# Sec 1.1 Intro to Linear Systems

Recall algebra, e.g. x + 5 = 3. Generalize to two variables:

$$\begin{cases} x+y=5\\ 3x-y=-1 \end{cases}.$$

Solving intuitively, x = 1, y = 4. The problem on Page 1:

$$\begin{cases} x + 2y + 3z = 39 \\ x + 3y + 2z = 34 \\ 3x + 2y + z = 26 \end{cases}$$
 (1)

Answer is x = 2.75, y = 4.25, z = 9.25.

Some systems are not (uniquely) solvable.

$$\begin{cases}
2x + 4y + 6z = 0 \\
4x + 5y + 6z = 3 \\
7x + 8y + 9z = 6
\end{cases}$$
 (2)

$$\begin{cases} x + 2y + 3z = 0 \\ 4x + 5y + 6z = 3 \\ 7x + 8y + 9z = 0 \end{cases}$$
 (3)

Geometric interpretation: find points that lie on all three planes.

### How do I picture a plane in $\mathbb{R}^3$ ?

ax + by + cz = 0 defines a plane perpendicular to (a, b, c) passing origin. Translate it to get ax + by + cz = d.

# Sec 1.2 Matrices, Vectors, and Gauss-Jordan Elimination

- matrix dimension; row, column, index notation
- identity, zero, square, upper/lower triangular, symmetric matrices
- vector, vector spaces  $\mathbb{R}^n$  (column vectors!)
- solve (1) using extended matrix
- Gaussian reduction: three operations
- RREF: definition and solve (1)
- solve (2) with parameterization

# Sec 1.3 On the Solutions of Linear Systems; Matrix Algebra Geometric interpretation

Intersection of planes, either unique or infinitely many solutions.

#### Rank

Matrices from (1) and (2) have rank 3 and 2. Full rank matrix has identity in RREF.

## "Degrees of freedom"

$$\begin{cases} x+z = -7 \\ x+3z = 3 \\ x+5z = 13 \end{cases} \begin{cases} x+y+z = 1 \\ y+3z = 3 \end{cases} \begin{cases} x+y+4z = 1 \\ x-y+z = 1 \\ 3x+y-z = 5 \\ x+4y-6z = 0 \end{cases}$$

First: x = -12, z = 5 but no constraint on y.

Quick check, doesn't prove solvability.

## Matrix Algebra

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## Sec 2.1 Linear Transformations

$$\begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix} = \begin{bmatrix} 1 & 3 \\ 2 & 5 \\ -1 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$
 (6)

- linearity
- $Ae_i = T(e_i)$
- Finding the corresponding matrix
- Markov chain: EXAMPLE 9 on p.5, distribution vectors and transition matrices

## Sec 2.2 Linear Transformation in Geometry