

MATRIX INVERSION

ex.  $Q = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

$\vec{x}(t+1) = Q \vec{x}(t)$



"Identity Matrix"

ex.  $Q = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix}$

$R = \begin{bmatrix} 1/2 & 0 & 0 \\ 0 & 1/2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

$\vec{x}(1) = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$

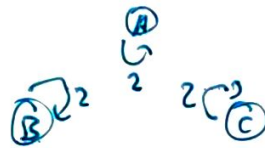
$\vec{x}(2) = Q \vec{x}(1) \rightarrow \begin{bmatrix} 1 \\ 2 \\ 2 \end{bmatrix}$

$\vec{x}(3) = R \vec{x}(2) \rightarrow \begin{bmatrix} 1/2 \\ 1 \\ 3 \end{bmatrix}$

$= R \cdot (Q \vec{x}(1)) = (R \cdot Q) \vec{x}(1)$

$\begin{bmatrix} 1/2 & 0 & 0 \\ 0 & 1/2 & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 1/2 & 0 & 0 \\ 0 & 0 & 1/2 \\ 0 & 1 & 0 \end{bmatrix}$

ex.  $Q = \begin{bmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 2 \end{bmatrix}$



If a pump leaks or generates, it is non-conservative.

$\vec{x}(t+1) = Q \cdot \vec{x}(t)$

Recover  $\vec{x}(t)$  from  $\vec{x}(t+1)$

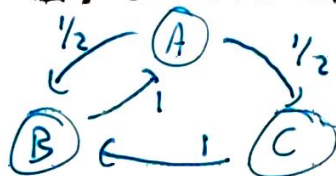
$R = \begin{bmatrix} 1/2 & 0 & 0 \\ 0 & 1/2 & 0 \\ 0 & 0 & 1/2 \end{bmatrix}$

$\vec{x}(t+1) = \frac{QR}{I} \vec{x}(t+1)$   
 $\hookrightarrow I$  (identity)

$\vec{x}(t) = R \vec{x}(t+1)$

DEF Matrix P is the inverse of matrix Q (both square) if  $PQ = QP = I$ . Sometimes, we will denote  $P = Q^{-1}$ .

ex.  $Q = \begin{bmatrix} 0 & 1 & 0 \\ 1/2 & 0 & 1 \\ 1/2 & 0 & 0 \end{bmatrix}$



$\vec{x}(t+1) = Q \vec{x}(t)$

Find P such that

$\vec{x}(t) = P \vec{x}(t+1) \rightarrow QP = I$

$\begin{bmatrix} 0 & 1 & 0 \\ 1/2 & 0 & 1 \\ 1/2 & 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} P_{11} & P_{12} & P_{13} \\ P_{21} & P_{22} & P_{23} \\ P_{31} & P_{32} & P_{33} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

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$$Q \cdot \vec{p}_1 = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

some setup for  $\vec{p}_2, \vec{p}_3$

Augmented Matrix:  $\left[ \begin{array}{ccc|ccc} 0 & 1 & 0 & 1 & 0 & 0 \\ 1/2 & 0 & 1 & 0 & 1 & 0 \\ 1/2 & 0 & 0 & 0 & 0 & 1 \end{array} \right] \rightarrow \left[ \begin{array}{ccc|ccc} 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & -1 \\ 1 & 0 & 0 & 0 & 0 & 2 \end{array} \right]$

$$P = \begin{bmatrix} 0 & 0 & 2 \\ 1 & 0 & 0 \\ 0 & 1 & -1 \end{bmatrix} \leftrightarrow \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 2 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & -1 \end{bmatrix}$$

THEOREM: If  $QP = I$  and  $RQ = I$ , then  $R = P$ .

"Left inverse and right inverse are the same."

PROOF:  $QP = RQ$  doesn't work

$$R(QP) = R(I)$$

$$(RQ)P = R(I)$$

$$IP = R(I) \longrightarrow P = R$$

$$(QP)R = IR$$

$$QPR = R$$

we didn't do this bc we know nothing about  $PR$ .

▣ QED.

Not everything has an inverse:  $Q = \begin{bmatrix} 1 & 1 \\ 0 & 0 \end{bmatrix} \rightarrow$  cannot recover  $\vec{x}(t)$  from  $\vec{x}(t+1)$ .

Inversion  $\longleftrightarrow$  Gaussian Elimination

GE, Unique Solutions  $\longleftrightarrow$  Linear (In)dependence

THEOREM: If the columns of  $A$  are linearly dependent, then matrix  $A$  is not invertible.

PROOF:  $p \Rightarrow q$ , not  $q \Rightarrow$  not  $p$  (contrapositive)

if  $A$  is invertible, columns of  $A$  are linearly independent.

$$c_1 \vec{a}_1 + c_2 \vec{a}_2 + \dots + c_n \vec{a}_n = 0 \quad \text{where all } c_i \text{ are not } 0.$$

then,  $A^{-1}$  doesn't exist.

Let's pretend that  $A^{-1}$  does exist.

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$$A \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{bmatrix} = 0, \vec{c} \neq 0$$

$$\begin{aligned} A^{-1}(A\vec{c}) &= A^{-1} \cdot 0 \\ (A^{-1} \cdot A)\vec{c} &= 0 \\ I \cdot \vec{c} &= 0 \\ \vec{c} &= 0 \end{aligned}$$

Here's a contradiction!

▣ QED..