10.007 Modelling the Systems World

Week 1 class 2: Systems of Linear Equations

Term 3, 2018



Linear system

Definition: a *linear system* of m equations in n unknowns (x_1, x_2, \ldots, x_n) can be written as

$$a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1$$

$$a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n = b_2$$

$$\vdots$$

$$a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n = b_m$$

Each of the m equations above describes a hyperplane in n dimensions. Hyperplanes generalize lines and planes.

In the lecture example: m=n=2, $x_1=x$, $x_2=y$, and the a_{ij} 's are constants:

$$a_{11}x_1 + a_{12}x_2 = b_1 \longleftrightarrow 2x + y = 8$$

 $a_{21}x_1 + a_{22}x_2 = b_2 \longleftrightarrow x - 3y = -3$

Linear system as dot products

Each equation (hyperplane) in the linear system can be written as

$$\vec{a}_i \cdot \vec{x} = b_i,$$

where
$$\vec{a}_i = [a_{i1} \ a_{i2} \ \cdots \ a_{in}]$$
 and $\vec{x} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$. Also, let $\vec{b} = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{bmatrix}$.

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By stacking the row vectors \vec{a}_i together, we have

$$\underbrace{\begin{bmatrix} -\vec{a}_1 - \\ -\vec{a}_2 - \\ \vdots \\ -\vec{a}_m - \end{bmatrix}}_{A} \underbrace{\begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}}_{\vec{x}} = \begin{bmatrix} \vec{a}_1 \cdot \vec{x} \\ \vec{a}_2 \cdot \vec{x} \\ \vdots \\ \vec{a}_m \cdot \vec{x} \end{bmatrix} = \underbrace{\begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{bmatrix}}_{\vec{b}}.$$

Introduction to matrices

This allows us to write the m equations in the linear system as a single equation,

$$A\vec{x} = \vec{b}.$$

A is an $m \times n$ array of numbers, and is known as a **matrix**. (The plural of matrix is 'matrices'.)

 $A\vec{x}=\vec{b}$ is a matrix equation, and to solve this equation means to find \vec{x} , namely, to simultaneously solve for x_1,x_2,\ldots,x_n .

Activity 1 (10 minutes)

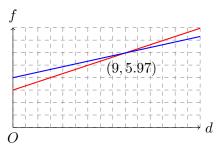
Consider this simplified scenario: taxi company A charges a flag-down fare of \$3.99 and subsequently \$0.22 for every 400m traveled, while taxi company B charges a flag-down fare of \$3.00 and subsequently \$0.33 for every 400m traveled.

Let us model this as a continuous problem, so if only 300m is traveled, then company B would charge $\$(3 + \frac{300}{400} \cdot 0.33) = \3.25 .

- (a) On the same set of axes, sketch the fare versus distance traveled for both companies.
- (b) For what distances is company A cheaper?

(a) Let d be the distance traveled as a multiple of 400m, and let f be the fare in \$.

Company A's fare is given by f=3.99+0.22d (blue line); company B's fare is given by f=3+0.33d (red line).



Activity 1 (solution, continued)

(b) The point of intersection can be found by solving the two equations simultaneously: subtract the two equations to eliminate f, which gives

$$0 = 0.99 - 0.11d \Rightarrow d = 9.$$

So company A is cheaper when d>9, that is, when the distance is greater than $9\cdot 400=3600 \mathrm{m}.$

Activity 2 (10 minutes)

Consider the equation 2x + 4y - 3z = 5.

- (a) Find one solution to this equation.
- (b) Subtract 2 from the x value of your solution and add 1 to the y value. Is the result still a solution?
- (c) How many solutions are there to this equation? Can you find a way to write them all down?

(a) Simply pick *any* value for x and for y, then solve for z. An example of a solution would be (0,2,1).

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- (c) Infinitely many, since every point on the plane is a solution. Algebraically, you can start with any solution, and repeatedly apply the procedure in part (b) to generate infinitely many more.

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Let $x=s\in\mathbb{R}$ and $y=t\in\mathbb{R}$. Then z=(2s+4t-5)/3. Hence all solutions are given by $(s,\,t,\,(2s+4t-5)/3)$.

Here, s and t are called *parameters*, and they can take any real number as values.

Consider the linear system for m = n = 2:

$$a_{11}x_1 + a_{12}x_2 = b_1$$
$$a_{21}x_1 + a_{22}x_2 = b_2$$

Discussion: using a geometric interpretation, how many solutions can the system have?

The system represents two lines in \mathbb{R}^2 . Three possible cases can occur:

- When the lines are parallel and do not overlap, there are no solutions.
- When the lines are not parallel, there is 1 solution.
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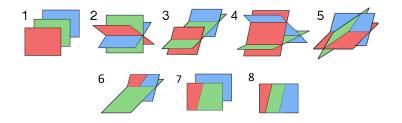
Informally speaking, if we pick three planes at random, then they 'usually' intersect at a unique point (think of two walls and the ceiling meeting at a point); but in 'rare' cases, other configurations can occur.

Activity 3(a) (15 minutes)

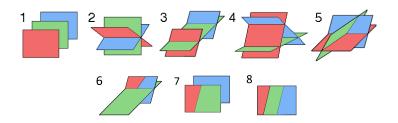
Describe or sketch all possible ways in which three planes can be configured.

Hint: there are 8 cases; one of them, in which three planes intersect at a point, has already been described to you.

