

Elements of Linear Algebra

A matrix is any rectangular array of numbers

$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}, \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \end{bmatrix} \text{ column vector}, [3, 4] \text{ row vector}$$

if A has m rows and n columns then

$$A = \sum_{i=1}^m \begin{bmatrix} a_{11} & \dots & a_{1n} \\ a_{i1} & \dots & a_{in} \\ a_{m1} & \dots & a_{mn} \end{bmatrix}$$

the order of the matrix A is mxn.

$$A = B \Leftrightarrow a_{ij} = b_{ij}$$

$[0, 0, \dots, 0]$ zero row vector.

Scalar product of two vectors:

$$u = \begin{bmatrix} u_1 \\ \vdots \\ u_n \end{bmatrix}, v = \begin{bmatrix} v_1 \\ \vdots \\ v_n \end{bmatrix} \quad u^T v = u_1 v_1 + \dots + u_n v_n$$

Sum of two or more vectors:

$$a + b = c, c_i = a_i + b_i, c = \begin{bmatrix} c_1 \\ \vdots \\ c_i \\ \vdots \\ c_n \end{bmatrix}$$

Scalar Multiples of a vector:

$$\alpha a = \begin{bmatrix} \alpha a_1 \\ \vdots \\ \alpha a_i \\ \vdots \\ \alpha a_n \end{bmatrix}$$

Linear Combination of Vectors:

$$\alpha_1 a_1 + \dots + \alpha_i a_i + \dots + \alpha_n a_n = \beta$$

Addition of two Matrices:

$$A = \begin{bmatrix} a_{11} & a_{1n} \\ & a_{ij} \\ a_{m1} & a_{mn} \end{bmatrix}$$

$$B = \begin{bmatrix} b_{11} & b_{1n} \\ & b_{ij} \\ b_{m1} & b_{mn} \end{bmatrix}$$

$$C = \begin{bmatrix} c_{11} & c_{in} \\ & c_{ij} \\ c_{m1} & c_{mn} \end{bmatrix}$$

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

The scalar multiple of a matrix:

$$\alpha A = \begin{bmatrix} \alpha a_{11} & \cdots & \alpha a_{11} \\ \vdots & & \vdots \\ \alpha a_{m1} & \cdots & \alpha a_{mn} \end{bmatrix}$$

The Transpose of a Matrix:

$$A = \begin{bmatrix} a_{11} & \cdots & a_{1n} \\ \vdots & & \vdots \\ a_{m1} & \cdots & a_{mn} \end{bmatrix}$$



$$A^T = \begin{bmatrix} a_{11} & \cdots & a_{m1} \\ \vdots & & \vdots \\ a_{1n} & \cdots & a_{mn} \end{bmatrix}$$

Matrix Multiplication:

$$A = r \begin{bmatrix} a_{11} \dots a_{1r} \\ a_{i1} \dots a_{in} \\ a_{r1} \dots a_{rn} \end{bmatrix}, \quad B = n \begin{bmatrix} b_{11} \dots b_{1j} \dots b_{1s} \\ \dots \dots \dots \\ b_{n1} \dots b_{nj} \dots b_{ns} \end{bmatrix}$$

$$AB = r \begin{bmatrix} c_{ij} \end{bmatrix}^s$$

$$c_{ij} = (a_i, b_j) = a_{i1}b_{1j} + a_{i2}b_{2j} + \dots + a_{in}b_{nj}$$

$$ABC = (AB)C = A(BC)$$

$$(AB)^T = B^T A^T$$

$$A(B+C) = AB + AC$$

$$A = \alpha_1 A_1 + \dots + \alpha_n A_n$$

Matrices & Systems of Linear Equations

$$a_{11}x_1 + \dots + a_{1n}x_n = b_1$$

$$a_{m1}x_1 + \dots + a_{mn}x_n = b_m$$

$$Ax = b$$

$$m \begin{bmatrix} n \\ A \end{bmatrix} \cdot [x] = [b]$$

A solution to a linear system is a set of vectors $x = (x_1, \dots, x_n)$ that satisfies each of the system's equations.

