

Unit 1: $Ax=b$ and the four Subspaces

LEC 2 2025.2.1

the geometry of Linear Equations

Example:

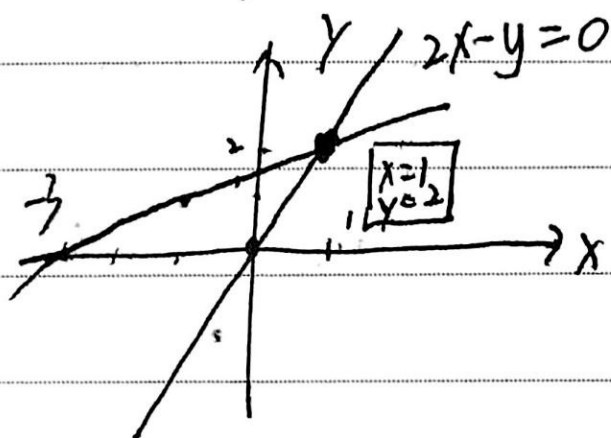
$$\begin{cases} 2x - y = 0 \\ -x + 2y = 3 \end{cases}$$

$$\begin{bmatrix} 2 & -1 \\ -1 & 2 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 3 \end{bmatrix}$$

$$\textcircled{A} \text{ matrix } \textcircled{X} = \textcircled{b}$$

$$Ax=b$$

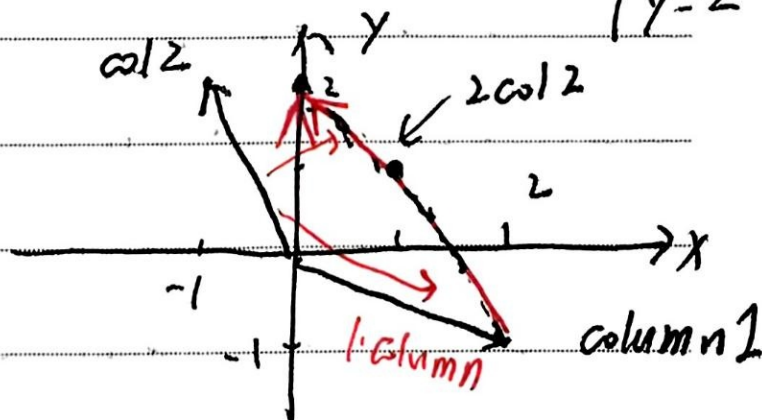
Row picture



$$x \begin{bmatrix} 2 \\ -1 \end{bmatrix} + y \begin{bmatrix} -1 \\ 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 3 \end{bmatrix}$$

linear combinationof columns

$$\text{take } \begin{cases} x=1 \\ y=2 \end{cases}$$



Ex 2.

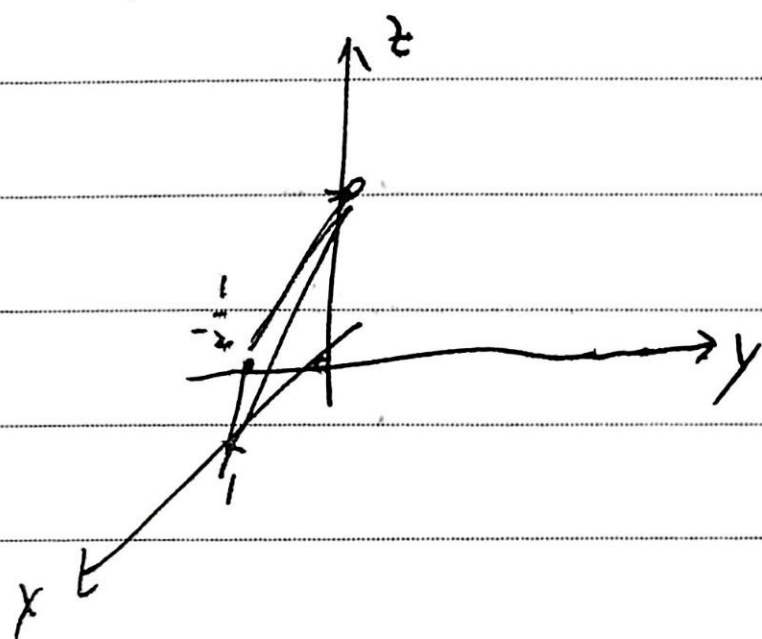
$$2x - y = 0$$

$$-x + 2y - z = -1$$

$$-3y + 4z = 4$$

$$A = \begin{bmatrix} 2 & -1 & 0 \\ -1 & 2 & -1 \\ 0 & -3 & 4 \end{bmatrix} \quad b = \begin{bmatrix} 0 \\ -1 \\ 4 \end{bmatrix}$$