Activity 3(a) (solution)



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Explanation:

- Case 6 is obtained by overlapping the red and blue planes in Case 3;
- Case 7 is obtained by overlapping the red and green planes in Case 1;
- Case 8 is obtained by overlapping all three planes in Case 1.

Types of linear systems

Definition: a linear system is called *consistent* if it has at least one solution, otherwise it has no solutions and is called *inconsistent*.

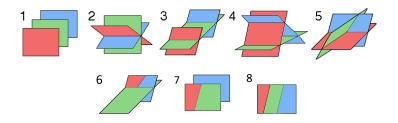
Definition: when a linear system has a unique solution, it is called nonsingular. Otherwise it has either 0 or infinitely many solutions (we will prove this next week), and is called singular.

Note: the word **singular** in this context means 'exceptional', and does *not* mean 'single'.

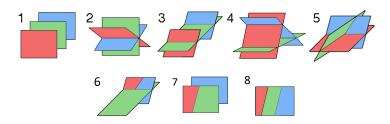
Activity 3(b) (5 minutes)

For each of the 8 ways that three planes can intersect in Activity 3(a), decide whether the underlying linear system is consistent, and whether it is singular.

Activity 3(b) (solution)



Activity 3(b) (solution)



- 1: Inconsistent, singular
- 2: Consistent, singular
- 3: Inconsistent, singular
- 4: Inconsistent, singular
- 5: Consistent, nonsingular
- 6: Consistent, singular
- 7: Inconsistent, singular
- 8: Consistent, singular

Activity 4 (15 minutes)

Consider the following linear system in \mathbb{R}^3 :

$$u + v + w = 2 \tag{1}$$

$$u + 2v + 3w = 1 \tag{2}$$

$$v + kw = 0 \tag{3}$$

u, v, w are unknowns to be solved; k is a constant.

- (a) Find all values of k such that the system is consistent. (Use elimination and substitution.)
- (b) Solve the system.

(*Extension*) Investigate the system if the 0 on the right hand side of equation (3) is replaced by -1.

Equation (2) - equation (1) eliminates u:

$$v + 2w = -1. (4)$$

Equation (3) - equation (4) eliminates v:

$$(k-2)w = 1. (5)$$

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So as long as $k \neq 2$, w = 1/(k-2), which can be substituted into equation (4) to find v, which can then be used to find u.

Thus the system is consistent when $k \neq 2$, and the solution is

$$(u, v, w) = \left(\frac{3k-5}{k-2}, \frac{-k}{k-2}, \frac{1}{k-2}\right).$$

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(Check that k=2 corresponds to Case 4 in the Activity 3 solutions.)

Equation (2) - equation (1) eliminates u:

$$v + 2w = -1. (6)$$

Equation (3) - equation (6) eliminates v:

$$(k-2)w = 0. (7)$$

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So as long as $k \neq 2$, w = 0, which can be substituted into equation (6) to find v = -1, which can then be used to find u = 3.

Thus for $k \neq 2$, the solution does not depend on k and is a single point:

$$(u, v, w) = (3, -1, 0).$$

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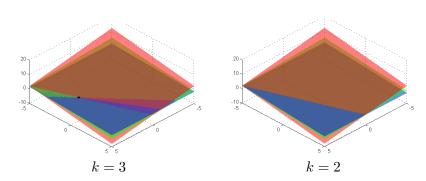
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If k=2, then w can be any number and equation (7) is still satisfied. Let w=s, for $s\in\mathbb{R}$. Then from (6), v=-1-2s, and from (1), u=3+s. So for k=2, the solution is a *straight line*:

$$(u, v, w) = (3 + s, -1 - 2s, s) = (3, -1, 0) + s(1, -2, 1).$$

Therefore the system is consistent for all k. For $k \neq 2$ the solution is unique (nonsingular, Case 5 in the Activity 3 solutions); for k=2 there are infinitely many solutions on a straight line (singular, Case 2 in the Activity 3 solutions).



Activity 5 (5 minutes)

Write the following linear systems in the form $A\vec{x} = \vec{b}$.

$$2x + y = 8$$
$$x - 3y = -3$$

$$2x_2 - 11x_4 = 10$$

$$x_3 + 4x_1 - 3x_2 = \frac{3}{2}$$

$$-\frac{1}{3} + 5x_4 + 3x_2 = 7x_1 - x_3$$

(a)
$$\underbrace{\begin{bmatrix} 2 & 1 \\ 1 & -3 \end{bmatrix}}_{A} \underbrace{\begin{bmatrix} x \\ y \end{bmatrix}}_{J} = \underbrace{\begin{bmatrix} 8 \\ -3 \end{bmatrix}}_{J}$$

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$$\underbrace{\begin{bmatrix} 2 & 1 \\ 1 & -3 \end{bmatrix}}_{A} \underbrace{\begin{bmatrix} x \\ y \end{bmatrix}}_{\vec{x}} = \underbrace{\begin{bmatrix} 8 \\ -3 \end{bmatrix}}_{\vec{k}}.$$

(b) Some care needs to be taken, since in the linear system, the unknowns are not written in the same order.

$$\begin{bmatrix} 0 & 2 & 0 & -11 \\ 4 & -3 & 1 & 0 \\ -7 & 3 & 1 & 5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 10 \\ \frac{3}{2} \\ \frac{1}{3} \end{bmatrix}.$$