

- New concepts:
 - Nonsingular matrix
 - Inverse matrix
 - Gauss-Jordan algorithm to find inverse

Definition. A *square matrix* has the same number of columns as rows, $\mathbf{A} \in \mathbb{R}^{m \times m}$.

Definition. A linear system with a null right hand side, $\mathbf{A}\mathbf{x} = \mathbf{0}$ is said to be *homogeneous*.

Definition. The square matrix $\mathbf{A} \in \mathbb{R}^{m \times m}$ is *nonsingular* if the *only* solution to the homogeneous linear system $\mathbf{A}\mathbf{x} = \mathbf{0}$ is $\mathbf{x} = \mathbf{0} \in \mathbb{R}^m$.

Proposition. The columns of a nonsingular matrix are linearly independent. A square matrix with linearly independent columns is nonsingular

Proof. The column form of the matrix is $\mathbf{A} = (\mathbf{a}_1 \ \mathbf{a}_2 \ \dots \ \mathbf{a}_m)$, with $\mathbf{a}_j \in \mathbb{R}^m$ for $j = 1, \dots, m$. The matrix vector product $\mathbf{A}\mathbf{x}$ expresses the linear combination of column vectors

$$\mathbf{A}\mathbf{x} = x_1\mathbf{a}_1 + x_2\mathbf{a}_2 + \dots + x_m\mathbf{a}_m.$$

If $\mathbf{A} \in \mathbb{R}^{m \times m}$ is nonsingular then the only solution of $\mathbf{A}\mathbf{x} = \mathbf{0}$ is $\mathbf{x} = \mathbf{0}$ hence $\{\mathbf{a}_1, \dots, \mathbf{a}_m\}$ are linearly independent. Conversely, if $\{\mathbf{a}_1, \dots, \mathbf{a}_m\}$ are linearly independent then $x_1\mathbf{a}_1 + x_2\mathbf{a}_2 + \dots + x_m\mathbf{a}_m = \mathbf{0}$ implies $\mathbf{x} = \mathbf{0}$, or $\mathbf{A}\mathbf{x} = \mathbf{0}$, hence \mathbf{A} nonsingular.

- For $\mathbf{I} \in \mathbb{R}^{m \times m}$ the identity matrix

$$C(\mathbf{I}) = \mathbb{R}^m \quad N(\mathbf{I}^T) = \{\mathbf{0}\} \quad C(\mathbf{I}^T) = \mathbb{R}^m \quad N(\mathbf{I}) = \{\mathbf{0}\} \quad \text{rank}(\mathbf{I}) = m$$

- For $\mathbf{A} \in \mathbb{R}^{m \times m}$ nonsingular

$$C(\mathbf{A}) = \mathbb{R}^m \quad N(\mathbf{A}^T) = \{\mathbf{0}\} \quad C(\mathbf{A}^T) = \mathbb{R}^m \quad N(\mathbf{A}) = \{\mathbf{0}\} \quad \text{rank}(\mathbf{A}) = m$$

Proposition. Let $\mathbf{B} \in \mathbb{R}^{m \times m}$ be the row reduced form of $\mathbf{A} \in \mathbb{R}^{m \times m}$. The matrix \mathbf{A} is nonsingular if and only if (iff) \mathbf{B} is the identity matrix.

Proof. (\Rightarrow) \mathbf{A} nonsingular has rank m , hence m linearly independent rows and the row reduction procedure produces $\mathbf{B} = \mathbf{I}$.

(\Leftarrow) If $\mathbf{B} = \mathbf{I}$ the row reduction of the augmented system $(\mathbf{A} \ \mathbf{0}) \sim (\mathbf{I} \ \mathbf{0})$ with unique solution $\mathbf{x} = \mathbf{0}$, hence \mathbf{A} nonsingular

Proposition. $A \in \mathbb{R}^{m \times m}$ nonsingular is equivalent to existence of a unique solution to $Ax = b$ for any $b \in \mathbb{R}^m$.

Proof. (\Rightarrow) Row reduction of the augmented system $(A \ b) \sim (I \ c)$ with unique solution.

(\Leftarrow) Choose $b = 0$ to obtain unique solution $x = 0$ hence A is nonsingular.