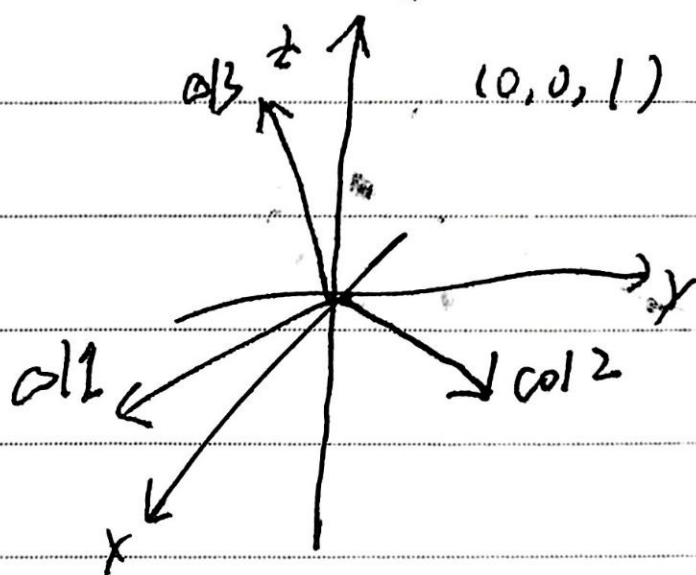
Row picture:



column picture:

$$\begin{bmatrix} 2 \\ -1 \\ 0 \end{bmatrix} x + y \begin{bmatrix} -1 \\ 2 \\ 3 \end{bmatrix} + z \begin{bmatrix} 0 \\ -1 \\ 4 \end{bmatrix} = \begin{bmatrix} 0 \\ -1 \\ 4 \end{bmatrix}$$

$$z \cdot \begin{bmatrix} 0 \\ -1 \\ 4 \end{bmatrix} = \begin{bmatrix} 0 \\ -1 \\ 4 \end{bmatrix}$$

Can I solve $Ax=b$ forevery b ? for this the answer is YES.

$$Ax = b$$

by column

$$\begin{bmatrix} 2 & 5 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} = 1 \cdot \begin{bmatrix} 2 \\ 1 \end{bmatrix} + 2 \cdot \begin{bmatrix} 5 \\ 3 \end{bmatrix} = \begin{bmatrix} 12 \\ 7 \end{bmatrix}$$

meaning: Ax is a combination of A

LEQ 2-25, 2-1 An Overview.

Vectors \rightarrow matrices \rightarrow subspaces

$$\begin{array}{ccc}
 u & v & w \\
 \downarrow & \downarrow & \downarrow \\
 \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix} & \begin{bmatrix} 0 \\ 1 \\ -1 \end{bmatrix} & \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}
 \end{array}
 \quad \begin{array}{c} \text{lin} \\ \text{comb} \end{array}
 \quad x_1 u + x_2 v + x_3 w = b$$

\uparrow scalar

the matrix $Ax = \begin{bmatrix} 1 & 0 & 0 \\ -1 & 1 & 0 \\ 0 & -1 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} x_1 \\ -x_1 + x_2 \\ x_3 - x_2 \end{bmatrix} = b$

$A \begin{bmatrix} 4 \\ 9 \end{bmatrix} = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$

if $b = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$

Solution: $\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_1 + b_2 \\ b_1 + b_2 + b_3 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} = x$

$Ax = b, x = A^{-1}b, J = A^{-1}$ \uparrow inverse matrix

Ex2: $C = \begin{bmatrix} 1 & 0 & -1 \\ -1 & 1 & 0 \\ 0 & -1 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} x_1 - x_3 \\ x_2 - x_1 \\ x_3 - x_2 \end{bmatrix} = b = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} \Rightarrow \begin{bmatrix} b_1 + b_2 + b_3 \\ = 0 \end{bmatrix}$

if $Cx = 0$, combs in a plane only $\begin{bmatrix} c \\ c \\ c \end{bmatrix}$ if $b=0$

C^{-1} can't get back to x

$(A^T A)$ watch this in course