linear algebra: study of linear functions and equations linear equation:  $\alpha_1 \times_1 + \alpha_2 \times_2 + \cdots + \alpha_n \times_n = 6$ ? coefficients variables

Ex: 
$$2x+y=6$$
 3 system

 $73x-2y=2$  5 of linear equations

 $\begin{bmatrix} 2 & 1 & 6 \\ 3 & -2 & 2 \end{bmatrix}$   $\leftarrow$  a symmetric matrix

unmowns: X, y

how to solve for unknowns? how to some - elimination - substitution

- Gaussian Elimination 63 row operations
  - 1. scale
  - 2 add/subtact
  - 3. Swap

Ex: 
$$3x + 4y + 5z = 7$$
 yes  
 $2x^2 + y^3 = 0$  no  
 $3e^x + 1 = 5$  no  
 $6xy = 2$  no  
 $8x = -5xz$ 

## 3 possible solution cases

- 1) unique sol
- (2) infinite sol
- (3) no sol

## 1. Gaussian Elimination

Use Gaussian elimination to solve the following systems. Does a solution exist? Is it unique?

(a)

$$\begin{bmatrix} 2 & 0 & 4 \\ 0 & 1 & 2 \\ 1 & 2 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 6 \\ -3 \\ 3 \end{bmatrix}$$

Gaussian Elimination Algorithm

- make sure row 1 has a nonzero coefficient for X, lotherwise swap rows)
- 2 normalize so x, has coefficient of 1
- 3) use row 1 to eliminate x from
- 4) repeat with next row
- (5) get to an upper triangular meetrix ref
- 6 back-substitute (zeros above pivots)

row echelon form; (ref) pivot is always to the right of the pivot of the raw above & rows of all zeros are at bottom

■ Pivot: leading coefficient/entry

Left-most nonzero number in a now

row reduced eductor form: (rref) ref + zeros above pivots

(b) 
$$\begin{bmatrix} 1 & 4 & 2 \\ 1 & 2 & 8 \\ 1 & 3 & 5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 3 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 4 & 2 \\ 1 & 2 & 8 \\ 2 & 3 & 5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 3 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 4 & 2 \\ 2 \\ 0 & 2 \\ 3 \end{bmatrix} \begin{bmatrix} 1 & 4 & 2 \\ 2 & 2 \\ 0 & 2 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 4 & 2 \\ 2 & 2 \\ 0 & 2 \\ 0 & 1 \end{bmatrix}$$

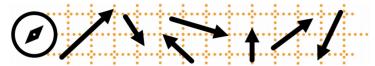
$$\begin{bmatrix} 1 & 4 & 2 \\ 2 & 3 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 4 & 2 \\ 2 & 3 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 4 & 2 \\ 2 & 3 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 4 & 2 \\ 2 &$$

(c)

(d) True or False: A system of equations with more equations than unknowns will always have either

$$x-y=0$$
 where equivalently  $x+y=2$  than cuknowas  $2x-2y=0$   $\Rightarrow$  unique

## 2. Vectors



A vector is an ordered list of numbers. For instance, a point on a plane (x, y) is a vector! We label vectors using an arrow overhead  $\vec{v}$ , and since vectors can live in ANY dimension of space we'll need to leave our notation general  $(x,y) \rightarrow \vec{v} = (v_1, v_2,...)$ . Below are few more examples (the left-most form is the general



$$\vec{a} = \begin{bmatrix} 3 \\ 1 \\ 4 \end{bmatrix} \in \mathbb{R}^3$$

$$\vec{b} = \begin{bmatrix} 2.4 \\ 5.3 \end{bmatrix} \in \mathbb{R}^2$$

Just to unpack this a bit more,  $\vec{b} \in \mathbb{R}^3$  in english means "vector  $\vec{b}$  lives in 3-Dimensional space".

- The ∈ symbol literally means "in"
- The  $\mathbb R$  stands for "real numbers" (FUN FACT:  $\mathbb Z$  means "integers" like -2,4,0,...)
- The exponent  $\mathbb{R}^n$   $\leftarrow$  indicates the dimension of space, or the amount of numbers in the vector.

One last thing: it is standard to write vectors in column-form, like seen with  $\vec{a}, \vec{b}, \vec{x}$  above. We call these column vectors, in contrast to horizontally written vectors which we call row vectors.

Okay, let's dig into a few examples:

(a) Which of the following vectors live in  $\mathbb{R}^2$  space?

ii. 
$$\begin{bmatrix} 5 \\ 0 \\ 3 \\ 5 \end{bmatrix}$$

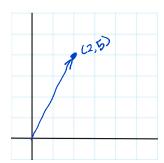
$$i. \begin{bmatrix} 3 \\ 6 \end{bmatrix} \qquad ii. \begin{bmatrix} 5 \\ 0 \\ 3 \\ 5 \end{bmatrix}$$
 
$$iii. \begin{bmatrix} -4.76 \\ 1.32 \\ 0.01 \end{bmatrix} \qquad iv. \begin{bmatrix} -20 \\ 100 \end{bmatrix}$$
 yes

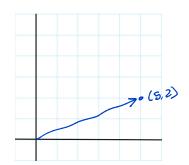
$$iv. \begin{bmatrix} -20 \\ 100 \end{bmatrix}$$



(b) Graphically show the vectors (either in a sketch with axes, or a plot on a computer):

$$i. \begin{bmatrix} 2 \\ 5 \end{bmatrix} \qquad ii. \begin{bmatrix} 5 \\ 2 \end{bmatrix}$$





(c) Compute the sum  $\vec{a} + \vec{b} = \vec{c}$  from the vectors below, and then graphically sketch or plot these vectors. (show them in a way that forms a triangle; also is there only one possible triangle?)

$$\vec{a} = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$
  $\vec{b} = \begin{bmatrix} 4 \\ 3 \end{bmatrix}$ 

$$\vec{b} = \begin{bmatrix} 4 \\ 3 \end{bmatrix}$$

riese vectors.  

$$\vec{c} = \vec{a} + \vec{b} = \begin{bmatrix} 1 \\ 2 \end{bmatrix} + \begin{bmatrix} 4 \\ 3 \end{bmatrix} = \begin{bmatrix} 5 \\ 5 \end{bmatrix}$$

