

Sept 17, 2019.

Last time:

Matrix Multiplication as linear transformation.

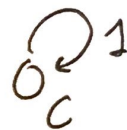
$$\begin{aligned} f(x) &= 2x \\ g(x) &= \frac{1}{2}x \end{aligned} \quad \text{] inverses.}$$

Today:

- Matrix inversion.
- A proof about inversion.
- Nullspaces.

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

$$\underline{\underline{\vec{x}(t+1)}} = Q \cdot \underline{\underline{\vec{x}(t)}}$$

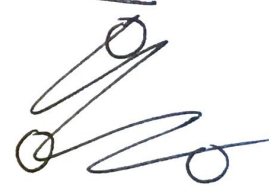


"Identity" matrix

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

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

$$\vec{x}(1) = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$



A 1 unit inside

- Run Q once.
- Run R once

$$\vec{x}(2) = Q \cdot \vec{x}(1)$$

$$\vec{x}(3) = R \cdot \vec{x}(2)$$

$$= R \cdot (Q \cdot \vec{x}(1))$$

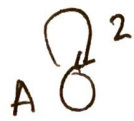
$$\vec{x}(2) = \begin{bmatrix} 1 \\ 3 \\ 2 \end{bmatrix}$$

$$\vec{x}(3) = \begin{bmatrix} 1/2 \\ 3/2 \\ 2 \end{bmatrix}$$

Run RQ.



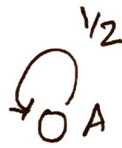
$$Q = \begin{bmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 2 \end{bmatrix}$$



- If a pump generating water/energy etc.
 - If a pump leaks.
- "Non-conservative"

$$\vec{x}(t+1) = Q \cdot \vec{x}(t)$$

Recover: $\vec{x}(t)$ from $\vec{x}(t+1)$



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



$$\vec{x}(t+1) = Q \cdot \vec{x}(t)$$

$$\vec{x}(t) = R \cdot \vec{x}(t+1)$$

$$= Q \cdot R \cdot \vec{x}(t+1)$$

$$= [Q \cdot R] \vec{x}(t+1)$$

subs.

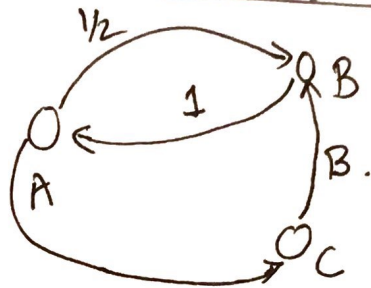
$$Q \cdot R = I$$

~~we know~~
 ~~$A \vec{x} = \vec{b}$~~

Definition: Matrix P is said to be the inverse of matrix Q (Both square) if $PQ = QP = I$

Sometimes, we will denote $P = Q^{-1}$ "Q-inverse"

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



$$\vec{x}(t+1) = Q \cdot \vec{x}(t)$$

Want: P such that $\vec{x}(t) = P \cdot \vec{x}(t+1)$

$$\begin{aligned} \vec{x}(t) &= P \cdot \vec{x}(t+1) \\ \vec{x}(t+1) &= Q \cdot \vec{x}(t) \\ &= Q \cdot P \cdot \vec{x}(t+1) \end{aligned}$$

$\Rightarrow Q \cdot P = I$ Matrices instead of vectors.

→ We know:

$$A \vec{x} = \vec{b}$$

$$\begin{bmatrix} 0 & 1 & 0 \\ 1/2 & 0 & 1 \\ 1/2 & 0 & 0 \end{bmatrix} \begin{bmatrix} p_{11} & p_{12} & p_{13} \\ p_{21} & p_{22} & p_{23} \\ p_{31} & p_{32} & p_{33} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$\underbrace{\quad}_{\vec{p}_1} \quad \underbrace{\quad}_{\vec{p}_2} \quad \underbrace{\quad}_{\vec{p}_3}$

$$Q \cdot \vec{P}_1 = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

$$Q \cdot \vec{P}_2 = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

$$Q \cdot \vec{P}_3 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

Augmented matrix:

$$\left[\begin{array}{ccc|ccc} 0 & 1 & 0 & 1 & 0 & 0 \\ 1/2 & 0 & 1 & 0 & 1 & 0 \\ 1/2 & 0 & 0 & 0 & 0 & 1 \end{array} \right]$$

Key observation: GE steps
do not depend on the \vec{b}
for $A\vec{x} = \vec{b}$.

