

X Elementary row operations / Gaussian elimination

Let,

$$7x_1 + 3x_2 = 4$$

$$10x_1 - 2x_2 = 0$$

=> translate to matrix

$$\begin{pmatrix} 7 & 3 & 4 \\ 10 & -2 & 0 \end{pmatrix}$$

=> divide by the first coefficient

$$\begin{pmatrix} 1 & \frac{3}{7} & \frac{4}{7} \\ 10 & -2 & 0 \end{pmatrix}$$

=> add -10 to 1

$$\begin{pmatrix} 1 & \frac{3}{7} & \frac{4}{7} \\ 0 & -\frac{2}{7} & -\frac{4}{7} \end{pmatrix}$$

=> divide by first coefficient

$$\begin{pmatrix} 1 & \frac{3}{7} & \frac{4}{7} \\ 0 & -\frac{1}{7} & -\frac{2}{7} \end{pmatrix}$$

=> swap

$$\begin{pmatrix} 1 & -\frac{1}{7} & -\frac{2}{7} \\ 0 & \frac{3}{7} & \frac{4}{7} \end{pmatrix}$$

=> add $\frac{1}{5}$ (2) to (1)

$$\begin{pmatrix} 1 & 0 & -\frac{9}{22} \\ 0 & \frac{3}{7} & \frac{4}{7} \end{pmatrix}$$

$\therefore x_1 = \frac{9}{22}$

$x_2 = \frac{45}{22}$

operate by 3 elementary row operation

- (1) you may multiply a row, by a value k ($\neq 0$)
- (2) You may add a row to row
- (3) you can swap two different rows.

=> these operation doesn't change the solutions.

* The gaussian elimination

=> make it into this form

- (1) have ones in the main diagonal
- (2) have zeros below it

=> like this

$$\begin{pmatrix} 1 & ? & ? & \vdots & ? \\ 0 & 1 & ? & \vdots & ? \\ 0 & 0 & 1 & \vdots & ? \end{pmatrix}$$

* How many solutions?

ex 1) ex 2)

$$\begin{pmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{pmatrix}$$

$$R_2 = R_2 - R_1$$

$$\begin{pmatrix} 1 & 1 & 1 \\ 0 & 0 & 0 \end{pmatrix}$$

=> no solution

$$\begin{pmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{pmatrix}$$

$$R_2 = R_2 - R_1$$

$$\begin{pmatrix} 1 & 1 & 1 \\ 0 & 0 & 0 \end{pmatrix}$$

=> infinite solutions

* REF / RREF

=> REF: Leading ones have to make some kind of stars.

$$\begin{pmatrix} 0 & 1 & ? & ? & ? & ? & ? & ? \\ 0 & 0 & 0 & 0 & 1 & ? & ? & ? \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

Theorem: RREF is unique.

=> RREF

=> REF, but everything except leading zeros are 0.

$$\begin{pmatrix} 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

X Vectors

(1) vector addition

i) geometry



→ make a triangle, trip-to-tail

ii) algebraically

$$\begin{pmatrix} a_1 \\ a_2 \end{pmatrix} + \begin{pmatrix} b_1 \\ b_2 \end{pmatrix} = \begin{pmatrix} a_1 + b_1 \\ a_2 + b_2 \end{pmatrix}$$

(2) finding path

can we write

$$x_1 \begin{pmatrix} 1 \\ 1 \end{pmatrix} + x_2 \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 2 \end{pmatrix}$$

$$\Rightarrow \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 0 \\ 2 \end{pmatrix}$$

inverse of

$$\begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} \Rightarrow \frac{1}{2} \begin{pmatrix} 1 & 1 \\ -1 & 1 \end{pmatrix}$$

$$\sim \begin{pmatrix} \frac{1}{2} & \frac{1}{2} \\ -\frac{1}{2} & \frac{1}{2} \end{pmatrix}$$

multiply with both

$$\begin{pmatrix} \frac{1}{2} & \frac{1}{2} \\ -\frac{1}{2} & \frac{1}{2} \end{pmatrix} \times \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} \frac{1}{2} & \frac{1}{2} \\ -\frac{1}{2} & \frac{1}{2} \end{pmatrix} \times \begin{pmatrix} 0 \\ 2 \end{pmatrix}$$

$$\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} -\frac{1}{2} \\ \frac{1}{2} \end{pmatrix}$$