$$x = (x_1, \dots, x_n) :$$

$$x_1A_1 + \dots + x_jA_j + \dots + x_nA_n = b$$

Gauss-Jordan elimination

$$\begin{array}{l} x_1 \quad x_2 \quad x_3 \\ y_1 = \left[\begin{matrix} a_{11} & a_{12} & a_{13} \end{matrix} \right] \quad a_{22} - pivot \\ y_2 = \left[\begin{matrix} a_{21} & a_{22} & a_{23} \end{matrix} \right] \\ y_3 = \left[\begin{matrix} a_{31} & a_{32} & a_{33} \end{matrix} \right] \end{array}$$

$$y_2 = a_{21}x_1 + a_{22}x_2 + a_{23}x_3$$

$$x_2 = -\frac{a_{21}}{a_{22}}x_1 + \frac{1}{a_{22}}y_2 - \frac{a_{23}}{a_{22}}x_3$$

$$\begin{aligned}
y_1 &= a_{11}x_1 + a_{12} \left(-\frac{a_{21}}{a_{22}}x_1 + \frac{1}{a_{22}}y_2 - \frac{a_{23}}{a_{22}}x_3 \right) + a_{13}x_3 = \\
&= \left(a_{11} - \frac{a_{12}a_{21}}{a_{22}} \right) x_1 + \frac{a_{12}}{a_{22}}y_2 + \left(a_{13} - \frac{a_{12}a_{23}}{a_{22}} \right) x_3 = \\
&= \frac{a_{11}a_{22} - a_{12}a_{21}}{a_{22}}x_1 + \frac{a_{12}}{a_{22}}y_2 + \frac{a_{13}a_{22} - a_{12}a_{23}}{a_{22}}x_3
\end{aligned}$$

$$\Delta_{11} = a_{11}a_{22} - a_{12}a_{21}, \quad \Delta_{13} = a_{13}a_{22} - a_{12}a_{23}$$

$$\Delta_{31} = a_{31}a_{22} - a_{21}a_{32}, \quad \Delta_{33} = a_{33}a_{22} - a_{23}a_{32}$$

$$\begin{array}{c}
x_1 \quad y_2 \quad x_3 \\
y_1 \quad \left[\begin{array}{ccc} \Delta_{11} & a_{12} & \Delta_{13} \\ -a_{21} & 1 & -a_{23} \\ \Delta_{31} & a_{32} & \Delta_{33} \end{array} \right] : a_{22}
\end{array}$$

Application of G-J elimination

1 Inverse Matrix

Let $A : \mathbb{R}^n \rightarrow \mathbb{R}^n$, $\det A \neq 0$

A^{-1} exists

B is an inverse to A if

$$BA = AB = I = \begin{bmatrix} 1 & \cdots & 0 \\ 0 & \cdots & 1 \end{bmatrix}$$

$$A = \begin{array}{c} x_1 \ x_2 \ x_3 \\ y_1 \quad \left[\begin{array}{ccc} 1 & 0 & 1 \\ 1 & 1 & 1 \\ 2 & 1 & 3 \end{array} \right] \\ y_2 \\ y_3 \end{array} \quad \downarrow$$

$$\begin{array}{c} y_1 \ x_2 \ x_3 \\ x_1 \quad \left[\begin{array}{ccc} 1 & 0 & -1 \\ 1 & 1 & 0 \\ 2 & 1 & 1 \end{array} \right] \\ y_2 \\ y_3 \end{array} \quad \downarrow$$

$$\begin{array}{c} y_1 \ y_2 \ x_3 \\ x_1 \quad \left[\begin{array}{ccc} 1 & 0 & -1 \\ -1 & 1 & 0 \\ 1 & 1 & 1 \end{array} \right] \\ x_2 \\ y_3 \end{array} \quad \downarrow$$

$$\begin{array}{c} y_1 \ y_2 \ y_3 \\ x_1 \quad \left[\begin{array}{ccc} 2 & 1 & -1 \\ -1 & 1 & 0 \\ -1 & -1 & 1 \end{array} \right] \\ x_2 \\ x_3 \end{array} = A^{-1}$$

$$\begin{bmatrix} 1 & 0 & 1 \\ 1 & 1 & 1 \\ 2 & 1 & 3 \end{bmatrix} \times \begin{bmatrix} 2 & 1 & -1 \\ -1 & 1 & 0 \\ -1 & -1 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$(AB)^{-1} = B^{-1}A^{-1},$$

$$\begin{aligned} B^{-1}A^{-1}AB &= I \\ \Downarrow \\ B^{-1}A^{-1} &= (AB)^{-1} \end{aligned}$$