- Interpret the above as follows:
 - The same vector in \mathbb{R}^m is expressed as Ax , a linear combination of columns of $A \in \mathbb{R}^{m \times m}$, and as a linear combination Ib , of the columns of $I \in \mathbb{R}^{m \times m}$
 - For every x we obtain a unique $b = Ax$
 - When A is nonsingular we obtain a unique x for every b

Definition. Given a nonsingular matrix $\mathbf{A} \in \mathbb{R}^{m \times m}$, the *inverse of \mathbf{A}* is an $m \times m$ matrix denoted as \mathbf{A}^{-1} that satisfies the properties

$$\mathbf{A}\mathbf{A}^{-1} = \mathbf{A}^{-1}\mathbf{A} = \mathbf{I},$$

with \mathbf{I} the $m \times m$ identity matrix.

When \mathbf{A} is nonsingular, the solution to the linear system $\mathbf{A}\mathbf{x} = \mathbf{b}$, can be expressed using the inverse as

$$\mathbf{x} = \mathbf{A}^{-1}\mathbf{b}.$$

- Consider $\mathbf{A} \in \mathbb{R}^{m \times m}$ nonsingular. Denote the inverse of \mathbf{A} as $\mathbf{X} = \mathbf{A}^{-1}$, $\mathbf{X} \in \mathbb{R}^{m \times m}$.
- The column vector form of \mathbf{X} is $\mathbf{X} = (\mathbf{x}_1 \ \dots \ \mathbf{x}_m)$, $\mathbf{x}_i \in \mathbb{R}^m$ for $i = 1, 2, \dots, m$
- By definition of the inverse \mathbf{B} satisfies

$$\mathbf{A}\mathbf{X} = \mathbf{A}(\mathbf{x}_1 \ \dots \ \mathbf{x}_m) = (\mathbf{A}\mathbf{x}_1 \ \dots \ \mathbf{A}\mathbf{x}_m) = \mathbf{I} = (\mathbf{e}_1 \ \dots \ \mathbf{e}_m)$$

- Finding the inverse is therefore equivalent to solving the m linear systems $\mathbf{A}\mathbf{x}_i = \mathbf{e}_i$
- This can be carried out by applying the row-reduction technique to the augmented matrix

$$(\mathbf{A} \mid \mathbf{I}) \sim (\mathbf{I} \mid \mathbf{X})$$

- By carrying out steps to obtain the identity matrix in the left half, the matrix resulting in the right half is the inverse matrix, $\mathbf{X} = \mathbf{A}^{-1}$

Apply the Gauss-Jordan algorithm to find the inverse of

$$A = \begin{pmatrix} 1 & 2 & 1 \\ -1 & 0 & 2 \\ 2 & -1 & -4 \end{pmatrix}$$

```
octave> A=[1 2 1; -1 0 2; 2 -1 -4]; AX=[A eye(3)]; format rat; disp(AX);
```

```

1      2      1      1      0      0
-1     0      2      0      1      0
2     -1     -4      0      0      1
```

```
octave> AX(2,:)=AX(2,:)+AX(1,:); AX(3,:)=AX(3,:)-2*AX(1,:); disp(AX);
```

```

1      2      1      1      0      0
0      2      3      1      1      0
0     -5     -6     -2      0      1
```

```
octave> AX(2,:)=(1/2)*AX(2,:); disp(AX);
```

```

1      2      1      1      0      0
0      1     3/2    1/2    1/2      0
0     -5     -6     -2      0      1
```

```
octave>
```

Gauss-Jordan example (continued)

```
octave> AX(3,:)=AX(3,:)+5*AX(2,:); disp(AX);
```

1	2	1	1	0	0
0	1	$3/2$	$1/2$	$1/2$	0
0	0	$3/2$	$1/2$	$5/2$	1

```
octave> AX(3,:)=(2/3)*AX(3,:); disp(AX);
```

1	2	1	1	0	0
0	1	$3/2$	$1/2$	$1/2$	0
0	0	1	$1/3$	$5/3$	$2/3$

```
octave> AX(2,:)=AX(2,:)-(3/2)*AX(3,:); AX(1,:)=AX(1,:)-AX(3,:); disp(AX);
```

1	2	0	$2/3$	$-5/3$	$-2/3$
0	1	0	0	-2	-1
0	0	1	$1/3$	$5/3$	$2/3$

```
octave> AX(1,:)=AX(1,:)-2*AX(2,:); X=AX(:,4:6); disp(AX);
```

1	0	0	$2/3$	$7/3$	$4/3$
0	1	0	0	-2	-1
0	0	1	$1/3$	$5/3$	$2/3$

```
octave> disp([A*X X*A]);
```

1	0	0	1	0	0
0	1	0	0	1	0
0	0	1	0	0	1

```
octave>
```


