

SYSTEMS OF LINEAR EQUATIONS →

Defⁿ: A linear equation in unknowns x_1, x_2, \dots, x_n is an equation that can be put in the standard form

$$\boxed{a_1 x_1 + a_2 x_2 + \dots + a_n x_n = b,} \quad \text{--- (A)}$$

where a_1, a_2, \dots, a_n and b are constants.

The constants " a_k " is called the "co-efficient of x_k " and " b " is called the "constant term of the equation".

Defⁿ: If the constant term in equation (A) is zero. Then it is called "homogeneous" equation.

i.e. $a_1 x_1 + a_2 x_2 + \dots + a_n x_n = 0$.

If $b \neq 0$ Then the linear equation $a_1 x_1 + \dots + a_n x_n = b$ is called "Non-homogeneous".

Defⁿ: A solution of the linear equation (A) is a list of values for the unknowns or ^{equivalently} a vector u in K^n ,

say $x_1 = k_1, x_2 = k_2, \dots, x_n = k_n$ or $u = (k_1, k_2, \dots, k_n)$.

Consider some examples of linear system:-

(2)

(i) Suppose $a, b \in \mathbb{R}$. Consider the system $ax = b$.

a) if $a \neq 0$ then the system has a UNIQUE SOLUTION
 $x = b/a$.

b) If $a = 0$ and.

(i) $b \neq 0$, then the system has NO SOLUTION.

(ii) $b = 0$, then the system has INFINITE NO. OF SOLUTIONS, namely all $x \in \mathbb{R}$.

(b) Now, we consider a system with 2 equations and in 2 unknowns.

Consider the equation $ax + by = c$. if either a or $b \neq 0$ then this is the linear equation a line in \mathbb{R}^2 .

Thus for the system

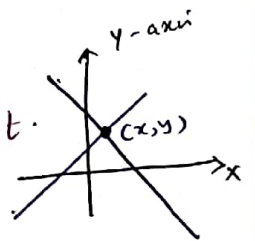
$$a_1x + b_1y = c_1$$

$$a_2x + b_2y = c_2,$$

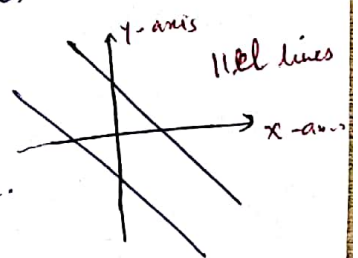
the set of solutions is given by the points of intersection of the two lines.

Then three cases arises:-

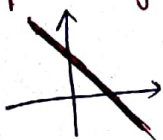
(a) Unique Solution:- If they intersect at one pt.



(b) No solution — If two lines are || lines



(c) Infinitely Many Solⁿ:- If both the lines coincide.



(3) Consider 3 equations in 3 unknowns. (3)

A linear equation $ax + by + cz = d$ represent a plane in \mathbb{R}^3 provided $(a, b, c) \neq (0, 0, 0)$.

Unique solⁿ \div Three planes intersect at a point.

Infinitely Many solⁿ \div Three planes intersect on a line.

No. Solution $\div \rightarrow$ Three parallel lines as intersection of two planes taken two at a time.

(4)

Definition ÷ Linear System:-

A linear system of m equations in n -unknown x_1, x_2, \dots, x_n is a set of equations of the form

$$\left. \begin{aligned} a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n &= b_1 \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n &= b_2 \\ &\vdots \\ a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n &= b_m. \end{aligned} \right\} \textcircled{A}$$

where $a_{ij} \in \mathbb{R}$, $1 \leq i \leq m$, $1 \leq j \leq n$, $b_i \in \mathbb{R}$.

- The linear system \textcircled{A} is called **HOMOGENEOUS** if $b_1 = b_2 = 0 = \dots = b_m$.
- and **Non-homogeneous** otherwise - i.e. $b_i \neq 0$ for some i .

We rewrite the above equations in the form $Ax = b$,

where

$$A = \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{bmatrix}, \quad x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} \quad \& \quad b = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{bmatrix}.$$

The matrix "A" is called the **COEFFICIENT MATRIX**.

and the block matrix

$[A \quad b]$ is called the **AUGMENTED MATRIX** OF the linear system \textcircled{A} .

Remark :- Observe that the i th row of the augmented matrix $[A \ b]$ represent the i th equation and the j th column of the co-efficient matrix A corresponds to coefficients of the j th variable x_j .
i.e. for $1 \leq i \leq m$, $1 \leq j \leq n$, The entry a_{ij} of the co-efficient matrix A corresponds to the i th equation and j th variable x_j .

2) For a system of linear equation $AX = b$,
The system $AX = 0$ is called the Associated Homogeneous system.

Defⁿ :- A solution of linear system $AX = b$ is a column vector Y with entries y_1, y_2, \dots, y_n such that the linear system (A) is satisfied by substituting y_i in place of x_i .

i.e. if $Y = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}$ or $[y_1, y_2, \dots, y_n]^t$. Then $AY = b$ holds.

Note :- A zero n -tuple $X = 0$ is always a solution of the system $AX = 0$ and is called TRIVIAL SOL.

and a non-zero n -tuple X , if it satisfies $AX = 0$ is called a "NON-TRIVIAL SOLUTION".

Example:-

$$x - y - z = 2, \quad 3x - 3y + 2z = 16, \quad 2x - y + z = 9.$$

SOL:- The given system of linear equation can be represent as

$$x - y - z = 2 \quad \text{--- (1)}$$

$$3x - 3y + 2z = 16 \quad \text{--- (2)}$$

$$2x - y + z = 9 \quad \text{--- (3)}$$

$$\left[\begin{array}{ccc|c} 1 & -1 & -1 & 2 \\ 3 & -3 & 2 & 16 \\ 2 & -1 & 1 & 9 \end{array} \right]$$

Applying $\boxed{(2) - 3 \times (1)}$ & $\boxed{(3) - 2 \times (1)}$
 $R_2 \rightarrow R_2 - 3R_1$ & $R_3 \rightarrow R_3 - 2R_1$
i.e. Multiplying eqn (1) by 3 and subtract it from eqn (2)
subtract 2 times of eqn (1) from (3)

$$x - y - z = 2$$

$$5z = 10$$

$$\therefore y + 3z = 5$$

$$\left[\begin{array}{ccc|c} 1 & -1 & -1 & 2 \\ 0 & 0 & 5 & 10 \\ 0 & 1 & 3 & 5 \end{array} \right]$$

Interchanging the 2nd & 3rd eqn or Interchange $R_2 \rightarrow R_3$

$$x - y - z = 2$$

$$y + 3z = 5$$

$$5z = 10$$

$$\left[\begin{array}{ccc|c} 1 & -1 & -1 & 2 \\ 0 & 1 & 3 & 5 \\ 0 & 0 & 5 & 10 \end{array} \right]$$

By backward substitution, we obtain
 $x = 2, y = -1, z = 3$ is a solution of the
given system of equations.