### MEM 255 Introduction to Control Systems Review: Basics of Linear Algebra

#### Harry G. Kwatny

Department of Mechanical Engineering & Mechanics

**Drexel** University



## Outline

- Vectors
- Matrices
- MATLAB
- Advanced Topics





A vector is a one-dimensional array of scalarelements (real or complex numbers)

column vector: 
$$x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$$
, row vector:  $y = \begin{bmatrix} y_1 & y_2 & \cdots & y_n \end{bmatrix}$ 

Vectors of equal dimension can be added (elementwise):

 $x = a + b \Leftrightarrow x_i = a_i + b_i, \quad i = 1, \dots, n$ 

Vectors can be multiplied by a scalar:

 $x = \alpha a \Leftrightarrow x_i = \alpha a_i$ 

Vectors can be transposed:

$$\begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}^T = \begin{bmatrix} x_1 & x_2 & \cdots & x_n \end{bmatrix}$$

## Inner Product & Norm

The **inner product** of two *n*-dimensional vectors *x*, *y* is

 $\langle x, y \rangle = \sum_{i=1}^{n} x_i y_i,$ 

for column vectors  $\langle x, y \rangle = x^T y$ 

for row vectors  $\langle x, y \rangle = xy^T$ 

The Euclidean norm or length of a vector x is

$$\|x\| = \sqrt{\langle x, x \rangle} = \sqrt{\sum_{i=1}^{n} x_i^2}$$

Other norms or length measures are also just useful:

$$\|x\|_{1} = \sum_{i=1}^{n} |x_{i}|, \quad \|x\|_{\infty} = \max_{i} |x_{i}|$$



# **Linear Combinations of Vectors**

Suppose  $\alpha_i$ , i = 1,..., p is a set of scalars and  $x_i$ , i = 1,..., p is a set of column or row vectors, then we define a new vector y via the linear combination:

$$y = \alpha_1 x_1 + \alpha_2 x_2 + \dots + \alpha_p x_p$$

for columns

$$\begin{bmatrix} y_1 \\ \vdots \\ y_n \end{bmatrix} = \alpha_1 \begin{bmatrix} x_{1,1} \\ \vdots \\ x_{1,n} \end{bmatrix} + \dots + \alpha_p \begin{bmatrix} x_{p,1} \\ \vdots \\ x_{p,n} \end{bmatrix}$$

A set of *p* vectors  $x_i$ , i = 1, ..., p is **linearly dependent** if there exists a <u>nontrivial</u> set of constants  $\alpha_i$ , i = 1, ..., p such that

 $\alpha_1 x_1 + \alpha_2 x_2 + \dots + \alpha_p x_p = 0$ 

otherwise it is linearly independent.

A set of linearly independent *n*-dimensional vectors contains at most *n* vectors.



#### **Matrices**

• A *matrix* is a 2-dimensional (rectangular) array of elements:



Sometimes we write  $A = \begin{bmatrix} a_{ij} \end{bmatrix}$ 

• The elements are called *scalars*, they are usually real or complex numbers.

• A matrix with one row, m = 1, is called a row matrix or row vector.

A matrix with one column, n = 1, is called a *column matrix* or *column vector*.



## **Algebraic Operations**

• Equality - two matrices (of the same size) *A*, *B* are equal, written A = B, if their corresponding elements are equal,  $a_{ij} = b_{ij}$ , for  $1 \le i \le m, 1 \le j \le n$ 

Matrices of the same size can be added and subtracted. Matrix addition and subtraction are performed element-wise

A + B = C ⇔ a<sub>ij</sub> + b<sub>ij</sub> = c<sub>ij</sub>
A - B = C ⇔ a<sub>ij</sub> - b<sub>ij</sub> = c<sub>ij</sub>

Any matrix A = [a<sub>ij</sub>] can be multiplied by a scalar α

αA = [αa<sub>ij</sub>]

• An  $m \times n$  matrix A can be post multiplied by an  $n \times q$  matrix B to produce an  $m \times q$  matrix C,



C

$$= AB, \quad c_{ij} = \sum_{k=1}^{n} a_{ik} b_{ki}$$

## **Multiplication**





The *transpose* of an  $m \times n$  matrix is the  $n \times p$  matrix obtained by interchanging rows and columns:

$$A = \begin{bmatrix} a_{11} & a_{12} & \cdots & \cdots & a_{1n} \\ \vdots & & & \vdots \\ a_{m1} & a_{m2} & \cdots & \cdots & a_{mn} \end{bmatrix} A^{T} = \begin{bmatrix} a_{11} & \cdots & a_{m1} \\ a_{12} & & a_{m2} \\ \vdots & & \vdots \\ \vdots & & \vdots \\ a_{1n} & \cdots & a_{mn} \end{bmatrix}$$

A matrix is *symmetric* if  $A^T = A$ The following rules obtain:

$$(AB)^{T} = B^{T}A^{T}$$
$$(A+B)^{T} = A^{T} + B^{T}$$



#### Determinant

- The *ij*-th **minor**  $M_{ij}$  of a square  $n \times n$  matrix A is the  $(n-1) \times (n-1)$  submatrix of A obtained by eliminating row i and column j.
- The **determinant** of a square matrix is defined recursively. The determinant of a  $1 \times 1$  matrix is  $det[a_{11}] = a_{11}$ .

The determinant of a  $n \times n$  matrix is defined by the expansion

$$\det A = \sum_{j=1}^{n} a_{ij} \gamma_{ij} \quad \text{for any } i = 1, 2, \dots, n$$

where  $\gamma_{ij}$  is the cofactor  $\gamma_{ij} = (-1)^{i+j} \det M_{ij}$ 

*Note*: 'for any *i*' means expand along any row. The same result is obtained by expanding along any column.



