Section E.2

Remark E.2.1 The only important information in a linear system are its coefficients and constants.

Original linear system:

Verbose standard form:

Coefficients/constants:

$$x_1 + 3x_3 = 3$$
$$3x_1 - 2x_2 + 4x_3 = 0$$
$$-x_2 + x_3 = -2$$

$$1x_1 + 0x_2 + 3x_3 = 3$$
$$3x_1 - 2x_2 + 4x_3 = 0$$
$$0x_1 - 1x_2 + 1x_3 = -2$$

$$\begin{vmatrix} 3 & -2 & 4 & | & 0 \\ 0 & -1 & 1 & | & -2 \end{vmatrix}$$

1 03 | 3

Definition E.2.2 A system of m linear equations with n variables is often represented by writing its coefficients and constants in an augmented matrix.

$$a_{11}x_1 + a_{12}x_2 + \ldots + a_{1n}x_n = b_1$$

$$a_{21}x_1 + a_{22}x_2 + \ldots + a_{2n}x_n = b_2$$

$$\vdots \qquad \vdots \qquad \vdots$$

$$a_{m1}x_1 + a_{m2}x_2 + \ldots + a_{mn}x_n = b_m$$

$$\begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} & b_1 \\ a_{21} & a_{22} & \cdots & a_{2n} & b_2 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} & b_m \end{bmatrix}$$

Definition E.2.3 Two systems of linear equations (and their corresponding augmented matrices) are said to be equivalent if they have the same solution set.

For example, both of these systems have a single solution: $\begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$.

$$\begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}.$$

$$3x_1 - 2x_2 = 1$$
$$x_1 + 4x_2 = 5$$

$$3x_1 - 2x_2 = 1$$
$$4x_1 + 2x_2 = 6$$

Therefore these augmented matrices are equivalent:

$$\begin{bmatrix} 3 & -2 & 1 \\ 1 & 4 & 5 \end{bmatrix}$$

$$\begin{bmatrix} 3 & -2 & 1 \\ 4 & 2 & 6 \end{bmatrix}$$

Activity E.2.4 ($\sim 10 \ min$) Following are seven procedures used to manipulate an augmented matrix. Label the procedures that would result in an equivalent augmented matrix as valid, and label the procedures that would change the solution set of the corresponding linear system as invalid.

a) Swap two rows.

e) Add a constant multiple of one row to another row.

b) Swap two columns.

c) Add a constant to every term in a row.

f) Replace a column with zeros.

d) Multiply a row by a nonzero constant.

g) Replace a row with zeros.

Definition E.2.5 The following **row operations** produce equivalent augmented matrices:

1. Swap two rows.

2. Multiply a row by a nonzero constant.

3. Add a constant multiple of one row to another row.

Whenever two matrices A, B are equivalent (so whenever we do any of these operations), we write $A \sim B$.

Activity E.2.6 ($\sim 10 \text{ min}$) Consider the following linear systems.

(A) (C) (E)
$$3x_1 - 2x_2 + 13x_3 = 6 x_1 - 3x_2 + 6x_3 = -11 x_1 - 3x_2 + 6x_3 = -11$$
$$2x_1 - 2x_2 + 10x_3 = 2 2x_1 - 2x_2 + 10x_3 = 2 4x_2 - 2x_3 = 24$$
$$-x_1 + 3x_2 - 6x_3 = 11 3x_1 - 2x_2 + 13x_3 = 6 7x_2 - 5x_3 = 39$$

(B)
$$x_1 + 9x_3 = 16 x_2 + x_3 = 9 -12x_3 = -24$$
 (D)
$$x_1 - 3x_2 + 6x_3 = -11 x_1 + 9x_3 = 16 x_2 + x_3 = 9 x_2 + x_3 = 9 x_2 + x_3 = 39$$
 (F)
$$x_1 + 9x_3 = 16 x_2 + x_3 = 9 x_2 + x_3 = 9 x_3 = 2$$

Part 1: Which system can be obtained from System (A) in the fewest number of row operations?

Part 2: Rank the six linear systems from easiest to solve to hardest to solve.