$$(A^T)^{-1} = (A^{-1})^T$$

$$(A^T)^{-1} A^T = I \Rightarrow \left((A^T)^{-1} A^T \right)^T = I$$

$$\left((A^T)^{-1} A^T \right)^T = (A^T)^T \left((A^T)^{-1} \right)^T = I$$

$$A(A^{T-1})^T = I$$

$$(A^{T-1})^T = A^{-1}$$

$$(A^T)^{-1} = (A^{-1})^T$$

Systems of equations

$$x_1 + x_3 = 3$$

$$x_1 + x_2 + x_3 = 6$$

$$2x_1 + x_2 + 3x_3 = 13$$

$$\begin{array}{l} x_1 \ x_2 \ x_3 \\ \left[\begin{array}{ccc} 1 & 0 & 1 \\ 1 & 1 & 1 \\ 2 & 1 & 3 \end{array} \right] \\ \Rightarrow \begin{array}{l} x_1 = 3 \\ x_2 = 6 \\ x_3 = 13 \end{array} \end{array}$$

$$x_1 = 2 \cdot 3 + 1 \cdot 6 + (-1)13 = -1$$

$$x_2 = (-1)3 + 1 \cdot 6 + 0 \cdot 13 = 3$$

$$x_3 = (-1)3 + (-1)6 + 1 \cdot 13 = 4$$

$$\begin{array}{r}
 \begin{array}{cccc} & x_1 & x_2 & x_3 & 1 \\
 0 = & 1 & 0 & 1 & -3 \\
 0 = & 1 & 1 & 1 & -6 \\
 0 = & 2 & 1 & 3 & -13 \\
 & & \downarrow & & \\
 & 0 & x_2 & x_3 & 1 \\
 x_1 = & 1 & 0 & -1 & 3 \\
 0 = & 1 & 1 & 0 & -3 \\
 0 = & 2 & 1 & 1 & -7 \\
 & & \downarrow & & \\
 & x_1 = -x_3 + 3 & & &
 \end{array}
 \end{array}$$

$$\begin{array}{r}
 \begin{array}{cccc} & x_2 & x_3 & 1 \\
 0 & 1 & 0 & -3 \\
 0 & 1 & 1 & -7 \\
 & & \downarrow & & \\
 & 0 & x_3 & 1 \\
 x_2 & 1 & 0 & 3 \\
 0 & 1 & 1 & -4 \\
 & \downarrow & & \downarrow \\
 0 = x_3 - 4 \Rightarrow x_3 = 4 & x_2 = 0x_3 + 3 = 3 & &
 \end{array}
 \end{array}$$

$$x_1 = -4 + 3 = -1$$

Matrix Rank

	x_1	x_2	x_3	x_4
y_1	1	2	3	4
y_2	2	1	6	8
y_3	3	6	9	12

\Downarrow

	y_1	x_2	x_3	x_4
x_1	1	-2	-3	-4
y_2	2	-3	0	0
y_3	3	0	0	0

\Downarrow

	y_1	y_2	x_3	x_4
x_1	1	-2	9	12
x_2	-2	1	0	0
y_3	-9	0	0	0

: (-3)

rank A = 2

steel 0.3 0.45 0.40

cars 0.15 0.20 0.10 = A

mach 0.40 0.10 0.45

$$A \begin{bmatrix} s \\ c \\ m \end{bmatrix} = \begin{bmatrix} a_{11}s + a_{12}c + a_{13}m \\ a_{21}s + a_{22}c + a_{23}m \\ a_{31}s + a_{32}c + a_{33}m \end{bmatrix} \quad \text{consumption}$$

$$\begin{bmatrix} s \\ c \\ m \end{bmatrix} - A \begin{bmatrix} s \\ c \\ m \end{bmatrix} = \begin{bmatrix} d_s \\ d_c \\ d_m \end{bmatrix} - \text{demand}$$

$$(I - A) \begin{bmatrix} s \\ c \\ m \end{bmatrix} = \begin{bmatrix} d_s \\ d_c \\ d_m \end{bmatrix}$$



