



# Matrix Multiplication

Suppose we buy two CDs at \$3 each and four Zip disks at \$5 each. We calculate our total cost by computing the products' price x quantity and adding:

 $Cost = 3 \times 2 + 5 \times 4 = $26.$ 

Let us instead put the prices in a row vector

 $P = [3 \ 5]$  Th

The price matrix

and the quantities purchased in a column vector,

 $Q = \begin{bmatrix} 2\\4 \end{bmatrix}.$ 

The quantity matrix

### **Matrix Multiplication**

Because *P* represents the prices of the items we are purchasing and *Q* represents the quantities, it would be useful if the product *PQ* represented the total cost, a *single number* (which we can think of as a  $1 \times 1$  matrix).

For this to work, *PQ* should be calculated the same way we calculated the total cost:

$$PQ = \begin{bmatrix} 3 & 5 \end{bmatrix} \begin{bmatrix} 2 \\ 4 \end{bmatrix} = \begin{bmatrix} 3 \times 2 + 5 \times 4 \end{bmatrix} = \begin{bmatrix} 26 \end{bmatrix}.$$

Notice that we obtain the answer by multiplying each entry in P (going from left to right) by the corresponding entry in Q (going from top to bottom) and then adding the results.

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## The Product *Row* × *Column*

Now to the general case of matrix multiplication:

The Product of Two Matrices: General Case

In general for matrices A and B, we can take the product AB only if the number of columns of A equals the number of rows of B (so that we can multiply the rows of A by the columns of B as above).

The product *AB* is then obtained by taking its *i j*th entry to be:

*i j*th entry of AB = Row *i* of  $A \times$  Column *j* of *B*. As defined above















# The Product *Row* × *Column*

#### Note

In part (a) we *cannot* multiply the matrices in the opposite order—the dimensions do not match.

We say simply that the product in the opposite order is **not defined**. In part (b) we *can* multiply the matrices in the opposite order, but we would get a  $1 \times 1$  matrix if we did so.

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## The Product *Row* × *Column*

Thus, order is important when multiplying matrices. In general, if *AB* is defined, then *BA* need not even be defined.

If *BA* is also defined, it may not have the same dimensions as *AB*. And even if *AB* and *BA* have the same dimensions, they may have different entries.











Now this should remind you of a familiar fact from arithmetic:

a • 1 = a

and

1 • *a* = *a*.

That is why we call the matrix *I* the  $3 \times 3$  *identity* matrix, because it appears to play the same role for  $3 \times 3$  matrices that the identity 1 does for numbers.

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cont'd





#### Properties of Matrix Addition and Multiplication

If *A*, *B* and *C* are matrices, if *O* is a zero matrix, and if *I* is an identity matrix, then the following hold:

A + (B + C) = (A + B) + C A + B = B + A A + O = O + A = A A + (-A) = O = (-A) + A C(A + B) = CA + CB C(A + B) = CA + CB

Additive associative law Additive commutative law Additive identity law Additive inverse law Distributive law Distributive law

The Product <i>Row</i> × <i>Column</i>		
1A = A 0A = O A(BC) = (AB)C c(AB) = (cA)B c(dA) = (cd)A AI = IA = A A(B + C) = AB + AC (A + B)C = AC + BC OA = AO = O	Scalar unit Scalar zero Multiplicative associative law Multiplicative associative law Multiplicative associative law Multiplicative identity law Distributive law Distributive law Multiplication by zero matrix	
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# The Product *Row* × *Column*

These properties give you a glimpse of the field of mathematics known as **abstract algebra**.

Algebraists study operations like these that resemble the operations on numbers but differ in some way, such as the lack of commutativity for multiplication.