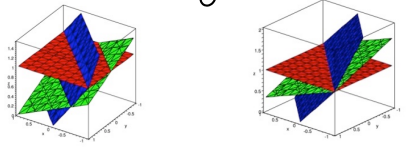


* if $|A|=0$, A^{-1} doesn't exist

\therefore solution is not unique or may not exist at all
 Geometrical eg. → Singular



no solutions (inconsistent) ∞ solutions (degenerate)

Use rank to determine type of solution:
 if $\text{rank}(A) \neq \text{rank}([A|B])$ → no solutions
 if $\text{rank}(A) = \text{rank}([A|B])$ → family of solutions

Why use?

How to calculate: Rank

Carry out row operations for upper triangular form, then:

$\text{Rank}(A) = n - \text{Null}(A)$

number of rows (doesn't have to be square matrix)

number of entirely zero rows:

e.g. $\begin{pmatrix} a & 0 & 0 \\ 0 & 0 & 0 \\ 0 & c & 0 \end{pmatrix}$ Null = 1, rank = 3 - 1 = 2

Eigenvalues & Eigenvectors

scalar (λ) of vector v that gives amount of stretch

vectors whose direction is not altered under matrix multiplication

$Av = \lambda v$
 $= (A - \lambda I_n)v = 0$

but for " to have a non-trivial solution, the matrix $(A - \lambda I_n)$ must have full rank

\therefore to calculate eigenvalues

$\det(A - \lambda I_n) = 0$

expanding this gives characteristic equation. $2 \times 2 = \text{quadratic}$, \therefore up to 2 λ 's
 $3 \times 3 = \text{cubic}$, \therefore up to 3 λ 's etc.

To calculate eigenvectors

substitute eigenvalues into $(A - \lambda I_n)v = 0$

→ choose unit vector by convention

eigenvalues of A^{-1} = $\frac{1}{\lambda_1}, \frac{1}{\lambda_2} \dots$

Useful Rules

transposed matrix has same eigenvalues

sum of diagonal entries = trace of matrix is equal to sum of eigenvalues

determinant of matrix equals product of eigenvalues

Matrices

- General Cases:
- a) $B \neq 0, |A| \neq 0$
 $x = A^{-1}B$
 - b) $b = 0, |A| \neq 0$
 $Ax = 0$
 $\therefore x = 0$
 - c) $b \neq 0, |A| = 0$ *
 \rightarrow no solutions or ∞
 - d) $b = 0, |A| = 0$
 $\rightarrow \infty$ solutions

Can also solve $Ax = B$ with $x = A^{-1}B$ but requires more work

$2x + 3y = 4$
 $-2x + y = 8$

Perform Gaussian Elimination to solve

$\begin{pmatrix} 2 & 3 \\ -2 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 4 \\ 8 \end{pmatrix}$

Augmented form easier to write:
 $\begin{pmatrix} 2 & 3 & : & 4 \\ -2 & 1 & : & 8 \end{pmatrix}$

Manipulate rows to find upper triangular form

$\begin{pmatrix} a & b & c & : & x \\ 0 & d & e & : & y \\ 0 & 0 & f & : & z \end{pmatrix}$

Solve simultaneously: $f = z \dots$ etc.

performing operation on one row doesn't affect others directly.

Linear Systems

Linear equations can be represented as matrix equations

Transpose Rows \rightarrow Columns

$\begin{pmatrix} a_1 & a_2 \\ b_1 & b_2 \end{pmatrix} \rightarrow \begin{pmatrix} a_1 & b_1 \\ a_2 & b_2 \end{pmatrix}$

Transpose of matrix of cofactors

Inverse $A^{-1} = \frac{1}{\det(A)} \text{adj}(A)$

Cofactor Matrix
 Minor \times appropriate sign

take determinant of value in matrix: e.g. for 8

Remember: det. multiplies minor by its value, cofactor just minor \times appropriate sign

$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} \begin{matrix} + & - & + \\ - & + & - \\ + & - & + \end{matrix} = - \begin{vmatrix} 2 & 3 \\ 5 & 6 \end{vmatrix} = - (6 - 15) = 9$

cofactor matrix

appropriate sign: $\begin{pmatrix} + & - & + \\ - & + & - \\ + & - & + \end{pmatrix}$

Determinant

Σ (matrix value \times its minor) for 2×2

$\begin{pmatrix} a_{1,1} & a_{1,2} \\ a_{2,1} & a_{2,2} \end{pmatrix} = a_{1,1}a_{2,2} - a_{1,2}a_{2,1}$

+ - + - ...

for 3×3

$\begin{pmatrix} a_{1,1} & a_{1,2} & a_{1,3} \\ a_{2,1} & a_{2,2} & a_{2,3} \\ a_{3,1} & a_{3,2} & a_{3,3} \end{pmatrix} = a_{1,1} \begin{vmatrix} a_{2,2} & a_{2,3} \\ a_{3,2} & a_{3,3} \end{vmatrix} - a_{1,2} \begin{vmatrix} a_{2,1} & a_{2,3} \\ a_{3,1} & a_{3,3} \end{vmatrix} + a_{1,3} \begin{vmatrix} a_{2,1} & a_{2,2} \\ a_{3,1} & a_{3,2} \end{vmatrix}$

take values in any row* in matrix

'cross out' row and column the value lies in and multiply value by remaining 2×2 matrix determinant

e.g. for $a_{1,2}$: $\begin{pmatrix} a_{1,1} & a_{1,2} & a_{1,3} \\ a_{2,1} & a_{2,2} & a_{2,3} \\ a_{3,1} & a_{3,2} & a_{3,3} \end{pmatrix} \rightarrow a_{1,2} \begin{vmatrix} a_{2,1} & a_{2,3} \\ a_{3,1} & a_{3,3} \end{vmatrix}$ Just use one row

* can use any row for determinant \rightarrow if row has 0's it makes it simpler