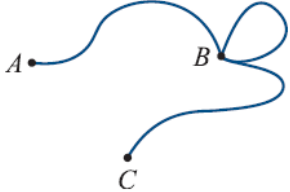
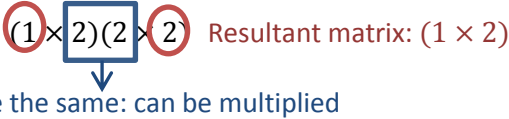
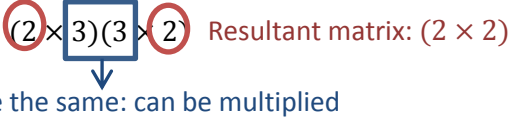


Matrix:	<p>A matrix is a rectangular array of numbers. Matrices are normally labelled with a capital letter</p> <p>Example: <math>A = \begin{bmatrix} 1 &amp; 2 \\ 3 &amp; 4 \end{bmatrix}</math></p>
Order of a matrix:	<p>(Rows x Columns)</p> <p>Example: <math>A = \begin{bmatrix} 1 &amp; 2 &amp; 3 \\ 4 &amp; 5 &amp; 6 \end{bmatrix}</math> <i>row 1</i>  <i>row 2</i>  <i>column 1 column 2 column 3</i></p> <p>Order: (2 x 3)</p>
Elements of a matrix:	<ul style="list-style-type: none"> <li>The numbers inside a matrix. Position of an element identified by a lower case letter and two subscript numbers.</li> <li>Letter refers to a particular matrix, first number refers to row reference, second number refers to column reference.</li> </ul> <p>Example: <math>A = \begin{bmatrix} 1 &amp; 2 &amp; 3 \\ 4 &amp; 5 &amp; 6 \end{bmatrix}</math>      <math>B = \begin{bmatrix} 7 \\ 8 \end{bmatrix}</math>      <math>C = \begin{bmatrix} 9 \\ 10 \\ 11 \end{bmatrix}</math></p> <p><math>a_{13} = 3</math>      <math>b_{21} = 8</math>      <math>c_{31} = 11</math></p> <p>le: <math>a_{13}</math> = element in matrix A, position row 1 column 3</p>
Network:	<ul style="list-style-type: none"> <li>The numbers in the matrix represent the edges leading from one vertex to another, directly.</li> </ul>  $\begin{matrix} & A & B & C \\ A & \begin{bmatrix} 0 & 1 & 0 \end{bmatrix} \\ = B & \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \\ C & \begin{bmatrix} 0 & 1 & 0 \end{bmatrix} \end{matrix}$ <ul style="list-style-type: none"> <li>Loops have a degree of 2 but are only considered as 1 edge</li> <li>Rows represent 'From' Columns represent 'To'</li> <li>Sum of each row represents total paths <b>from</b> each particular vertex</li> <li>Sum of each column represents total paths <b>to</b> each particular vertex</li> </ul>
Adding/subtracting matrices:	<ul style="list-style-type: none"> <li>Two matrices can only be added and subtracted if they have the same order.</li> <li>Add or subtract the elements in the corresponding positions</li> </ul> <p>Example 1:</p> $A = \begin{bmatrix} 10 & 5 \\ 8 & -1 \end{bmatrix} B = \begin{bmatrix} 0 & -6 \\ 2 & 3 \end{bmatrix} C = \begin{bmatrix} 4 & 12 \\ 9 & -10 \end{bmatrix}$ $A + B = \begin{bmatrix} 10 + 0 & 5 + -6 \\ 8 + 2 & -1 + 3 \end{bmatrix} = \begin{bmatrix} 10 & -1 \\ 10 & 2 \end{bmatrix}$ <p>Example 2:</p> $C - A = \begin{bmatrix} 4 - 10 & 12 - 5 \\ 9 - 8 & -10 - -1 \end{bmatrix} = \begin{bmatrix} -6 & 7 \\ 1 & -9 \end{bmatrix}$
Zero matrix:	<ul style="list-style-type: none"> <li>All elements are zeros</li> <li>Typically labelled as 0</li> <li>Can be any a matrix of any order</li> </ul> $0 = [0] \quad 0 = [0 \ 0 \ 0] \quad 0 = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$

