## 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.

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

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

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

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

### "Degrees of freedom" (from Sec 1.3)

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

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

Quick check, doesn't prove solvability.

#### Geometric interpretation (from Sec 1.3)

- ax + by + cz = 0 defines a plane perpendicular to (a, b, c) passing origin. Translate it to get ax + by + cz = d.
- Intersection of planes, either unique or infinitely many solutions. (Houdini demo)

#### Solvability (from Sec 1.3)

Not solvable: contradiction after some reduction. See (3). Infinite solutions: parametrization. See (2).

## 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, solve (1), show (2) is not full rank

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

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

## Matrix Algebra

- from linear system to matrix-vector equation
- matrix addition, matrix-vector multiplication, matrix-matrix multiplication
- distribution law, commutative law etc.
- linear combination
- interpret matrix-vector multiplication as linear combination with columns

#### Sec 2.1 Linear Transformations

$$\begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = \begin{bmatrix} 1 & 3 \\ 2 & 5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \tag{4}$$

$$\begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = \begin{bmatrix} 1 & 3 \\ 2 & 6 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \tag{5}$$

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

- linearity
- $Ae_i = T(e_i)$
- Finding the corresponding matrix

• Markov chain: EXAMPLE 9 on p.5, distribution vectors and transition matrices (skipped)

Apr 9 2019

## Sec 2.2 Linear Transformation in Geometry

- Geometric meaning of the four entries of a 2-by-2 matrix (scaling, shearing)
- orthogonal projection, reflection in 2D take home
- orthogonal projection, reflection w.r.t. a plane in 3D
- rotation in 2D

## Sec 2.3 Matrix Products

- function composition
- non-commutativity
- distributivity in homework
- block matrix multiplication skip

## Sec 2.4 The Inverse of a Linear Transformation

- injective, surjective, invertible functions and their composition
- invertible matrices: RREF, rank, row operations
- invertible linear systems: solvability
- $AA^{-1} = A^{-1}A = I$
- prove  $(AB)^{-1} = B^{-1}A^{-1}$
- 2-by-2 matrix inverse formula

## Sec 3.1 Image and Kernel of a Linear Transformation

- definition of image, kernel, and span
- finding image and kernel of matrix  $\begin{bmatrix} 2 & 3 \\ 6 & 9 \end{bmatrix}$ ,  $\begin{bmatrix} 1 & 2 & 3 & 4 \\ 0 & 1 & 2 & 3 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

## Sec 3.2 Subspaces of $\mathbb{R}^n$ ; Bases and Linear Independence

## Subspaces

- subspace: closed under linear combination
- image and kernel are subspaces
- geometric interpretation

#### Bases

- linear independence; link to rank of a matrix
- basis = linearly independent spanning set
- nontrivial kernel = not linearly independent columns of a matrix, e.g. (page 129)

$$\left[\begin{array}{ccc}
1 & 4 & 7 \\
2 & 5 & 8 \\
3 & 6 & 9
\end{array}\right]$$