#### MA162: Finite mathematics

#### Jack Schmidt

University of Kentucky

February 25, 2013

#### Schedule:

- HW 3.1-3.3, 4.1 (Late)
- HW 2.5-2.6 due Friday, Mar 01, 2013
- Exam 2, Monday, Mar 04, 2013, from 5pm to 7pm
- HW 5.1 due Friday, Mar 08, 2013
- Spring Break, Mar 09-17, 2013
- HW 5.2-5.3 due Friday, Mar 22, 2013

Today we will cover 2.6: matrix inverse, and use it to make a spreadsheet solve LPPs

• There is a matrix that doesn't change things when it multiplies against them:

$$= \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 11 & 12 & 13 & \dots \\ 21 & 22 & 23 & \dots \\ 31 & 32 & 33 & \dots \\ 41 & 42 & 43 & \dots \end{bmatrix}$$
$$= \begin{bmatrix} 1 \cdot 11 + 0 \cdot 21 + 0 \cdot 31 + 0 \cdot 41 & 12 & 13 & \dots \\ 0 \cdot 11 + 1 \cdot 21 + 0 \cdot 31 + 0 \cdot 41 & 22 & 23 & \dots \\ 0 \cdot 11 + 0 \cdot 21 + 1 \cdot 31 + 0 \cdot 41 & 32 & 33 & \dots \\ 0 \cdot 11 + 0 \cdot 21 + 0 \cdot 31 + 1 \cdot 41 & 42 & 43 & \dots \end{bmatrix}$$

• There is a matrix that doesn't change things when it multiplies against them:

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 11 & 12 & 13 & \dots \\ 21 & 22 & 23 & \dots \\ 31 & 32 & 33 & \dots \\ 41 & 42 & 43 & \dots \end{bmatrix}$$
$$= \begin{bmatrix} 1 \cdot 11 + 0 \cdot 21 + 0 \cdot 31 + 0 \cdot 41 & 12 & 13 & \dots \\ 0 \cdot 11 + 1 \cdot 21 + 0 \cdot 31 + 0 \cdot 41 & 22 & 23 & \dots \\ 0 \cdot 11 + 0 \cdot 21 + 1 \cdot 31 + 0 \cdot 41 & 32 & 33 & \dots \\ 0 \cdot 11 + 0 \cdot 21 + 0 \cdot 31 + 1 \cdot 41 & 42 & 43 & \dots \end{bmatrix}$$

• There is a matrix that doesn't change things when it multiplies against them:

	[1	0	0	0]		<b>[</b> 11	12	1	3		]		
	0	1	0	0		21	22	2	3				
	0	0	1	0	•	31	32	3	3				
	0	0	0	1		41	42	4	3		]		
_ [	11		21						1 2	2 2	13 23	]	
_						31			3	2	33		
L								41	4	2	43	]	

• There is a matrix that doesn't change things when it multiplies against them:

Γ1	0	0	0]	Γ	11	12	2	13	]
0	1	0	0		21	22	2	23	
0	0	1	0		31	32	2	33	
0	0	0	1	Ŀ	41	42	2	43	]
	=		11 21 31	12 22 32	1 2 3	3	•••		
			41	42	4	.3	•••		

## 2.5: Multiplication to solve one equation

• 
$$\frac{2}{3} \cdot \frac{3}{2} = 1$$

• To solve 
$$\frac{3}{2}x = 9$$
 we just multiply by  $\frac{2}{3}$ 

•  $x = \frac{2}{3}9 = 6$ 

- We are multiplying both sides by  $\frac{2}{3}$
- Left side turns out nice and boring:

$$\frac{2}{3} \cdot \left(\frac{3}{2}x\right) = \left(\frac{2}{3} \cdot \frac{3}{2}\right)x = (1)x = x$$

## 2.5: Multiplication to solve a system

• Matrix version:

$$\left(\begin{array}{rrr}1&2\\1&3\end{array}\right)\cdot\left(\begin{array}{rrr}3&-2\\-1&1\end{array}\right)=\left(\begin{array}{rrr}1&0\\0&1\end{array}\right)$$

To solve:

$$\left(\begin{array}{cc} 3 & -2 \\ -1 & 1 \end{array}\right) \cdot \left(\begin{array}{c} x \\ y \end{array}\right) = \left(\begin{array}{c} 5 \\ 7 \end{array}\right)$$