production

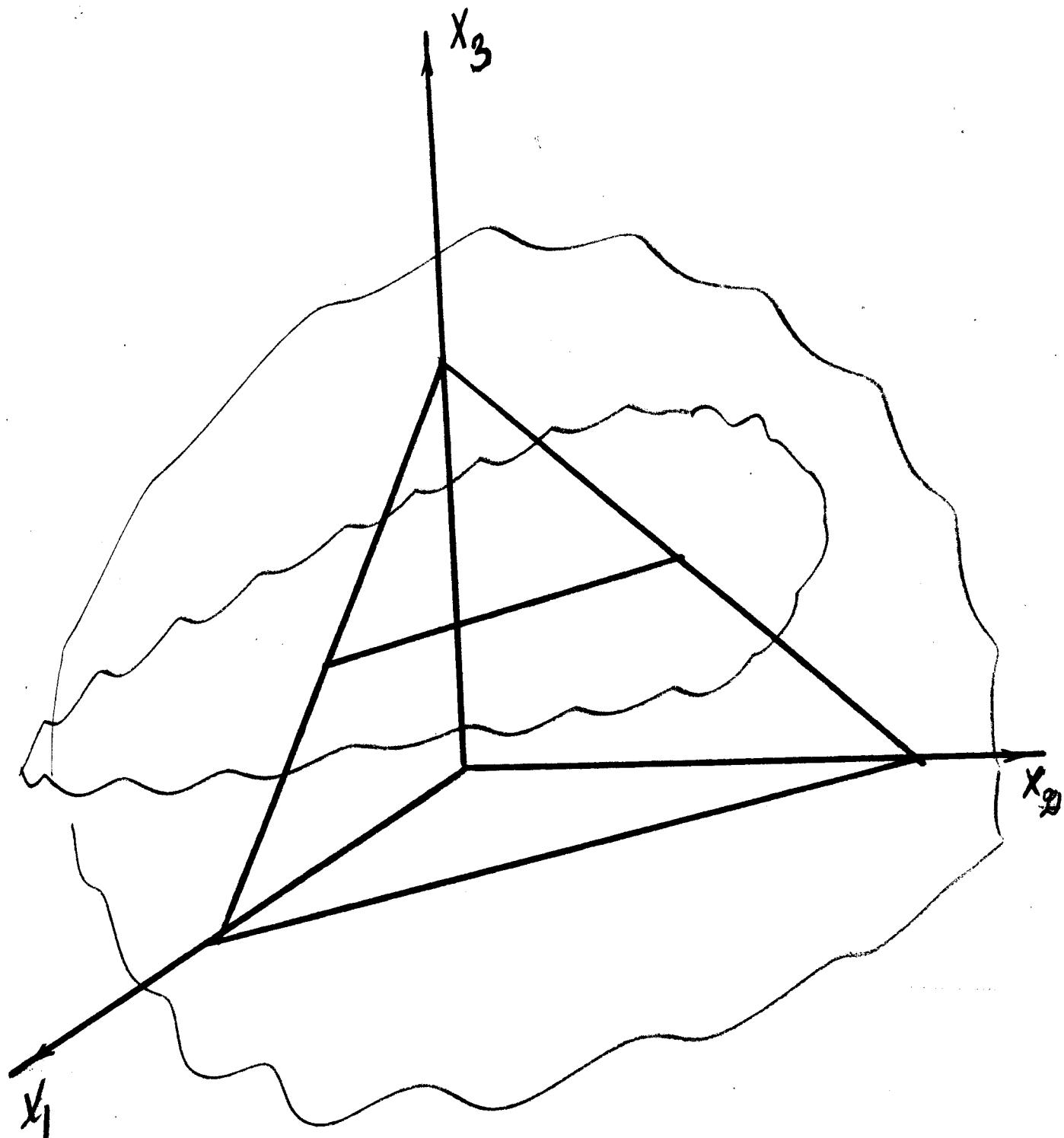
If $\begin{bmatrix} d_s \\ d_c \\ d_m \end{bmatrix}$ is given, then

$$y = \begin{bmatrix} s \\ c \\ m \end{bmatrix} = (I - A)^{-1} \begin{bmatrix} d_s \\ d_c \\ d_m \end{bmatrix}$$

$$\begin{bmatrix} d_s \\ d_c \\ d_m \end{bmatrix} \Rightarrow \begin{bmatrix} d_s + 1 \\ d_c \\ d_m \end{bmatrix}$$

$$\bar{y} = \begin{bmatrix} \bar{s} \\ \bar{c} \\ \bar{m} \end{bmatrix} = (I - A)^{-1} \begin{bmatrix} d_s + 1 \\ d_c \\ d_m \end{bmatrix}$$

$$\bar{y} - y = (I - A)^{-1} \left(\begin{bmatrix} d_s + 1 \\ d_c \\ d_m \end{bmatrix} - \begin{bmatrix} d_s \\ d_c \\ d_m \end{bmatrix} \right) = (I - A)^{-1} \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

