# Linear Systems & Augmented Matrices

# **Solutions of Linear Equations**

Given n real numbers  $s_1, s_2, ..., s_n$ , we say that  $x_1 = s_1, x_2 = s_2, ..., x_n = s_n$  is a solution to a linear equation  $a_1 x_1 = s_1, a_2 x_2 = s_2, ..., a_n x_n = b$  if the equation is satisfied when we substitute the values into the equation accordingly.

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In other words, if a_1s_1+a_2s_2+...+a_ns_n=b , s_1,s_2,...,s_n is a solution to a_1x_1+a_2x_2+...+a_nx_n=b .
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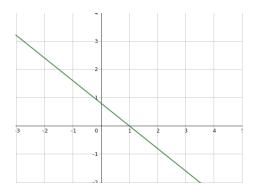
In even simpler words, for example given a linear equation, such as 4x+2y+5z=2 what are the numbers x, y, z that I can plug into the equation such that it is true?

Or if given y=-0.8x+0.8 , what are the numbers a,b that I can plug into the equation such that it is true?

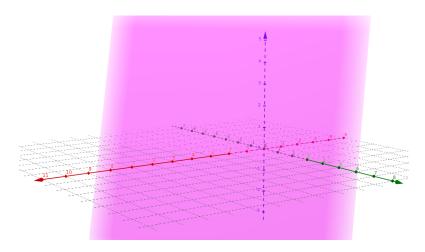
Given the equation 4x+2y+5z=2, x=-1.75, y=2, z=1 is one of the infinitely many possible solutions to the equation, because 4(-1.75)+2(2)+5(1)=2. Similarly, x=-1.75, y=2, z=1 is another possible solution since 4(0)+2(-4)+5(2)=2.

## Geometrical Representation of Solutions of Linear Equations

The solutions of an equation can be visualised geometrically. For example, given the formula y=-0.8x+0.8, we can represent all the solutions as a line.



Similarly, for the general equation 3x+2y+z=6, we can represent it's solutions as a plane.



You might recognise 3x+2y+z=6 as a plane equation and that is no coincidence. Any point in that plane will satisfy the equation. Let's call this plane P. This means that the normal of our plane is (3,2,1) and  $(3,2,1)\cdot(x,y,z)=6\mid (x,y,z)\in P$ .

# **General Solutions of Linear Equations**

Consider the linear equation 4x-2y=1 which has infinitely many solutions. The general solution is,  $\chi=t$ ,  $\gamma=2t-0.5$  where t is an arbitrary parameter. In other words, any point  $(t,2t-0.5) \mid t \in \mathbb{R}$  lies on the line 4x-2y=1.

Alternatively, we can also write the general solution as  $x=0.5s+0.25 \ y=s$ , where s is an arbitrary parameter. In other words, any point (0.5s+0.25,s)  $\forall s \in \mathbb{R}$  lies on the line 4x-2y=1.

## **Linear Systems**

A finite set of linear equations in the variables  $x_1, x_2, ..., x_n$  is called a **linear system** (also known as a **system of linear equations**).

A linear system looks like:

$$\begin{array}{lll} a_{11}x_1 + a_{12}x_2 + \ldots + a_{1n}x_n = b_1 \\ a_{21}x_1 + a_{22}x_2 + \ldots + a_{2n}x_n = b_2 \\ \vdots \\ a_{m1}x_1 + a_{m2}x_2 + \ldots + a_{mn}x_n = b_m \end{array} \text{ where } a_{11}, a_{12}, \ldots, a_{mn} \text{ and } b_1, b_2, \ldots, b_m \text{ are real constants.}$$

Some examples of linear systems are:

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x+2y+3z=11

4x+5y+6z=16 where x,y,z are the solutions to the linear system.

7x+8y+9z=63

x+2y=4

3x+2y=11 where x,y are the solutions to the linear system.

6x+6y=-43

w=0.432

x=5

y=-1.7

z=-9
```

A linear system can only have either 0, 1 or infinitely many solutions. Therefore it is impossible for a linear system to only have 2, 3, 7, 46, 500 or 3213 unique solutions.

#### **Homogeneous Linear Systems**

A system of linear equations is homogeneous if all the constant terms are zero.

A homogeneous linear system always has the origin as the solution. The origin is called the trivial solution. Any other solution is called a non-trivial solution. Since any linear system may only have 0, 1 or inifinte number of solutions, and a homogenous linear system always has the origin as its solution, we can deduce that a homogenous linear system will either have 1 or inifinite number of solutions.

## **Augmented Matrices**

A system of linear equations can be represented by an augmented matrix.

Augemented matrices allow us to solve for the solutions of a linear system using **Gaussian elimination** and **Gauss-Jordan elimination**. You are expected to know **Gaussian elimination** and **Gauss-Jordan elimination**. They will not be covered in this document but is crucial to its understanding.