$R_2 \leftrightarrow R_1$
→

$$\left[\begin{array}{ccc|ccc} 1/2 & 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 1/2 & 0 & 0 & 0 & 0 & 1 \end{array} \right]$$

$R_i \cdot 2$
→

$$\left[\begin{array}{ccc|ccc} 1 & 0 & 2 & 0 & 2 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 1/2 & 0 & 0 & 0 & 0 & 1 \end{array} \right]$$

→

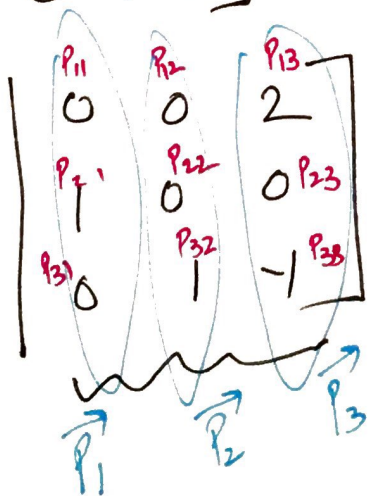
$$\left[\begin{array}{ccc|ccc} 1 & 0 & 2 & 0 & 2 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & -1 & 0 & -1 & 1 \end{array} \right]$$

$R_3(-1)$
→

$$\left[\begin{array}{ccc|ccc} 1 & 0 & 2 & 0 & 2 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & -1 \end{array} \right]$$

→

$$\left[\begin{array}{ccc|ccc} 1 & 0 & 0 & 0 & 2 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & -1 \end{array} \right]$$



• Order: Thm: If $Q \cdot P = I$ and $R \cdot Q = I$, then $R = P$.

"Left inverse and the right inverse are the same"

→ Important because in general matrix multiplication does not commute.

Proof: Beginning:

$$Q \cdot P = I.$$

$$R \cdot Q = I.$$

$Q \cdot P = R \cdot Q \rightarrow$ doesn't work.

$$\rightarrow R \cdot (Q \cdot P) = R \cdot (I).$$

$$\Rightarrow \underbrace{R \cdot Q} \cdot P = R.$$

$$\Rightarrow I \cdot P = R$$

$$\textcircled{P} = R.$$

End: $R = P$

What we did not do:

$$(Q \cdot P) \cdot R = (I) \cdot R = R$$

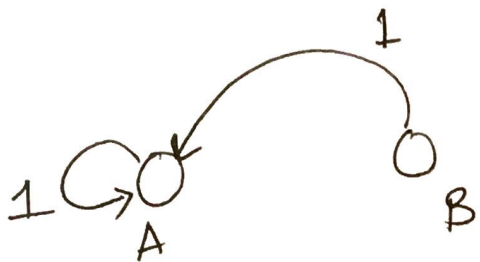
$$Q \cdot P \cdot R = R$$

$$I \cdot R = R$$

$f(x) = 2x$, $g(x) = \frac{1}{2}x$.

$f(x) = 0 \cdot x$

e.g.



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

Cannot recover $\vec{x}(t)$ from $\vec{x}(t+1)$.

Inverses need not always exist.

~~Matrix~~ Inversion \longleftrightarrow Gaussian elimination \longleftrightarrow Linear dependence + indep.
 Unique solutions

Thm: If the columns of A are linearly dependant

\rightarrow Matrix A is not invertible.

Another way to say the same thing

If matrix A is invertible, ie. A^{-1} exists

\implies the columns of A are linearly independent.

then

$P \implies Q$
\uparrow raining \uparrow clouds.
$\text{NOT } Q \implies \text{NOT } P$
"Contrapositive"

Proof: By def. of linear dependence.

Know: $c_1 \vec{a}_1 + c_2 \vec{a}_2 + \dots + c_n \vec{a}_n = \vec{0}$
where ^{not} all c_i 's are ~~not~~ 0.

If possible: Let A^{-1} exist.

$$\rightarrow A \cdot \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{bmatrix} = \vec{0} \quad \vec{c} \neq \vec{0}$$

$$A^{-1} (A \cdot \vec{c}) = A^{-1} \cdot \vec{0} \quad \text{Multiply by } A^{-1}$$

Use associative property.

$$\Rightarrow (A^{-1}A) \cdot \vec{c} = \vec{0}$$

$$\Rightarrow I \cdot \vec{c} = \vec{0}$$

$$\rightarrow \vec{c} = \vec{0}$$

A contradiction \square QED

End: A^{-1} does not exist