Application Activities - Module E Part 1 - Class Day 3

Definition 3.1 A **linear equation** is an equation of the variables x_i of the form

$$a_1x_1 + a_2x_2 + \cdots + a_nx_n = b.$$

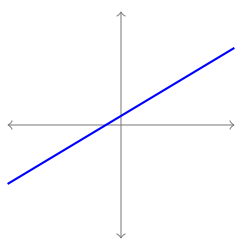
A **solution** for a linear equation is expressed in terms of the Euclidean vectors

$$\begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} s_1 \\ s_2 \\ \vdots \\ s_n \end{bmatrix}$$

and must satisfy

$$a_1s_1 + a_2s_2 + \cdots + a_ns_n = b.$$

Observation 3.2 The linear equation $3x - 5y = -2$ may be graphed as a line in the xy plane.



The linear equation $x + 2y - z = 4$ may be graphed as a plane in xyz space.

Remark 3.3 In previous classes you likely assumed $x = x_1$, $y = x_2$, and $z = x_3$. However, since this course often deals with equations of four or more variables, we will almost always write our variables as x_i.

Definition 3.4 A **system of linear equations** (or a **linear system** for short) is a collection of one or more linear equations.

$$\begin{array}{rcl} a_{11}x_1 + \ a_{12}x_2 + \ldots + \ a_{1n}x_n & = & b_1 \\ a_{21}x_1 + \ a_{22}x_2 + \ldots + \ a_{2n}x_n & = & b_2 \\ \vdots \qquad \vdots \qquad\qquad \vdots & & \vdots \\ a_{m1}x_1 + a_{m2}x_2 + \ldots + a_{mn}x_n & = & b_m \end{array}$$

A **solution**

$$\begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} s_1 \\ s_2 \\ \vdots \\ s_n \end{bmatrix}$$

for a linear system satisfies

$$a_{i1}s_1 + a_{i2}s_2 + \cdots + a_{in}s_n = b_i$$

for $1 \leq i \leq m$ (that is, the solution satisfies all equations in the system).

Remark 3.5 When variables in a large linear system are missing, we prefer to write the system in one of the following standard forms:

Original linear system:

$$\begin{aligned} x_1 + 3x_3 &= 3 \\ 3x_1 - 2x_2 + 4x_3 &= 0 \\ -x_2 + x_3 &= -2 \end{aligned}$$

Verbose standard form:

$$\begin{aligned} 1x_1 + 0x_2 + 3x_3 &= 3 \\ 3x_1 - 2x_2 + 4x_3 &= 0 \\ 0x_1 - 1x_2 + 1x_3 &= -2 \end{aligned}$$

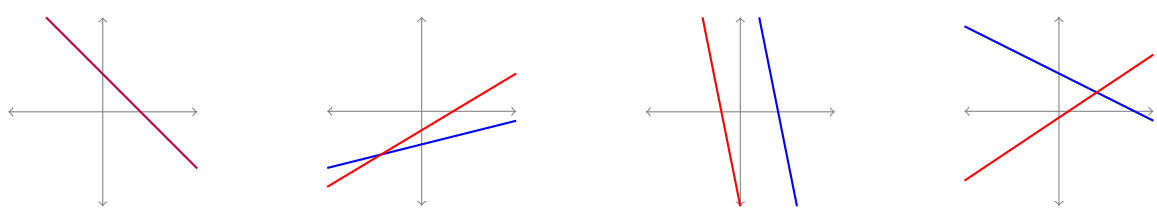
Concise standard form:

$$\begin{aligned} x_1 \qquad + 3x_3 &= 3 \\ 3x_1 - 2x_2 + 4x_3 &= 0 \\ - \ x_2 + \ x_3 &= -2 \end{aligned}$$

Definition 3.6 A linear system is **consistent** if there exists a solution for the system. Otherwise it is **inconsistent**.

Fact 3.7 All linear systems are either **consistent with one solution**, **consistent with infinitely-many solutions**, or **inconsistent**.

Activity 3.8 Consider the following graphs representing linear systems of two variables. Label each graph with **consistent with one solution**, **consistent with infinitely-many solutions**, or **inconsistent**.



