

Lec 16. A formula for matrix inverse.

eigenvalue.

Ex. (Cramer's rule).

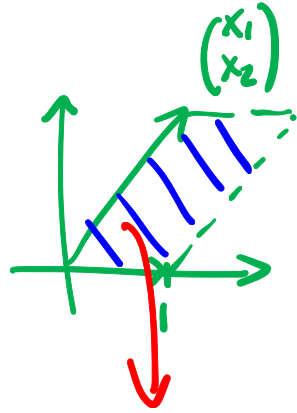
$$A\vec{x} = \vec{b}. \quad \begin{bmatrix} 1 & 1 & | & 3 \\ 0 & 2 & | & 4 \end{bmatrix} \quad \vec{x} = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

$$x_1 = \frac{\begin{vmatrix} 3 & 1 \\ 4 & 2 \end{vmatrix}}{\begin{vmatrix} 1 & 1 \\ 0 & 2 \end{vmatrix}} = \frac{2}{2} = 1$$

$$x_2 = \frac{\begin{vmatrix} 1 & 3 \\ 0 & 4 \end{vmatrix}}{2} = \frac{4}{2} = 2.$$

Geometric interpretation.

$$\begin{bmatrix} \vec{a}_1 & \vec{a}_2 \end{bmatrix} \cdot \begin{bmatrix} 1 & x_1 \\ 0 & x_2 \end{bmatrix} = \begin{bmatrix} \vec{a}_1 & \vec{b} \end{bmatrix}.$$



$$\text{area} = x_2$$

$$x_2 = \frac{\det(\vec{a}_1 \ \vec{b})}{\det(\vec{a}_1 \ \vec{a}_2)}$$

A formula for A^{-1}

$$A \vec{x}_i = \vec{e}_i, \quad i = 1, \dots, n$$

$$A^{-1} = [\vec{x}_1 \ \vec{x}_2 \ \dots \ \vec{x}_n].$$

Apply Cramer's rule to find all entries

• of $\underbrace{[A^{-1}]_{ij}}$,

↳ NOT minor,

just (i, j) -th entry of A^{-1} .

$$[A^{-1}]_{11} : A \vec{x}_1 = \begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

$$(\vec{x}_1)_1 = \frac{1}{\det(A)} \cdot \begin{vmatrix} 1 & a_{12} & \dots & a_{1n} \\ 0 & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ 0 & a_{n2} & \dots & a_{nn} \end{vmatrix}$$

$$= \frac{1}{\det A} \cdot C_{11} \leftarrow \text{cofactor.}$$

$$= \frac{1}{\det A} \cdot (-1)^{1+1} \cdot \begin{vmatrix} a_{22} & \dots & a_{2n} \\ \vdots & \ddots & \vdots \\ a_{n2} & \dots & a_{nn} \end{vmatrix}$$

$$[A^{-1}]_{12} : A \vec{x}_2 = \begin{bmatrix} 0 \\ 1 \\ \vdots \\ 0 \end{bmatrix}$$

$$\begin{aligned}
 (\vec{x}_2)_1 &= \frac{1}{|A|} \begin{vmatrix} 0 & a_{12} & \dots & a_{1n} \\ 0 & a_{22} & \dots & a_{2n} \\ \vdots & & \ddots & \\ 0 & & & a_{nn} \end{vmatrix} \\
 &= \frac{1}{|A|} (-1)^{1+2} \begin{vmatrix} a_{12} & \dots & a_{1n} \\ a_{32} & \dots & a_{3n} \\ \vdots & \ddots & \\ a_{n2} & \dots & a_{nn} \end{vmatrix} \\
 &= \frac{1}{|A|} C_{21}
 \end{aligned}$$

$$[A^{-1}]_{21} : A \vec{x}_1 = \begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

$$(\vec{x}_1)_2 = \frac{1}{|A|} \begin{vmatrix} a_{11} & 1 & \dots & a_{1n} \\ \vdots & 0 & \ddots & \vdots \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & 0 & \dots & a_{nn} \end{vmatrix} = \frac{1}{|A|} C_{12}$$

In general.