• Just multiply:

$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 1 & 2 \\ 1 & 3 \end{pmatrix} \cdot \begin{pmatrix} 5 \\ 7 \end{pmatrix} = \begin{pmatrix} (1)(5) + (2)(7) \\ (1)(5) + (3)(7) \end{pmatrix} = \begin{pmatrix} 19 \\ 26 \end{pmatrix}$$

# 2.6: Matrix division

- There are several ways to do matrix division, see book for tricks
- We'll cover one systematic, basically easy way
- And we already know it, we just use RREF:
- If you know A and B, then to solve AX = B put the augmented matrix (A|B) into RREF as (I|X)
- In other words, RREF(A|B) = (I|X)
- **inverses** are solving AX = I,  $X = A^{-1}$ , so we use RREF there too

## 2.6: Using RREF to solve the system

$$\left(\begin{array}{cc} 3 & -2 \\ -1 & 1 \end{array}\right) \cdot \left(\begin{array}{c} x \\ y \end{array}\right) = \left(\begin{array}{c} 5 \\ 7 \end{array}\right)$$

Make augmented matrix and RREF

$$\begin{pmatrix} 3 & -2 & | & 5 \\ -1 & 1 & | & 7 \end{pmatrix} \xrightarrow{R_1 \leftrightarrow R_2} \begin{pmatrix} -1 & 1 & | & 7 \\ 3 & -2 & | & 5 \end{pmatrix} \xrightarrow{R_2 + 3R_1}$$
$$\begin{pmatrix} -1 & 1 & | & 7 \\ 0 & 1 & | & 26 \end{pmatrix} \xrightarrow{R_1 - R_2} \begin{pmatrix} -1 & 0 & | & -19 \\ 0 & 1 & | & 26 \end{pmatrix} \xrightarrow{-R_1} \begin{pmatrix} 1 & 0 & | & 19 \\ 0 & 1 & | & 26 \end{pmatrix}$$

• Find inverse is almost exactly the same

$$\begin{pmatrix} 3 & -2 & | & 1 & 0 \\ -1 & 1 & | & 0 & 1 \end{pmatrix} \xrightarrow{R_1 \leftrightarrow R_2} \begin{pmatrix} -1 & 1 & | & 0 & 1 \\ 3 & -2 & | & 1 & 0 \end{pmatrix} \xrightarrow{R_2 + 3R_1}$$
$$\begin{pmatrix} -1 & 1 & | & 0 & 1 \\ 0 & 1 & | & 1 & 3 \end{pmatrix} \xrightarrow{R_1 - R_2} \begin{pmatrix} -1 & 0 & | & -1 & -2 \\ 0 & 1 & | & 1 & 3 \end{pmatrix} \xrightarrow{-R_1} \begin{pmatrix} 1 & 0 & | & 1 & 2 \\ 0 & 1 & | & 1 & 3 \end{pmatrix}$$

# 2.6: Why is the inverse useful?

- The inverse allows you to solve AX = B using matrix multiplication instead of RREF
- $A^{-1}A = I$
- $A^{-1}AX = IX = X$
- If AX = B, then multiply both sides on the left by A<sup>-1</sup> then A<sup>-1</sup>AX = A<sup>-1</sup>B so X = A<sup>-1</sup>B
- Multiply by the inverse does the same thing as the long RREF
- Of course to find the inverse, we use RREF

# 4.1: Using the inverse to calculate RREF

- If a square matrix has an inverse, its RREF is the identity, very dull
- To find the RREF of a non-square matrix, we multiply by the inverse of a submatrix
- If the matrix is wide, then we choose one column per row to be in the submatrix
- We multiply the original by the inverse of the submatrix
- Those columns form the submatrix become pivots (one 1 and the rest 0s)
- The others change so that the X,Y,Z solutions don't change

# 4.1: Using the inverse to calculate RREF

- A simple way to do the simplex algorithm in google docs
- ${\scriptstyle \bullet}\,$  The submatrix is specified by putting 0 or 1 below the column

(0 is FREE, 1 is PIVOT)

- The formula for the submatrix is FILTER( Matrix, PivotList )
- The formula for the RREF is:

MMULT(MINVERSE(FILTER(Matrix,PivotList)),Matrix)

• See this google doc for an example from the practice exam.

It also calculates the ratios to help find pivot rows