# **Properties of Determinants**

- multiply any single row or column of A by scalar  $\alpha$  to get  $\overline{A}$ det  $\overline{A} = \alpha \det A$
- interchange any two rows or columns of A to get  $\overline{A}$

 $\det \overline{A} = -\det A$ 

- add multiple of any row or column to another row or column to get  $\overline{A}$ det  $\overline{A} = \det A$
- $\det A^T = \det A, \det AB = \det A \det B$
- for A, C square

$$\det \begin{bmatrix} A & B \\ 0 & D \end{bmatrix} = \det A \det D$$

• for A nonsingular

$$\det \begin{bmatrix} A & B \\ C & D \end{bmatrix} = \det A \det \begin{bmatrix} D - CA^{-1}B \end{bmatrix}$$



## Matrix Inverse

An **identity matrix** of size *n* is the square matrix with

*n* rows and columns:

$$I = \begin{bmatrix} 1 & 0 & \cdots & 0 \\ 0 & 1 & & \vdots \\ \vdots & & \ddots & 0 \\ 0 & \cdots & 0 & 1 \end{bmatrix}$$

The **adjugate** of a square matrix *A* is defined as the transpose of the matrix of cofactors:

$$\operatorname{adj} A = \left[ \gamma_{ij} \right]^n$$

It can be shown that  $A \operatorname{adj} A = (\det A)I$ 

If det 
$$A \neq 0$$
, we have  $A \frac{\text{adj}A}{\text{det}A} = I$ 

A square matrix A with det  $A \neq 0$  is called **nonsingular**, for a nonsingular matrix we can define the **inverse** 



$$A^{-1} = \frac{\operatorname{adj} A}{\operatorname{det} A} \Longrightarrow AA^{-1} = I, A^{-1}A = I$$

## Rank

Consider an  $m \times n$  matrix A.

- The number of linearly independent rows of A equals the number of its linearly independent columns.
- The **rank** of *A* is the number of its linearly independent rows or columns.
- $|\operatorname{rank} A \le \max(m, n)|$
- If *A* is a square matrix of size *n*, rank  $A = n \Leftrightarrow \det A \neq 0$



## **MATLAB Basic Operations**

- Addition A and B must have the same size, unless one is a scalar. A scalar can be added to a matrix of any size.
- Subtraction A and B must have the same size, unless one is a scalar. A scalar can be subtracted from a matrix of any size.
- \* Matrix multiplication. For nonscalar A and B, the number of columns of A must equal the number of rows of B. A scalar can multiply a matrix of any size.
- / Slash or matrix right division. B/A is roughly the same as B\*inv(A). More precisely, B/A = (A'\B')'.
- <u>Backslash or matrix left division</u>. If A is a square matrix, A\B is roughly the same as inv(A)\*B, except it is computed in a different way.



#### **MATLAB Basic Operations**

- ^ Matrix power. X^p is X to the power p, if p is a scalar. If p is an integer, the power is computed by repeated squaring. If the integer is negative, X is inverted first.
- 'Matrix transpose. A' is the linear algebraic transpose of A. For complex matrices, this is the complex conjugate transpose.
- .' Array transpose. A.' is the array transpose of A. For complex matrices, this does not involve conjugation.

Note: The slash/backslash operations are the better than inv to solve linear equations.



## **MATLAB Basic Functions**

norm	matrix or vector norm
rank	matrix rank
det	determinant
trace	sum of the diagonal elements
inv	matrix inverse



# **Applications of Matrices**

Matrices are important in many applications. One of the most important is the solution of sets of simultaneous linear equations:

$$a_{11}x_1 + a_{22}x_2 + \cdots + a_{1n}x_n = b_1$$
  

$$\therefore \qquad \Rightarrow Ax = b, \text{ if } \det A \neq 0 \Rightarrow x = A^{-1}b$$

 $a_{n1}x_1 + a_{n2}x_2 + \cdots + a_{nn}x_n = b_2$ 

Another application is in the solution of sets of simultaneous linear ordinary differential equations, for example, equations like

$$m\ddot{y} + c\dot{y} + ky = f(t)$$
  

$$\rho\dot{v} + \alpha y = g(t) \quad \text{can be put in the form } \dot{x} = Ax + b(t)$$
  

$$L\ddot{q} + C\dot{v} + B\dot{y} = h(t)$$

where *A* is a properly defined square matrix, and *x*,*b* are properly defined column vectors.



# **Similarity Transformations**

Sometimes it is useful to solve the equations in a coordinate system that is different from the original problem formulation. Any square nonsingular matrix T can be considered a **transformation** matrix. Linear coordinate transformations of column vectors are accomplished via transformations

$$x = T\overline{x}, \quad \overline{x} = T^{-1}x$$

For example, under such a transformation

$$\dot{x} = Ax + b(t) \Rightarrow \dot{\overline{x}} = T^{-1}AT\overline{x} + T^{-1}b(t)$$

Matrices transform under a change of coordinates according to

$$\overline{A} = T^{-1}AT$$

This is called a similarity transformation.



## **Special Matrices**

Similarity transformations are used to transform matrices into a variety of special forms (when possible). Among these are:





## Advanced Topics ~ Defer

- Eigenvalues/Eigenvectors
- Functions of Matrices
- Cayley-Hamilton Theorem
- Singular Values





- Vectors
  - Basic definitions & operations
  - linear dependent\independent sets
- Matrices
  - Definitions
  - Algebraic operations
  - Determinants, Rank, Inverse
  - Similarity transformations & special matric forms
  - MATLAB functions

