

Common Mistakes From LNN

eg. Determine if columns of $\underline{\underline{A}} = \begin{pmatrix} 1 & 0 & 2 \\ 0 & 1 & -1 \\ 2 & 0 & 4 \end{pmatrix}$ span \mathbb{R}^3 and if solution exists for every \underline{y} to $\underline{\underline{A}}\underline{x} = \underline{y}$.

Mistake 1: $\underline{\underline{A}}$ is NOT an augmented matrix!!!

→ You can't talk about whether a system is consistent unless it is augmented!

i.e. $x_1 + x_2$, $2x_1 + 2x_2$, we can't say if it is consistent without knowing right hand side!

DON'T WRITE $\left(\begin{array}{cc|c} 1 & 0 & 2 \\ 0 & 1 & -1 \\ 2 & 0 & 4 \end{array} \right)$, the system isn't augmented!

(INSTEAD, to see if it spans, you have to check if pivot in every row!)

$$\left(\begin{array}{ccc} 1 & 0 & 2 \\ 0 & 1 & -1 \\ 2 & 0 & 4 \end{array} \right) \sim \left(\begin{array}{ccc|c} 1 & 0 & 2 & 0 \\ 0 & 1 & -1 & 0 \\ 0 & 0 & 0 & 0 \end{array} \right) \rightarrow \text{No pivot in each row} \\ \text{- doesn't span.}$$

Mistake 2: Just because it doesn't span does not mean no solution for EVERY \underline{y} to $\underline{\underline{A}}\underline{x} = \underline{y}$. It means no solution to SOME \underline{y} .

i.e. $\underline{\underline{A}}\underline{x} = \begin{pmatrix} 1 \\ 2 \end{pmatrix} \rightarrow \left(\begin{array}{cc|c} 1 & 0 & 2 \\ 0 & 1 & -1 \\ 2 & 0 & 4 \end{array} \right) \sim \left(\begin{array}{cc|c} 1 & 0 & 2 \\ 0 & 1 & -1 \\ 0 & 0 & 0 \end{array} \right)$ has solution
- consistent

$\underline{\underline{A}}\underline{x} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \rightarrow \left(\begin{array}{cc|c} 1 & 0 & 2 \\ 0 & 1 & -1 \\ 2 & 0 & 4 \end{array} \right) \sim \left(\begin{array}{cc|c} 1 & 0 & 2 \\ 0 & 1 & -1 \\ 0 & 0 & 0 \end{array} \right)$ has no solution
- inconsistent.

Basically $\underline{A}\underline{x} = \underline{y}$ ONLY has solutions for $\underline{y} \in \text{Span}(\text{Columns of } \underline{A})$.

This becomes:

$$\begin{pmatrix} \underline{a}_1 & \underline{a}_2 & \dots & \underline{a}_n \end{pmatrix} \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} y_1 \\ \vdots \\ y_m \end{pmatrix} \iff \underbrace{x_1 \underline{a}_1 + x_2 \underline{a}_2 + \dots + x_n \underline{a}_n}_{\text{linear combination of columns of } \underline{A}} = \underline{y}$$

- This is why if that means now for $\underline{A} \in \mathbb{R}^{m \times n}$, then spans \mathbb{R}^m !!!

Recap

Last time, defined linear transformations $T(\underline{x})$, $\underline{x} \in \mathbb{R}^n$

and said $T(\underline{x}) = \underline{\underline{A}} \underline{x}$ for some $\underline{\underline{A}} = \begin{pmatrix} T(e_1) & \dots & T(e_n) \end{pmatrix}$.

\Rightarrow To understand linear transformation, can just understand matrices

This time, focus on what operations $\underline{\underline{A}}$ can do:

Vector-like operations:

1) Addition (must be same size)

$$\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} + \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} = \begin{pmatrix} 2 & 4 \\ 6 & 8 \end{pmatrix}$$

2) Scalar multiplication

$$c \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} = \begin{pmatrix} c & 2c \\ 3c & 4c \end{pmatrix}$$

Matrix - Matrix Multiplication

Recall: Matrix - Vector multiply

$$\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} x_1 + 2x_2 \\ 3x_1 + 4x_2 \end{pmatrix}$$

Matrix - Matrix Multiply

- Just do the same, treat each column as vector

$$\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} \begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{pmatrix} = \begin{pmatrix} a_{11} + 2a_{21} & a_{12} + 2a_{22} \\ 3a_{11} + 4a_{21} & 3a_{12} + 4a_{22} \end{pmatrix}$$

- each column of right hand side is just a matrix-vector multiply

RULE:

$$m \downarrow \left(\begin{array}{c} \xleftarrow{p} \\ \quad \quad \quad \end{array} \right) \left(\begin{array}{c} \xleftarrow{n} \\ \quad \quad \quad \end{array} \right) = m \downarrow \left(\begin{array}{c} \xleftarrow{n} \\ \quad \quad \quad \end{array} \right)$$

