

Perturbed Foosball

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There are certain things you simply don't do with an $n \times n$ matrix. . . ."

"Just say No" \rightarrow "Just do it"

"bound variable" \uparrow "Free variable" \downarrow

$$y_i = \sum a_{ij} x_j \quad \begin{array}{c|cc} \omega & a & S \\ a & \alpha & \theta \\ S & \phi & \Xi \end{array} \xrightarrow{dS^a} \left(\begin{array}{c|cc} \alpha\omega/\sigma_a & a & S \\ a & 1/\alpha & \theta/\alpha \\ S & -\phi/\alpha & (\alpha\Xi - \phi\theta)/\alpha \end{array} \right)_{T_a \rightarrow T_a^{-1}}$$

$$y_1 = \alpha x_1 + \theta x_r$$

$$x_1 = \frac{1}{\alpha} (y_1 - \theta x_r)$$

$$y_r = \phi x_1 + \Xi x_r$$

$$y_r = \frac{\phi}{\alpha} y_1 + \left(\Xi - \frac{\phi\theta}{\alpha} \right) x_r$$