

# The Matrix: A Mathematical Construct

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## 3 Perspectives on Matrices:

### 1. Sums

$$(\alpha + \beta)(a + b) = \alpha a + \alpha b + \beta a + \beta b$$

Shortcut: ① drop plus signs

$$\begin{bmatrix} \alpha a & \alpha b \\ \beta a & \beta b \end{bmatrix}$$

### 2. Linear Transformations (Maps)

$$y = mx + b \text{ (affine)}$$

$$y = mx \text{ Implicit Choice}$$

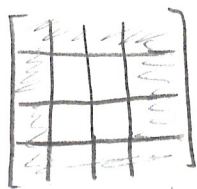
A, b Basis  $\rightarrow$  N-dim

Shortcut: ② drop basis

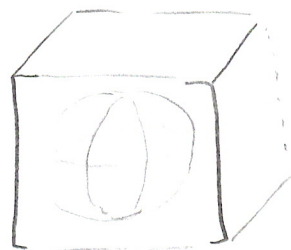
$$\vec{v} = \begin{bmatrix} c_1 \\ c_2 \end{bmatrix}$$

$$\vec{v} = c_1 \alpha + c_2 \beta$$

### 3. Pictorial (Pixels) - comp sci



2D



3D

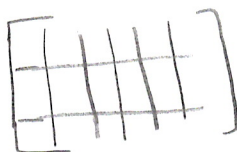
Rank - # of axes

Dimension - # entries on an axis



Rank 1

Dim 3



Rank 2

Dim 3 x 2

Note: order convention in Rank 2 lost in higher dim

## Motivation

$$(c_1 \alpha + c_2 \beta)(d_1 a + d_2 b) \xrightarrow{\text{don't know}} \begin{bmatrix} c_1 d_1 & c_1 d_2 \\ c_2 d_1 & c_2 d_2 \end{bmatrix} \quad \text{Shortcut} \quad \textcircled{1} + \textcircled{2}$$
$$\xrightarrow{\text{know}} c_1 d_1 + c_2 d_2 \quad \S \quad \begin{array}{l} a\alpha = 1 \\ b\beta = 1 \\ a\beta = b\alpha = 0 \end{array}$$

How does  $(\alpha, \beta)$  "plug" w/  $(a, b)$ ?

$$\begin{array}{l} c_1 d_1 \alpha a + c_1 d_2 \alpha b \\ c_2 d_1 \beta a + c_2 d_2 \beta b \end{array} \quad M = \begin{bmatrix} \alpha a & \alpha b \\ \beta a & \beta b \end{bmatrix} \quad \text{"Metric Tensor"}$$

Matrix Formalism:

$$\begin{bmatrix} c_1 & c_2 \end{bmatrix} \begin{bmatrix} \alpha a & \alpha b \\ \beta a & \beta b \end{bmatrix} \begin{bmatrix} d_1 \\ d_2 \end{bmatrix}$$

$M^M$

Column

$$\begin{bmatrix} c_1 & c_2 \end{bmatrix} \left( d_1 \begin{bmatrix} \alpha a \\ \beta a \end{bmatrix} + d_2 \begin{bmatrix} \alpha b \\ \beta b \end{bmatrix} \right) = \begin{bmatrix} c_1 & c_2 \end{bmatrix} \begin{bmatrix} d_1 (\alpha a) + d_2 (\alpha b) \\ d_1 (\beta a) + d_2 (\beta b) \end{bmatrix}$$

$\alpha \quad \beta$

Row Column

$$\begin{bmatrix} c_1 & c_2 \end{bmatrix} \begin{bmatrix} 1^{\text{st}} \text{ row} & 1^{\text{st}} \text{ column} \\ 2^{\text{nd}} \text{ row} & 1^{\text{st}} \text{ column} \end{bmatrix}$$

... multiply out  $c_1 d_1 \alpha a + c_1 d_2 \alpha b + c_2 d_1 \beta a + c_2 d_2 \beta b$

Hidden b/c gen work w/  $M = Id$

Dual -  $(a, b), (\alpha, \beta)$  s.t. have well defined metric b/w them

# Transformation Properties

Contravariant - opposite  $\Delta$  of variable

Covariant - follows  $\Delta$  of variable

Ex: "divided axis"

$$10 \frac{m}{s} \rightarrow 1000 \frac{cm}{s}$$

$$10 m \rightarrow 1000 cm$$

$dx$  contra

$$10 \frac{J}{m} \rightarrow \frac{1}{10} \frac{J}{cm}$$

$\frac{d}{dx}$  cov

Shorthand: ③ drop components

$T^{\mu}$  same symbol

$\Rightarrow$  dual

$T_{\mu}$

"Einstein Notation"

## Tensor Formalism:

Rank  $n$   $(r, s)$   
 $\uparrow \quad \uparrow$   
 Contra Cov  
 "column" "row"

Ex:

$T_{\mu}^{\nu}$  Rank 2  $(1, 1)$

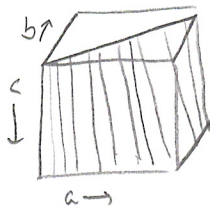
$T_{\mu}^{\mu}$  Rank 0  $(0, 0)$

## Tensor Contraction

$$\begin{pmatrix} 2, 3 \\ 1, 0 \end{pmatrix} \rightarrow (2, 2)$$

contra · cov  $\rightarrow \#$

\* Diagonal metric  $\Rightarrow$  trace



Why do we care?

- Physics (units)
- Math (diff objects)
- Less Confusion

"A tensor is what transforms like a tensor" X

Thus, "matrix"

•  $\vec{v} \rightarrow \vec{v}$   $(1, 1)$  map

•  $\vec{v}, \vec{v} \rightarrow \#$   $(0, 2)$  quadratic form

• "mistake" with metric tensor  $M_{\mu\nu}$  v  $M^{\mu\nu}$