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

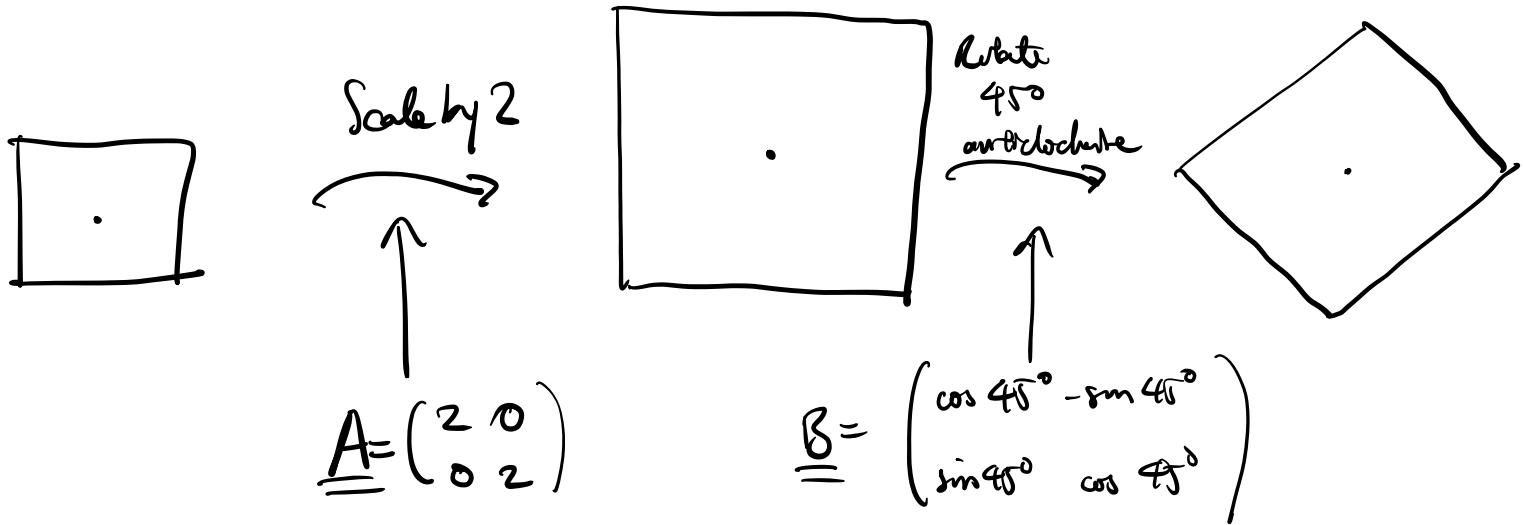
Can ONLY multiply if
these are the same.

Why matrix-matrix multiply?

Remember that $\underline{A} \underline{x}$ is a linear transformation on \underline{x} .

Then $\underline{B} \underline{A} \underline{x}$ is a transformation of $\underline{A} \underline{x}$.

e.g. Scale + Rotation



- BUT, instead of calculating $\underline{A} \underline{x}$, then $\underline{B}(\underline{A} \underline{x})$,

can calculate $\underline{B} \underline{A}$, combining the transformations,

then applying this compound transform to \underline{x} !

- why? In practice, we'll apply compound transforms to more than one thing, this saves time.

Properties of mat-mat mult:

1) $\underline{\underline{AB}} \underline{\underline{C}} = \underline{\underline{A}} (\underline{\underline{B}} \underline{\underline{C}})$, i.e. doesn't matter which order you compute it.

2) $\underline{\underline{A}} (\underline{\underline{B}} + \underline{\underline{C}}) = \underline{\underline{AB}} + \underline{\underline{AC}}$

3) $(\underline{\underline{A}} + \underline{\underline{B}}) \underline{\underline{C}} = \underline{\underline{AC}} + \underline{\underline{BC}}$

4) $c \underline{\underline{AB}} = c (\underline{\underline{A}} \underline{\underline{B}}) = \underline{\underline{A}} (c \underline{\underline{B}})$, c scalar
i.e. can move scalar around.

