

## ***Factsheet:* Matrices**

**Size** or **Order** of a matrix is given by **number of rows**  $\times$  **number of columns** so an  $n \times m$  matrix has  $n$  rows and  $m$  columns. **Square matrices** have the same number of rows and columns so  $n = m$  and a square matrix is an  $n \times n$  matrix.

An **element** of a matrix  $A$  is an entry into that matrix, usually denoted by  $a_{ij}$  where  $i$  is the row the element is in and  $j$  is the column the element is in.

The **transpose** of an matrix  $A$ , written  $A^T$  swaps the rows and columns in  $A$  so  $a_{ij}$  becomes  $a_{ji}$ .

The **main diagonal** of a square matrix goes from top left to bottom right in the matrix. The sum of the elements of the main diagonal is called the **trace** of the matrix.

Operation	Symbol	Size of Input	Size of Output	$2 \times 2$	General Element
Addition	$A + B$	$n \times m$ and $n \times m$	$n \times m$	$\begin{pmatrix} a & b \\ c & d \end{pmatrix} + \begin{pmatrix} e & f \\ g & h \end{pmatrix}$ $= \begin{pmatrix} a+e & b+f \\ c+g & d+h \end{pmatrix}$	$a_{ij} + b_{ij}$
Subtraction	$A - B$	$n \times m$ and $n \times m$	$n \times m$	$\begin{pmatrix} a & b \\ c & d \end{pmatrix} - \begin{pmatrix} e & f \\ g & h \end{pmatrix}$ $= \begin{pmatrix} a-e & b-f \\ c-g & d-h \end{pmatrix}$	$a_{ij} - b_{ij}$
Scalar Multiplication	$\lambda A$	Scalar and $n \times m$	$n \times m$	$\lambda \begin{pmatrix} a & b \\ c & d \end{pmatrix} = \begin{pmatrix} \lambda a & \lambda b \\ \lambda c & \lambda d \end{pmatrix}$	$\lambda a_{ij}$
Matrix Multiplication	$AB$	$n \times m$ and $m \times p$	$n \times p$	$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} e & f \\ g & h \end{pmatrix}$ $= \begin{pmatrix} ae+bg & af+bh \\ ce+dg & cf+dh \end{pmatrix}$	$\sum_k a_{ik} b_{kj}$

In general:  $AB \neq BA$  (matrix multiplication **does not commute**)

The **identity matrix**  $I$  is a square matrix where each element in the main diagonal is 1 and all the other elements are 0.

**Multiplication by the identity matrix:**  $AI = IA = A$

Property	Symbol	2×2	3×3
General Matrix	$A$	$A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$	$A = \begin{pmatrix} a & b & c \\ d & e & f \\ g & h & i \end{pmatrix}$
Identity	$I$	$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$	$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$
Determinant	$\det A =  A $	$\begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc$	$\begin{vmatrix} a & b & c \\ d & e & f \\ g & h & i \end{vmatrix} = a \begin{vmatrix} e & f \\ h & i \end{vmatrix} - b \begin{vmatrix} d & f \\ g & i \end{vmatrix} + c \begin{vmatrix} d & e \\ g & h \end{vmatrix}$ $= a(ei - fh) - b(di - fg) + c(dh - ge)$ <p><b>Rule of Sarrus</b></p>
Inverse* (if $\det A \neq 0$ )	$A^{-1}$	$\frac{1}{\det A} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix}$	$\frac{1}{\det A} \begin{pmatrix} (ei - fh) & (fg - di) & (dh - eg) \\ (ch - bi) & (ai - cg) & (bg - ah) \\ (bf - ce) & (cd - af) & (ae - bd) \end{pmatrix}$

\*If a matrix has a determinant of 0 then it has no inverse and is **singular**.

**Multiplication by an inverse:**  $AA^{-1} = A^{-1}A = I$



## Want to know more?

If you have any further questions about this topic you can make an appointment to see a [Learning Enhancement Tutor](#) in the [Student Support Service](#), as well as speaking to your lecturer or adviser.

- ☎ Call: 01603 592761
- 💻 Ask: [ask.let@uea.ac.uk](mailto:ask.let@uea.ac.uk)
- 🔗 Click: <https://portal.uea.ac.uk/student-support-service/learning-enhancement>

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For this topic there is a [webcast](#).

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