

# Matrices

**Matrix** A matrix is a mathematical construct which is a two-dimensional table of **elements**.

For our purposes, our matrix elements will always be real numbers.

**Notation** A matrix is represented as a rectangular set of elements, nested inside brackets. For example:

$$\begin{bmatrix} 3 & 6 & -4 \\ 2 & -5 & 3.2 \end{bmatrix}$$

Like any mathematical construct, a matrix may be represented by a variable. Mathematical convention is to use *upper case* letters for matrix variables. For example:

$$A = \begin{bmatrix} 3 & 6 & -4 \\ 2 & -5 & 3.2 \end{bmatrix}$$

$$B = \begin{bmatrix} 4 & 1 & -4 \\ 2 & 33 & 5 \end{bmatrix}$$

$$C = A + B$$

**Dimensions** The dimensions, or **order** of a matrix is written as (row#) x (column#).

For example, matrix  $A$  is a  $2 \times 3$  matrix:

$$A = \begin{bmatrix} 3 & 6 & -4 \\ 2 & -5 & 3.2 \end{bmatrix}$$

$A$  has two rows and three columns.

**Determinant** If a matrix is *square*, you can calculate its determinant. A square matrix is a matrix that has the same number of rows as columns (e.g., a  $5 \times 5$  matrix, a  $3 \times 3$  matrix, etc.).

**Multiplication** Two matrices may be multiplied **only** if the column dimension of the first matrix is equal to the row dimension of the second matrix. Matrix multiplication is **not commutative**.

The dimensions of the product matrix will be the two remaining dimensions. If you multiply a  $5 \times 4$  matrix by a  $4 \times 7$  matrix, the product matrix will be  $5 \times 7$ .

For example:

A  $3 \times 2$  can be multiplied by a  $2 \times 4$ . The product will be  $3 \times 4$ .

A  $2 \times 4$  cannot be multiplied by a  $3 \times 2$ .

**Inverse** A square matrix *may* have an inverse. If so, the inverse of matrix  $X$  is named  $X^{-1}$ . Not all square matrices do have inverses; only those with a *non-zero determinant* have an inverse.

If two matrices are inverses, then their product  $X \cdot X^{-1}$  will yield an *identity matrix*.

Example identity matrices:

$$A = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \quad A = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$