

**Aim: How do we multiply matrices?**

- I. Do Now: Multiplying a matrix by a real number (scalar) is easy; we just multiply each entry by the scalar. Multiplying a matrix by another matrix may seem unusual at first, but the definition has many practical applications. Refer to the example below and try to fill in the remaining three entries.

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \times \begin{bmatrix} 7 & 8 \\ 9 & 10 \\ 11 & 12 \end{bmatrix} = \begin{bmatrix} 58 & & \\ & & \\ & & \end{bmatrix}$$

**II. Development:**

Given  $A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$ ,  $B = \begin{bmatrix} 0 & 1 \\ 2 & 3 \end{bmatrix}$ , and  $C = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$ , find each product:

(a)  $AB$ (b)  $BA$ (c)  $BC$ (d)  $CB$ 

What conclusions can you draw from the answers above?

*Important Note:*

To multiply an  $m \times n$  matrix by an  $n \times p$  matrix, the  $n$ 's must be the same, and the result is an  $m \times p$  matrix.

$$m \times n \times n \times p \rightarrow m \times p$$

**III. Additional Practice:**

Multiply, if possible.

1.  $\begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} -1 & 2 \\ 1 & -1 \end{bmatrix}$

2.  $\begin{bmatrix} 1 & -2 & -3 \end{bmatrix} \begin{bmatrix} 2 \\ -1 \\ 1 \end{bmatrix}$

3.  $\begin{bmatrix} 2 \\ -1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 & -2 & -3 \end{bmatrix}$

4.  $\begin{bmatrix} -2 & 1 \\ 1 & -3 \\ 1 & 4 \end{bmatrix} \begin{bmatrix} -2 & 3 & 1 & 4 \\ 0 & 1 & -1 & 2 \\ 2 & -1 & 0 & 1 \end{bmatrix}$

5.  $\begin{bmatrix} 1 & 3 & 5 \\ 6 & 4 & 2 \\ 9 & 8 & 7 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

**IV. Application**

6. Two softball teams submit equipment lists to their sponsors.

	Women's Team	Men's Team
Bats	12	15
Balls	45	38
Gloves	15	17

Each bat costs \$48, each ball costs \$4, and each glove costs \$42. Use matrices to find the total cost of equipment for each team.

**HW50**

• p. 527: 10, 12, 16, 19, 41, 47, 48, 50, 87  
(do #47, #48, and #50 by hand)