HOWEVER: IN GENERAL, $\underline{\underline{AB}} \neq \underline{\underline{BA}}$ (doesn't always commute)

e.g. $\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix} = \begin{pmatrix} 1 & 3 \\ 3 & 7 \end{pmatrix}$ NOT EQUAL

$$\begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} = \begin{pmatrix} 4 & 6 \\ 3 & 4 \end{pmatrix}$$

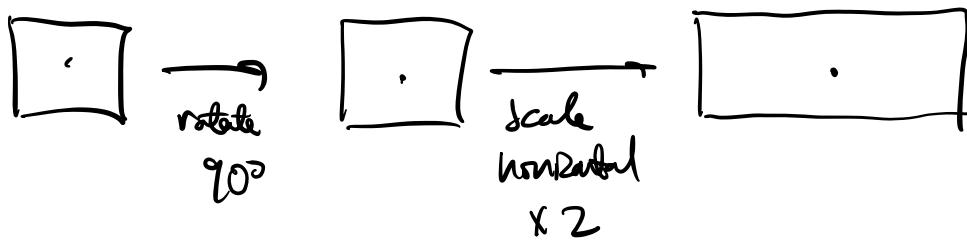
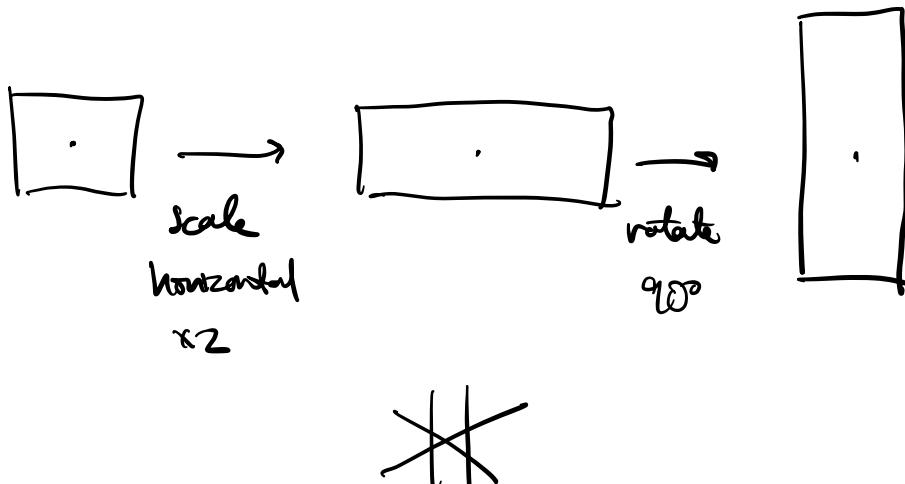
e.g.

$$\begin{pmatrix} 2 & 0 \\ 0 & 2 \end{pmatrix} \begin{pmatrix} 1 & 3 \\ 3 & 1 \end{pmatrix} = \begin{pmatrix} 2 & 6 \\ 4 & 2 \end{pmatrix}$$

RQMAC

$$\begin{pmatrix} 1 & 3 \\ 3 & 1 \end{pmatrix} \begin{pmatrix} 2 & 0 \\ 0 & 2 \end{pmatrix} = \begin{pmatrix} 2 & 6 \\ 4 & 2 \end{pmatrix}$$

In general, scale + rotate \neq rotate + scale



— This is why matrix multiply doesn't always commute.

Def. Identity matrix $\underline{\underline{I}}_n = \begin{pmatrix} 1 & 0 & 0 & \dots \\ 0 & 1 & 0 & \dots \\ 0 & 0 & 1 & \dots \\ \vdots & \vdots & \vdots & \ddots \end{pmatrix}$, n 1's on diagonal
0 everywhere else

e.g. $\underline{\underline{I}}_2 = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$, $\underline{\underline{I}}_3 = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$

- is the identity transformation (does nothing)

$\rightarrow \underline{\underline{A}} \underline{\underline{I}}_n = \underline{\underline{A}}$, $\underline{\underline{I}}_n \underline{\underline{A}} = \underline{\underline{A}}$

e.g. $\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} 2 \\ 3 \end{pmatrix} = \begin{pmatrix} 2 \\ 3 \end{pmatrix}$, $\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix}$

Def. Matrix Transpose $\underline{\underline{A}}^T$.

Given $\underline{\underline{A}} = \begin{pmatrix} a_{11} & a_{12} & \dots \\ a_{21} & \ddots & \dots \\ \vdots & \vdots & \ddots \end{pmatrix}$, $\underline{\underline{A}}^T = \begin{pmatrix} a_{11} & a_{21} & \dots \\ a_{12} & \ddots & \dots \\ \vdots & \vdots & \ddots \end{pmatrix}$ (swap columns and rows)

e.g. $\underline{\underline{A}} = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{pmatrix}$, $\underline{\underline{A}}^T = \begin{pmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{pmatrix}$

FACTS $\rightarrow (\underline{\underline{A}}^T)^T = \underline{\underline{A}}$ $\rightarrow (c\underline{\underline{A}})^T = c\underline{\underline{A}}^T$

$\rightarrow (\underline{\underline{A}} + \underline{\underline{B}})^T = \underline{\underline{A}}^T + \underline{\underline{B}}^T$ $\rightarrow (\underline{\underline{A}}\underline{\underline{B}})^T = \underline{\underline{B}}^T \underline{\underline{A}}^T$

Why useful? I will tell you next time!