Why learn linear algebra?

Goal -> Solving systems of linear equation

Seoch term hos a degree of one or zero

How? -> Algebra: Substitution, elimination, or graphing

Linear Algebra: Matrices

How to use substitution to solve linear equations? 1) Get a variable by itself in one of the equation

2)

1 Dug it into another equation

3 Solve the equation in step 2 for the remaining voriable

a) Plug the result into the first equation

y = x + 32x - 3y = 10

2x - 3(x+3) = 10

2x-3x-9=10

x = -19

y = x + 3 = -16

(x,y) = (-19,-16)

How to use elimination to solve linear equation)?

(1) Multiply one or both equations by a constant that will allow either the x-terms or the y-terms to concel when the equations are added or subtracted.

2 Add or subtract the equations.

3) Solve for the remaining variable

(4) Mug it into one of the original equations and solve for the other variable.

Using substitution, climination and/or graphing to solve a linear System gets very expensive as the system gets larger. That's why we use matrices.

$$y = 3x - 4 = \frac{2}{3}x - y = 4 = 3 = 3 = 4$$

$$-x + 2y = 12 = 4$$

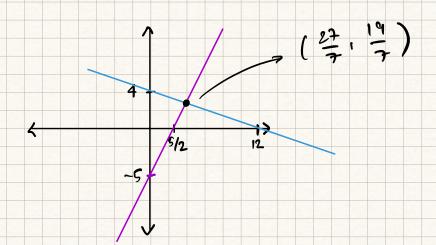
$$5x = 20$$

$$x = 4$$

$$(x,y) = (4,8)$$

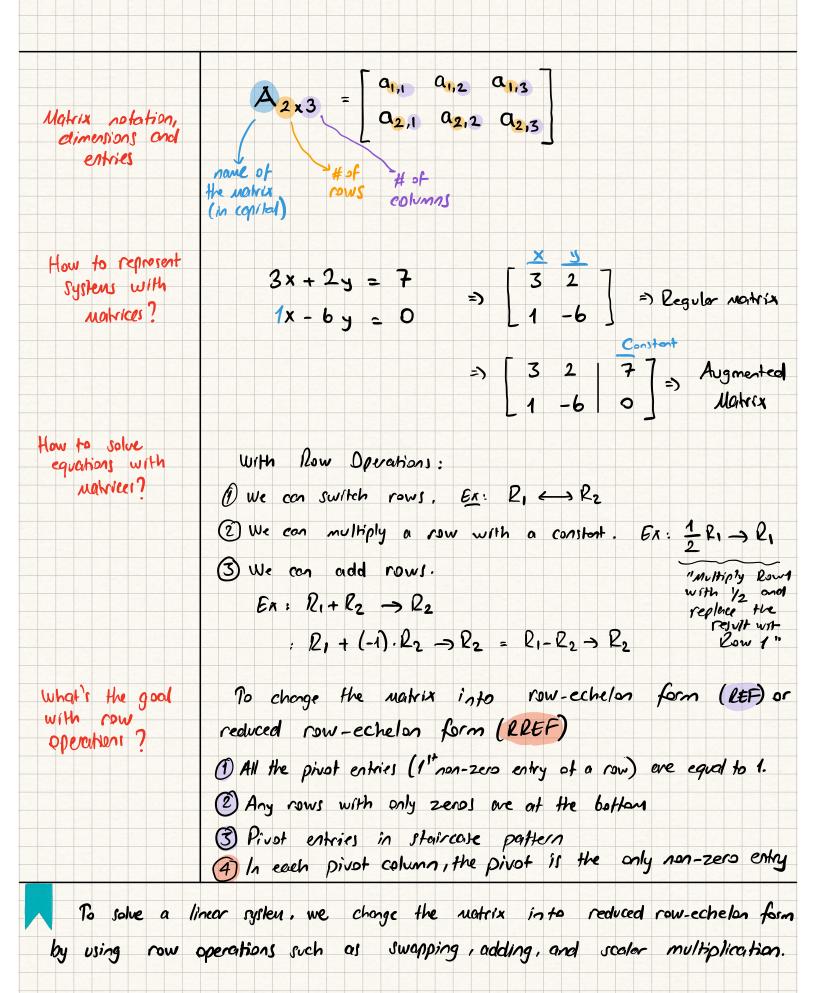
How to use graphing to solve linear equations?

- 1) Solve for y in each equation
- 2) Graph both equations on the same Cortesian coordinate sys.
- (3) Find the point of intersection of the lines.



What is a matrix and why do we need matrices? Matrix - A rectangular array of values, where each value is an entry in both a row and a column.

Why? Larger the system - Harder to solve with substite, eliminate, and graphing. Easter with matrices.



What is Gauss-Jorden An algorithm to get the making to RREF. Elimination? @ Pull out any scalars from each row 2) Make sure the first entry of the first now is 1. (Supp with another row if necessary) 3 Multiply through the fairt row by a scaler to make the leading entry equal to 1. (4) Add scaled multiples of the first row to every other row in the matrix until every entry in the first column, other than the leading 1 in the first row, is a O. (3) Go back to step 2 and repeat until the uatrix is in RREF. 2 l 2 t l 3 x 2 3 l 2 · (1/4) -> l 2 R1+ R2 -> R2 -21 221 502-02 $\begin{bmatrix} 1 & 5 & -1 & -17 \\ -1 & -1 & 1 \end{bmatrix} \xrightarrow{} \begin{bmatrix} 1 & 5 & -1 & -17 \\ 0 & 4 & 0 & -16 \end{bmatrix} \begin{bmatrix} 1 & 5 & -1 & -17 \\ 0 & 1 & 0 & -4 \\ 0 & 3 & -1 & -8 \end{bmatrix}$