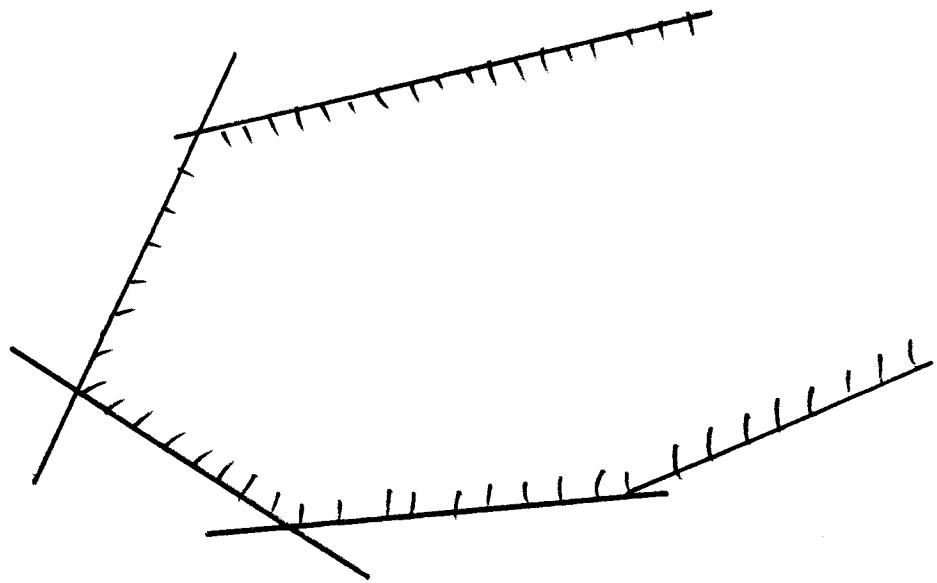


$$Z = C^T x \rightarrow \min$$

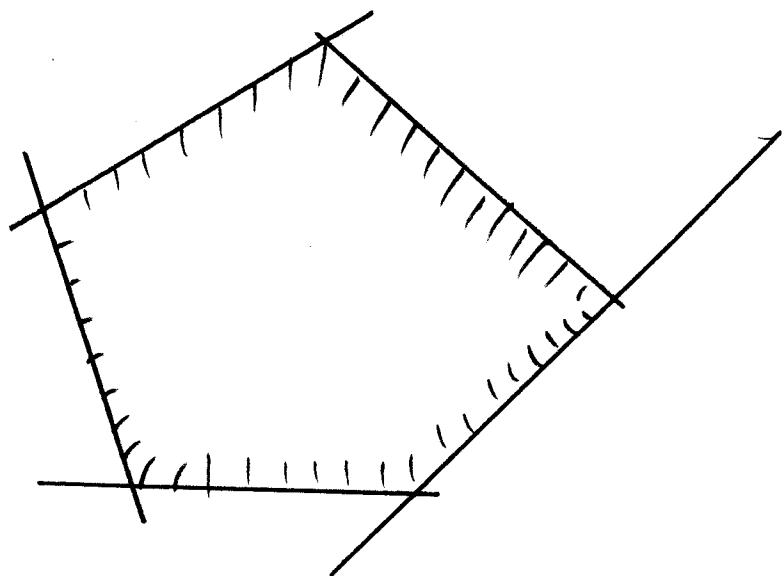
$$Ax = b$$

$$x \geq 0$$

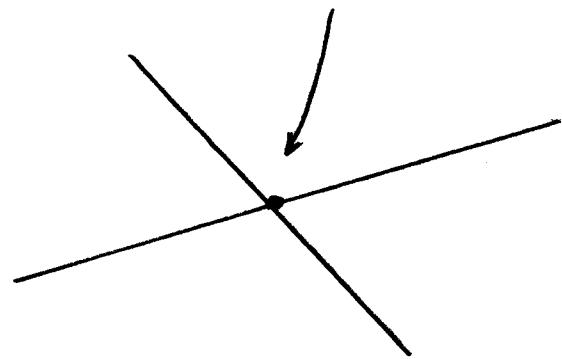
The intersection of half-spaces is called a
polyhedron



