/3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$M_1$

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

$M_2$

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 3 \end{bmatrix}$$

$M_3$

$$\begin{bmatrix} 1 & 0 & 0 \\ 2/3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

(undoes the action of  $M_1$ )

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

( $M_2$  is its own inverse)  
: Flip rows 2 and 3 again

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1/3 \end{bmatrix}$$

reciprocal

INVERSES

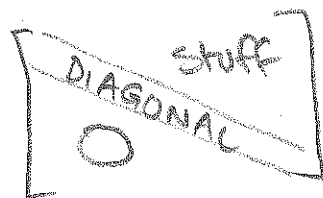
opposite sign!

So, the point is, after Gaussian Elimination, we get something like this:

$$\underbrace{(L_k \cdots L_2 L_1)} A = U$$

Some collection of invertible matrices coming from types T1 and T2.  
(no need to scale)

"Upper" triangular matrix, i.e. of the form



Since the  $L_i$ 's are INVERTIBLE,

$$A = \underbrace{(L_1^{-1} L_2^{-1} \cdots L_k^{-1})} U$$

order is FLIPPED!

Call this product in parentheses " $L$ ".  
It is some INVERTIBLE matrix. Then,

$$A = LU$$

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Lesson #2 | Every Matrix  $A$  is the product of an invertible matrix  $L$  and an upper triangular matrix  $U$ . And if  $A$  requires NO ROW EXCHANGES (i.e. T2), then  $L$  can be chosen lower triangular.

In fact, we can go further! For example, if we have

□ If we only do 3 row ops using pivots,  
 $L = \begin{bmatrix} 1 & 0 & 0 \\ e_{21} & 1 & 0 \\ e_{31} & e_{32} & 1 \end{bmatrix}$

$$\bar{U} = \begin{bmatrix} 3 & 2 & 5 \\ 0 & 4 & 1 \\ 0 & 0 & 9 \end{bmatrix}, \quad (\text{upper triangular})$$

then  $\bar{U} = DU$   
 ↓ diagonal → upper triangular with 1's on diagonal!

□ If  $A = LU$ , then  $A(x) = \begin{pmatrix} a \\ b \end{pmatrix}$   
 Becomes:  $L \begin{pmatrix} c \\ d \end{pmatrix} = \begin{pmatrix} a \\ b \end{pmatrix}$   
 easy if L is lower TRIANGULAR  $U(x) = \begin{pmatrix} c \\ d \end{pmatrix}$

$$= \begin{bmatrix} 3 & 0 & 0 \\ 0 & 4 & 0 \\ 0 & 0 & 9 \end{bmatrix} \begin{bmatrix} 1 & 2/3 & 5/3 \\ 0 & 1 & 1/4 \\ 0 & 0 & 1 \end{bmatrix}$$

So,  $A = LDU$   
 ↓ invertible → upper triangular ones on diagonal  
 ↓ diagonal → upper triangular ones on diagonal  
 (lower triangular if no T2 moves are used) ones on diagonal.

## Geometry of Matrix Multiplication

Id =  $\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$ , Projection =  $\begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix}$

Scaling:  $\begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix}, \begin{bmatrix} 2 & 0 \\ 0 & 3 \end{bmatrix}$  } combine:  $\begin{bmatrix} -1 & 0 \\ 0 & 3 \end{bmatrix}$

Reflection:  $\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}, \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}, \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$

Rotation:  $\begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix}, \begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix}$   
 (by 90°)

Shear:  $\begin{bmatrix} 1 & 2 \\ 0 & 1 \end{bmatrix}, \begin{bmatrix} 1 & 0 \\ 2 & 1 \end{bmatrix}$

## CHAPTER 2 OF STRANG

- Gaussian Elimination ( $2 \times 2$  and  $3 \times 3$ )
- When do you get 0, 1 or  $\infty$  solutions?
- Geometric Interpretation of linear systems as intersections of lines / planes
- Matrix multiplication, particularly viewing Row operations as multiplication by matrices
- Basic properties of Matrix inverses: When do they exist? How to compute them via Gauss-Jordan elimination?
- LU decomposition, using it to convert a linear system to two triangular systems.