Activity 3.9 All inconsistent linear systems contain a logical **contradiction**. Find a contradiction in this system.

$$\begin{aligned} -x_1 + 2x_2 &= 5 \\ 2x_1 - 4x_2 &= 6 \end{aligned}$$

Activity 3.10 Consider the following consistent linear system.

$$\begin{aligned} -x_1 + 2x_2 &= -3 \\ 2x_1 - 4x_2 &= 6 \end{aligned}$$

Part 1: Find three different solutions $\begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} r_1 \\ r_2 \end{bmatrix}, \begin{bmatrix} s_1 \\ s_2 \end{bmatrix}, \begin{bmatrix} t_1 \\ t_2 \end{bmatrix}$ for this system.
Part 2: Let $x_2 = a$ where a is an arbitrary real number, then find an expression for x_1 in terms of a. Use this to describe *all* solutions (the **solution set**) $\begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} ? \\ a \end{bmatrix}$ for the linear system in terms of a.

Activity 3.11 Consider the following linear system.

$$\begin{aligned} x_1 + 2x_2 \quad - \; x_4 &= 3 \\ x_3 + 4x_4 &= -2 \end{aligned}$$

Describe the solution set

$$\begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} ? \\ a \\ ? \\ b \end{bmatrix} = \begin{bmatrix} t_1 \\ 0 \\ t_3 \\ 0 \end{bmatrix} + a \begin{bmatrix} ? \\ 1 \\ ? \\ 0 \end{bmatrix} + b \begin{bmatrix} ? \\ 0 \\ ? \\ 1 \end{bmatrix}$$

to the linear system by setting $x_2 = a$ and $x_4 = b$, and then solving for x_1 and x_3.

Observation 3.12 Solving linear systems of two variables by graphing or substitution is reasonable for two-variable systems, but these simple techniques won't cut it for equations with more than two variables or more than two equations.

Remark 3.13 The only important information in a linear system are its coefficients and constants.

Original linear system:

$$\begin{aligned} x_1 + 3x_3 &= 3 \\ 3x_1 - 2x_2 + 4x_3 &= 0 \\ -x_2 + x_3 &= -2 \end{aligned}$$

Verbose standard form:

$$\begin{aligned} 1x_1 + 0x_2 + 3x_3 &= 3 \\ 3x_1 - 2x_2 + 4x_3 &= 0 \\ 0x_1 - 1x_2 + 1x_3 &= -2 \end{aligned}$$

Coefficients/constants:

$$\begin{array}{ccc|c} 1 & 0 & 3 & 3 \\ 3 & -2 & 4 & 0 \\ 0 & -1 & 1 & -2 \end{array}$$

Definition 3.14 A system of m linear equations with n variables is often represented by writing its coefficients and constants in an **augmented matrix**.

$$\begin{aligned} a_{11}x_1 + a_{12}x_2 + \ldots + a_{1n}x_n &= b_1 \\ a_{21}x_1 + a_{22}x_2 + \ldots + a_{2n}x_n &= b_2 \\ \vdots \qquad \vdots \qquad\qquad \vdots \quad &\quad \vdots \\ a_{m1}x_1 + a_{m2}x_2 + \ldots + a_{mn}x_n &= b_m \end{aligned}$$

$$\left[\begin{array}{cccc|c} a_{11} & a_{12} & \cdots & a_{1n} & b_1 \\ a_{21} & a_{22} & \cdots & a_{2n} & b_2 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} & b_m \end{array}\right]$$

Definition 3.15 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: $(x_1, x_2) = (1, 1)$.

$$\begin{aligned} 3x_1 - 2x_2 &= 1 \\ x_1 + 4x_2 &= 5 \end{aligned}$$

$$\begin{aligned} 3x_1 - 2x_2 &= 1 \\ 4x_1 + 2x_2 &= 6 \end{aligned}$$

Therefore these augmented matrices are equivalent:

$$\left[\begin{array}{cc|c} 3 & -2 & 1 \\ 1 & 4 & 5 \end{array}\right] \qquad \left[\begin{array}{cc|c} 3 & -2 & 1 \\ 4 & 2 & 6 \end{array}\right]$$

Activity 3.16 Following are six 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.

b) Swap two columns.

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

d) Multiply a row by a nonzero constant.

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

f) Replace a column with zeros.