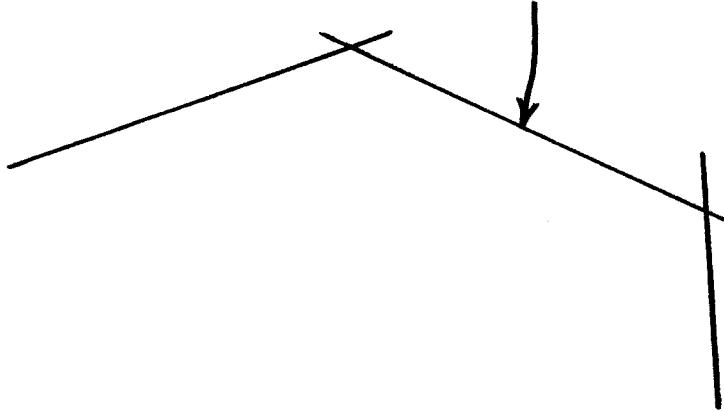
If a polyhedron is bounded then it is a polytop.



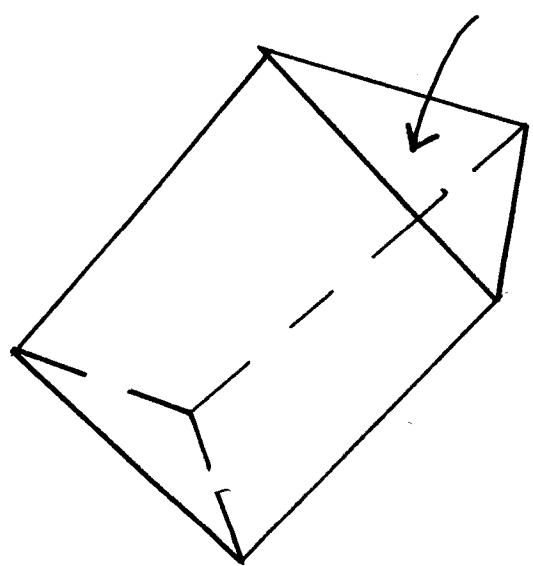
vertex



edge



face

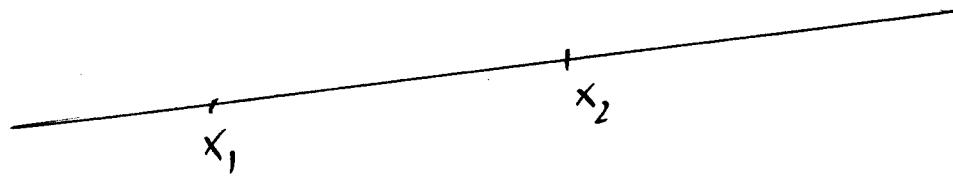


Convex combination of two points



$$x = \lambda_1 x_1 + \lambda_2 x_2 ; \quad \lambda_1 \geq 0, \quad \lambda_2 \geq 0, \quad \lambda_1 + \lambda_2 = 1$$

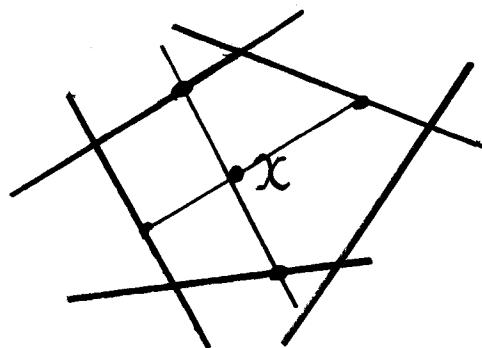
Affine combination



$$x = \lambda_1 x_1 + \lambda_2 x_2$$

Convex combination of m points

$$x = \sum_{i=1}^n \lambda_i x_i, \quad \lambda_i \geq 0, \quad \sum \lambda_i = 1$$



Vertex is a feasible point, which can't be represented as a convex combination of two different points in

Any point in a polytop can be represented as a convex combination of its vertices.

$$x \in \Omega; x = \sum_{i=1}^n \lambda_i x_i, \lambda_i \geq 0, \sum \lambda_i = 1$$