Activity E.2.7 (~ 10 min) Consider the following augmented matrices.

(A)
$$\begin{bmatrix} 3 & -2 & 13 & 6 \\ 2 & -2 & 10 & 2 \\ -1 & 3 & -6 & 11 \end{bmatrix}$$
 (C)
$$\begin{bmatrix} 1 & -3 & 6 & -11 \\ 2 & -2 & 10 & 2 \\ 3 & -2 & 13 & 6 \end{bmatrix}$$
 (E)
$$\begin{bmatrix} 1 & -3 & 6 & -11 \\ 0 & 4 & -2 & 24 \\ 0 & 7 & -5 & 39 \end{bmatrix}$$

(C)
$$\begin{bmatrix} 1 & -3 & 6 & -11 \\ 2 & -2 & 10 & 2 \\ 3 & -2 & 13 & 6 \end{bmatrix}$$

(E)
$$\begin{bmatrix} 1 & -3 & 6 & -11 \\ 0 & 4 & -2 & 24 \\ 0 & 7 & -5 & 39 \end{bmatrix}$$

(B)
$$\begin{bmatrix} 1 & 0 & 9 & 16 \\ 0 & 1 & 1 & 9 \\ 0 & 0 & -12 & -24 \end{bmatrix}$$

(B)
$$\begin{bmatrix} 1 & 0 & 9 & | & 16 \\ 0 & 1 & 1 & | & 9 \\ 0 & 0 & -12 & | & -24 \end{bmatrix}$$
 (D)
$$\begin{bmatrix} 1 & -3 & 6 & | & -11 \\ 0 & 1 & 1 & | & 9 \\ 0 & 7 & -5 & | & 39 \end{bmatrix}$$
 (F)
$$\begin{bmatrix} 1 & 0 & 9 & | & 16 \\ 0 & 1 & 1 & | & 9 \\ 0 & 0 & 1 & | & 2 \end{bmatrix}$$

Part 1: Rank the six matrices from farthest from a reduced row echelon form (RREF) matrix to closest to a RREF matrix.

Part 2: These matrices are all row equivalent and represent equivalent linear systems. Write down one of these linear systems and solve it.

Remark E.2.8 It is important to understand the Gauss-Jordan elimination algorithm that converts a matrix into reduced row echelon form, but in practice we don't do this by hand; we use technology to do this for us.

Activity E.2.9 ($\sim 10 \ min$)

- Go to http://www.cocalc.com and create an account.
- Create a project titled "Linear Algebra Team X" with your appropriate team number. Add all team members as collaborators.
- Open the project and click on "New"
- Give it an appropriate name such as "Class E2 workbook". Make a new Jupyter notebook.
- Click on "Kernel" and make sure "Octave" is selected.
- Type A=[1 3 4; 2 5 7] to store the matrix $\begin{bmatrix} 1 & 3 & 4 \\ 2 & 5 & 7 \end{bmatrix}$ in the variable A; hold shift when you press enter.
- Type rref(A) to compute the reduced row echelon form of A.

Remark E.2.10 If you need to find the reduced row echelon form of a matrix during class, you should feel free to use CoCalc/Octave.

You can change a cell from "Code" to "Markdown" or "Raw" to put comments around your calculations such as Activity numbers.

Activity E.2.11 ($\sim 8 \text{ min}$) Consider our system of equations from above.

$$3x_1 - 2x_2 + 13x_3 = 6$$

$$2x_1 - 2x_2 + 10x_3 = 2$$

$$-x_1 + 3x_2 - 6x_3 = 11$$

Convert this to an augmented matrix, use CoCalc to compute the reduced row echelon form, and convert back to a simpler system of equations to solve this system. Write your solution on your whiteboard.

Activity E.2.12 (~7 min) Consider our system of equations from above.

$$3x_1 - 2x_2 + 13x_3 = 6$$
$$2x_1 - 2x_2 + 10x_3 = 2$$
$$-x_1 - 3x_3 = 1$$

Convert this to an augmented matrix, use CoCalc to compute the reduced row echelon form, and convert back to a simpler system of equations to solve this system. Write your solution on your whiteboard.