

Basic operations:

1) Can add matrices of the same shape

$$\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} + \begin{pmatrix} 5 & 6 \\ 7 & 8 \end{pmatrix} = \begin{pmatrix} 6 & 8 \\ 10 & 12 \end{pmatrix}$$

[Not the usual prop of addition, e.g. is commutative.]

2) Scalar mult $3 \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} = \begin{pmatrix} 3 & 6 \\ 9 & 12 \end{pmatrix}$

Notation: [Tend to use capital letters for matrices.]

$$A = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \end{pmatrix} = (a_{ij})$$

which row \uparrow
which column \uparrow

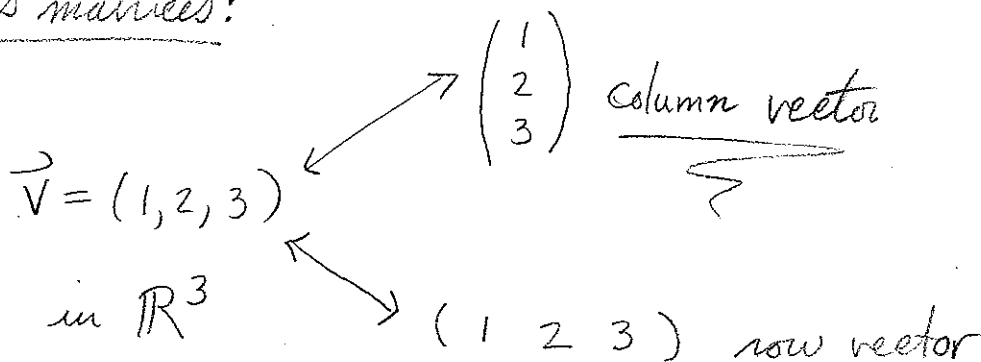
Ex: $A = (a_{ij})$, $B = (b_{ij})$ and set

$C = A + B$. Then $C = (c_{ij})$ where

$$c_{ij} = a_{ij} + b_{ij}$$

Some, like the text, use square brackets: $\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$

Vectors as matrices:



[In fact, even multiply matrices, start with a simple case...]

8

Multiplying a matrix and a column vector

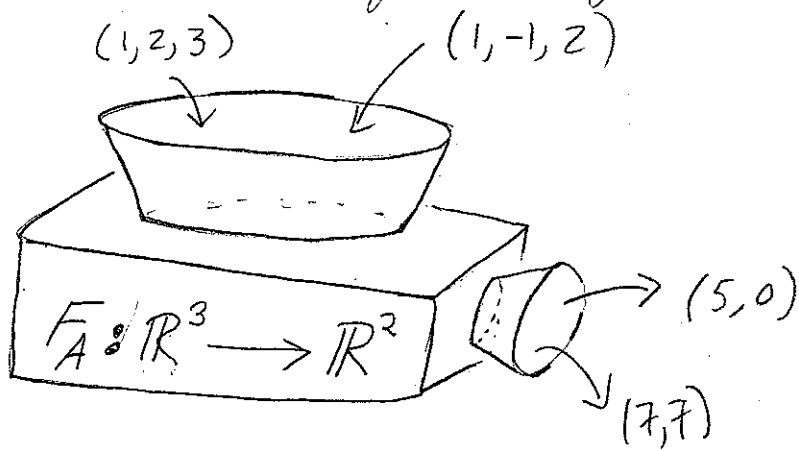
$$\begin{array}{ccc}
 m \times n \text{ matrix} & n \times 1 & m \times 1 \\
 \left(\begin{array}{c} \vec{w}_1 \\ \vec{w}_2 \\ \vdots \\ \vec{w}_m \end{array} \right) & \left(\begin{array}{c} | \\ | \\ \vec{v} \\ | \\ | \end{array} \right) & = \left(\begin{array}{c} \vec{w}_1 \cdot \vec{v} \\ \vec{w}_2 \cdot \vec{v} \\ \vdots \\ \vec{w}_m \cdot \vec{v} \end{array} \right)
 \end{array}$$

Ex:

$$\begin{pmatrix} 1 & 0 & 2 \\ 0 & 2 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} = \begin{pmatrix} 1 & 2 & 3 \\ 1 & 0 & 2 \\ 0 & 2 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} = \begin{pmatrix} 1+0+6 \\ 0+4+3 \end{pmatrix} = \begin{pmatrix} 7 \\ 7 \end{pmatrix}$$

$$\underbrace{\begin{pmatrix} 1 & 0 & 2 \\ 0 & 2 & 1 \end{pmatrix}}_A \begin{pmatrix} 1 \\ -1 \\ 2 \end{pmatrix} = \begin{pmatrix} 5 \\ 0 \end{pmatrix} \quad \begin{pmatrix} 1 & 0 & 2 \\ 0 & 2 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 3 \\ 1 \end{pmatrix}$$

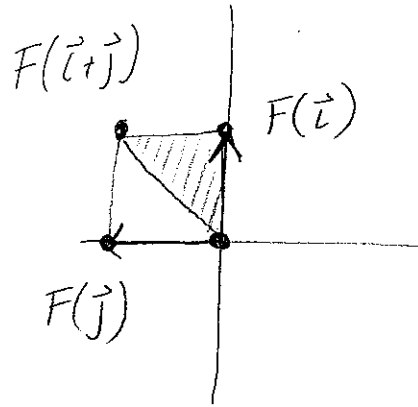
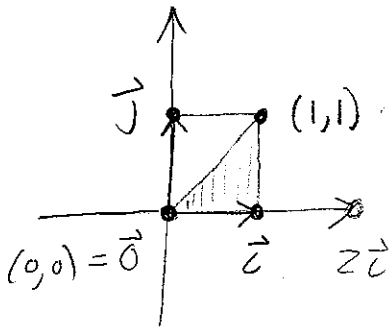
So this gives a function of several variables



$$F_A(\vec{v}) = A\vec{v}$$

F_A is a linear transformation, the simplest kind of such a function.

Ex: $A = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}$ $F_A: \mathbb{R}^2 \rightarrow \mathbb{R}^2$



$$F_A(\vec{c}) = A\vec{c} = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \vec{j}$$

$$F_A(\vec{0}) = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

$$F_A(\vec{j}) = A\vec{j} = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} -1 \\ 0 \end{pmatrix} = -\vec{c}$$

$$F_A(1,1) = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \begin{pmatrix} -1 \\ 1 \end{pmatrix}$$

Properties of matrix/vector mult

1) $A(\alpha \vec{v}) = \alpha (A\vec{v})$ so know where the axis go.

2) $A(\vec{v} + \vec{w}) = A\vec{v} + A\vec{w}$

Important: So once we know $F_A(\vec{i})$ and $F_A(\vec{j})$ we know everything.

So F_A is rotation by 90° anticlockwise.

If time remains, do further examples, e.g. $\begin{pmatrix} 1 & 2 \\ 2 & 1 \end{pmatrix}$