<p>Identity matrix:</p>	<ul style="list-style-type: none"> <li>Leading diagonal elements are one all other elements are zeros</li> <li>Typically labelled as <math>I</math></li> <li>Can be a <b>square</b> matrix of any size (<i>square matrix: rows = columns</i>)</li> </ul> $I = [1] \quad I = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \quad I = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$
<p>Scalar multiplication:</p>	<ul style="list-style-type: none"> <li>Multiply all elements in a matrix by a specified coefficient.</li> </ul> $A = \begin{bmatrix} 10 & 5 \\ 8 & -1 \end{bmatrix} B = \begin{bmatrix} 0 & -6 \\ 2 & 3 \end{bmatrix}$ <p>Example 1:</p> $2A = 2 \begin{bmatrix} 10 & 5 \\ 8 & -1 \end{bmatrix} = \begin{bmatrix} 2 \times 10 & 2 \times 5 \\ 2 \times 8 & 2 \times -1 \end{bmatrix} = \begin{bmatrix} 20 & 10 \\ 16 & -2 \end{bmatrix}$ <p>Example 2:</p> $-5B = -5 \begin{bmatrix} 0 & -6 \\ 2 & 3 \end{bmatrix} = \begin{bmatrix} -5 \times 0 & -5 \times -6 \\ -5 \times 2 & -5 \times 3 \end{bmatrix} = \begin{bmatrix} 0 & 30 \\ -10 & -15 \end{bmatrix}$
<p>Matrix multiplication:</p>	<ul style="list-style-type: none"> <li>Two matrices can only be multiplied if the number of columns in the 1<sup>st</sup> matrix is equal to the number of rows in the 2<sup>nd</sup> matrix.</li> <li>If the two orders of both matrices are placed together, the inside numbers identify whether the two matrices can be multiplied (same = can be multiplied) and the outside numbers identify the <b>resultant matrix</b> (the order of the product)</li> </ul> <p>Example 1:</p> $A = [a \quad b] B = \begin{bmatrix} c & d \\ e & f \end{bmatrix}$ <p style="text-align: center;"> <math>(1 \times 2)(2 \times 2)</math> Resultant matrix: <math>(1 \times 2)</math>   </p> $AB = [(ac + be) \quad (ad + bf)]$ <p>Example 2:</p> $C = \begin{bmatrix} a & b & c \\ d & e & f \end{bmatrix} D = \begin{bmatrix} m & r \\ s & t \\ u & x \end{bmatrix}$ <p style="text-align: center;"> <math>(2 \times 3)(3 \times 2)</math> Resultant matrix: <math>(2 \times 2)</math>   </p> $CD = \begin{bmatrix} (am + bs + cu) & (ar + bt + cx) \\ (dm + es + fu) & (dr + et + fx) \end{bmatrix}$
<p>Determinant:</p> <p>Denoted as:</p> $\Delta, \det A \text{ or } \begin{vmatrix} a & b \\ c & d \end{vmatrix}$	<ul style="list-style-type: none"> <li>As long as the determinant <b>does not</b> equal to zero, an inverse can be found and a unique solution to simultaneous equations exists.</li> </ul> $\Delta = ad - bc \quad \text{where: } \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ <p>Example:</p> $A = \begin{bmatrix} 2 & 3 \\ 4 & 1 \end{bmatrix}$ $\Delta A = (2 \times 1) - (3 \times 4) \quad \Delta A = -9$

<p>Inverse:</p> <p>Denoted as: <math>A^{-1}</math></p>	$A^{-1} = \frac{1}{\text{determinant}} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$ <ul style="list-style-type: none"> <li>To find the inverse of a matrix, where the determinant <math>\neq 0</math> <ol style="list-style-type: none"> <li>Swap elements <math>a</math> and <math>d</math></li> <li>Change the signs of elements <math>b</math> and <math>c</math></li> <li>Divide each number by the value of the determinant</li> </ol> </li> </ul> <p>Example:</p> $A = \begin{bmatrix} 3 & 0 \\ -6 & 1 \end{bmatrix}$ $\Delta A = (3 \times 1) - (0 \times -6) \quad \Delta A = 3$ $A^{-1} = \frac{1}{3} \begin{bmatrix} 1 & 0 \\ 6 & 3 \end{bmatrix} = \begin{bmatrix} 1/3 & 0 \\ 2 & 1 \end{bmatrix}$
<p>Solving simultaneous equations:</p>	$\begin{bmatrix} x \\ y \end{bmatrix} = A^{-1} \times B$ <ul style="list-style-type: none"> <li>Represent equations in matrix form.</li> <li>Coefficient matrix = A</li> <li>Answer matrix = B</li> </ul> <p>Example:</p> $\begin{aligned} 4x - 3y &= 10 \\ 3x + y &= 1 \end{aligned}$ $\begin{bmatrix} 4 & -3 \\ 3 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 10 \\ 1 \end{bmatrix}$ $\Delta A = (4 \times 1) - (-3 \times 3) \quad \Delta A = 13$ $A^{-1} = \frac{1}{13} \begin{bmatrix} 1 & 3 \\ -3 & 4 \end{bmatrix}$ $\begin{bmatrix} x \\ y \end{bmatrix} = \frac{1}{13} \begin{bmatrix} 1 & 3 \\ -3 & 4 \end{bmatrix} \begin{bmatrix} 10 \\ 1 \end{bmatrix}$ $\begin{bmatrix} x \\ y \end{bmatrix} = \frac{1}{13} \begin{bmatrix} (1 \times 10 + 3 \times 1) \\ (-3 \times 10 + 4 \times 1) \end{bmatrix} = \frac{1}{13} \begin{bmatrix} 13 \\ -26 \end{bmatrix}$ $\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 13/13 \\ -26/13 \end{bmatrix} = \begin{bmatrix} 1 \\ -2 \end{bmatrix}$ $x = 1 \quad y = -2$