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Handout #20 Unit 05a: Mathematics I Applications of Matrices Topic Interpretation **Matrix Definition** A matrix is an array of numbers: Example1: $\begin{pmatrix} 0\\3 \end{pmatrix}$ is **2** × **2** $\mathbf{A} = \begin{bmatrix} a_{21} & a_{22} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \vdots & \vdots \\ a_{n} & a_{n} & a_{n} & \vdots \end{bmatrix}$ $\mathbf{B} = \begin{pmatrix} 3 & 0 & -1 \\ 6 & 8 & 2 \\ 1 & 0 & 7 \\ 6 & 1 & 4 \end{pmatrix} \text{ is } \mathbf{4} \times \mathbf{3}$ Matrices are denoted by capital letters : A,B,C,..... Matrix size or rank is determined by the number of rows \times the number of columns it has. We say **A** has **m** rows and **n C** = $(1 \ 6 \ 5 \ -2 \ 3)$ is **1** × **5** columns or it is an **m**×**n** matrix. Example2: Square Matrix A matrix with the same number of $\mathbf{I} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$ is the **2** × **2** Identity matrix rows as columns: 2×2 , $3 \times 3, 4 \times 4$ are all square matrices, **Identity Matrix** Has **1** in each of the positions in $\mathbf{I} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \text{ is the } \mathbf{3} \times \mathbf{3} \text{ Identity matrix}$ the main diagonal and **0** elsewhere. **Note that** : **I** is a Square matrix. Matrix Addition If **A** and **B** are two matrices of Example3: the same size then we define **A+B** to be the matrix whose elements $\begin{pmatrix} 2 & 5 & -1 \\ 0 & 3 & 7 \\ -9 & 1 & -6 \\ 3 & 0 & 5 \end{pmatrix} + \begin{pmatrix} 5 & 4 & 1 \\ 1 & 5 & 4 \\ 4 & 5 & 1 \\ 1 & 4 & 5 \end{pmatrix} = \begin{pmatrix} 7 & 9 & 0 \\ 1 & 8 & 11 \\ -5 & 6 & -5 \\ 4 & 4 & 10 \end{pmatrix}$ are the sums of the corresponding elements in **A** and **B**. Only matrices of the same size can be added. A + (B + C) = (A+B)+C $\mathbf{A} - \mathbf{B} = \mathbf{A} + (-\mathbf{B})$ k(A+B) = kA + kB

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Solving A system of three equations with three unknowns when they ask for Matrix method ,you **can not** use Algebra , substitution , manipulation etc... For example :

 $\begin{array}{l} x+y+z = 6 & -----(1) \\ 2x - y + z = 3 & -----(2) \\ x + z = 4 & ------(3) \\ From (1) : z = 6 - x - y \\ Substitute for z in (2) and (3) : \\ (2): 2x - y + 6 - x - y = 3 implies x - 2y = -3 ----(4) \\ (3): x + 6 - x - y = 4 implies y = 2 \\ putting this in (4) : x - 2(2) = - 3 implies x = 1 \\ Finally : z = 6 - x - y = 6 - 1 - 2 = 3 \\ Hence (x,y,z) = (1,2,3) \\ \textbf{Using the above method will result in ZERO Mark if the second se$

Using the above method will result in ZERO Mark if the the required is :Using Matrix Method

Instead ,you need to construct the matrix (Read slowly and carefully, don't move to another step before understanding the previous one):

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```
1 1 1 | 6 -----R1
2 -1 1| 3 -----R2
101|4-----R3
You need to make it(Note the three zeros) :
1??|?
01?|?
00?|?
The normal procedure is to manipulate this in 3 steps :
R1 with R2; R1 with R3; R2 with R3
Our aim is to:
1.)Make the first element of the second row (which is 2) a zero (this
can be done by playing with R1 and R2)
2.)Make the first element in the third row (which is 1) a zero(this can
be done by playing with R1 and R3)
3.)Make the second element of the third row a zero we need to play
with R2 and R3
Step1 : R1 with R2 :
We do this by multiplying R1 by - 2 and then add it to R2 :
-2R1 + R2 : 0 - 3 - 1 | - 9
The Matrix becomes:
1 1 1 | 6 -----R1
0-3-1|-9-----R2
1 0 1 | 4 -----R3
Note that we only replaced R2 ; R1 is left un tampered.
Step2 : R1 with R3 :
to make the first element in the third row (which is 1),
it is enough to calculate :
-R1 + R3 : 0 -1 0 | -2
The matrix becomes :
1 1 1 6 -----R1
0 -3 -1 |- 9-----R2
0 -1 0 | -2 -----R3
Step3 : R2 with R3
to make the second element of the third row (which is - 1)
a zero
R2 - 3R3 : 0 0 -1 | - 3
The Matrix becomes :
```

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1 1 1 | 6 ------R1 0 -3 -1 | -9 ------R2 0 0 -1 | -3 ------R3 Now the last row means : 0x + 0y - z = -3 implies z = 3Second row : 0x - 3y - z = -9, substitute for z (this is called back-substitution): -3y - 3 = -9 implies y = 2First row : x + y + z = 6 implies x + 2 + 3 = 6 implies x = 1Hence (x,y,z) = (1,2,3)

Special cases :

(1) Case of impossible solution : we say the system is *inconsistent*

This occurs when the last row in the final matrix looks like:

0 0 0 | N where N is any number.

In this case $0 \times z = N$ which is impossible

(2) Case of infinite number of solutions:

This occurs when the last row in the final matrix looks like:

0 0 0 0

In this case 0 X z = 0, here z could be any real number, and the system has infinite number of solution Assume z = t (t any real number) e.g.

1 1 1 3 0 1 2 0 0 0 0 0

```
Here 0 \times z = 0, let z = t
Row2: y + 2z = 0 implies y = -2z = -2t
Row1: x + y + z = 3 implies x - 2t + t = 3, x = t + 3
Hence (x,y,z) = (t+3,-2t,t) where t is any real number.
```