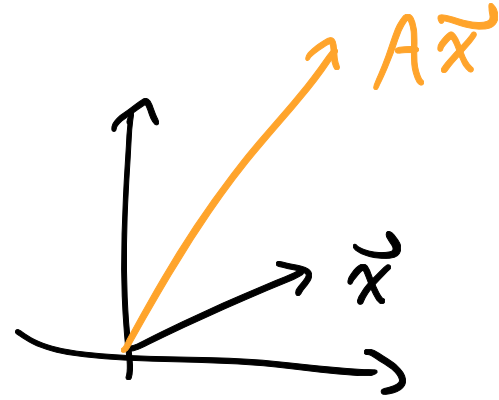
$$A^{-1} = \frac{1}{|A|} \begin{bmatrix} C_{11} & C_{21} & \dots & C_{n1} \\ \vdots & \ddots & & \vdots \\ C_{1n} & \dots & & C_{nn} \end{bmatrix}$$

$C^T \leftarrow$ adjugate of A
 $\text{adj}(A)$.

Eigenvalue Σ eigenvectors.

$$A \in \mathbb{R}^{n \times n}.$$

random $\vec{x} \in \mathbb{R}^n$



Change in
both length
and direction.

eigen vector: \vec{x} s.t. $A\vec{x}$ does not change
direction.

$$A\vec{x} = \lambda \vec{x} \begin{array}{l} \xrightarrow{\text{eigen vector}} \\ \downarrow \\ \text{eigen value.} \end{array}$$

Ex. $A = \begin{bmatrix} 1 & 2 \\ 2 & 1 \end{bmatrix}$

$\vec{v}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$. $A\vec{v}_1 = \begin{bmatrix} 3 \\ 3 \end{bmatrix} = 3\vec{v}_1$
 \downarrow eigenvector $\quad \quad \quad \downarrow$ eigenvalue.

$\vec{v}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$ $A\vec{v}_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix} = -\vec{v}_2$

$[\vec{v}_1, \vec{v}_2]$ lin. indep. basis of \mathbb{R}^2 .

$$\begin{aligned} \underline{\text{Ex.}} \quad A^{1000} \begin{bmatrix} 1 \\ 1 \end{bmatrix} &= A^{999} \cdot (A \begin{bmatrix} 1 \\ 1 \end{bmatrix}) \\ &= A^{999} \cdot 3 \begin{bmatrix} 1 \\ 1 \end{bmatrix} \\ &= A^{998} \cdot 3^2 \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \dots \\ &= 3^{1000} \begin{bmatrix} 1 \\ 1 \end{bmatrix}. \end{aligned}$$

$$A^{1000} \cdot \begin{bmatrix} 1 \\ -1 \end{bmatrix} = (-1)^{1000} \cdot \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$A^{1000} \vec{x}$$

$$\mathcal{B} = \left\{ \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ -1 \end{bmatrix} \right\}.$$

$$[\vec{x}]_{\mathcal{B}} = P_{\mathcal{B}}^{-1}(\vec{x}) = \begin{bmatrix} z_1 \\ z_2 \end{bmatrix} \leftarrow \text{coordinate w.r.t. } \mathcal{B}.$$

$$\vec{x} = z_1 \vec{v}_1 + z_2 \vec{v}_2$$

$$\begin{aligned} A^{1000} \vec{x} &= A^{999} \cdot (z_1 A \vec{v}_1 + z_2 A \vec{v}_2) \\ &= A^{999} \cdot (z_1 \cdot 3 \vec{v}_1 + z_2 \cdot (-1) \vec{v}_2) \\ &= \dots \end{aligned}$$

$$= z_1 \cdot 3^{1000} \vec{v}_1 + z_2 \cdot (-1)^{1000} \vec{v}_2$$

