Course Name:Linear Algebra

Course Code: MT 104

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Topic: Introduction and System of Linear Equations

Recommended Books

- ► **Textbook** David C.Lay, Linear Algebra and its Applications 3rd Edition
- Reference Book Elementary Linear Algebra With Applications (Howard Anton)

Marks Distribution (100 Marks)

▶ Quiz: 15 Marks

Assignments: 5 Marks

Midterm: 30 Marks

Final: 50 Marks

Course Overview

- Linear Equations
 - System of Linear Equations
 - Row Reduction & Echelon Form (Guass Elimination and Guass Jordan Method)
 - Vector Equation and Matrix Equation
 - Linear Independence & Linear Transformations

Matrix Algebra

- Matrix Operations & Determinants
- ► Inverse of Matrices & Invertible Matrices
- ▶ Partition Matrices & Matrix Factorization (LU Decompositions)
- Cramers Rule

Vector Spaces

- Vector Space & Subspaces
- Null Spaces, Column Space and Row Spaces
- Rases
- ▶ Eigenvalues & Eigenvectors
- Orthogonality, Least Square and Quadratic Forms

Some Applications of Linear Algebra

- ► Graph Theory
- Cryptography
- Network Models
- Computer Graphics

Cryptography

- Encryption and decryption require the use of some secret information, usually referred to as a key.
- Example Let the message be
 - "PREPARE TO NEGOTIATE"
- · We assign a number for each letter of the alphabet.

Thus the message becomes:

 Since we are using a 3 by 3 matrix, we break the enumerated message above into a sequence of 3 by 1 vectors:

16	16	5	15	5	20	20
18	1	27	27	7	9	5
5	18	20	14	15	1	27

By multiplying encoding matrix to this matrix we will encrypt the msg

$$\begin{bmatrix} -3 & -3 & -4 \\ 0 & 1 & 1 \\ 4 & 3 & 4 \end{bmatrix} \begin{bmatrix} 16 & 16 & 5 & 15 & 5 & 20 & 20 \\ 18 & 1 & 27 & 27 & 7 & 9 & 5 \\ 5 & 18 & 20 & 14 & 15 & 1 & 27 \end{bmatrix}$$

Now to decrypt the msg we have to multiply this matrix to Inverse of encoding matrix

The inverse of this encoding matrix, the decoding matrix, is:

$$\begin{bmatrix} 1 & 0 & 1 \\ 4 & 4 & 3 \\ -4 & -3 & -3 \end{bmatrix}$$

Recall Some Basic Concept

- ▶ What is a mathematical expression?
- What is an equation?
- What is a Linear Equation(in 1D, 2D, 3D)?
- Think about trignometric, logrithmic and exponential finctions??

Linear Equations and Their Solutions

Linear Equation in One Variable



Linear Equation in Two Variables

Linear Equation in two Variables

 In two dimensions, a line in a rectangular xy-coordinate system can be represented by an equation of the form

ax + by = c (a,b not both 0)

Linear Equation in three Variables

 In three dimensions a plane in a rectangular xyz-coordinate system can be represented by a linear equation of the form

ax + by + cz = d(a,b,c not all 0)

Linear Equations and Their Solutions

► Linear Equation in **n** Variables

An equation in *n* variables is said to be **linear** if it is equivalent to an equation of the form

$$a_1 x_1 + a_2 x_2 + \dots + a_n x_n = b$$

where x_1, x_2, \dots, x_n are *n* distinct variables, a_1, a_2, \dots, a_n, b are constants, and at least one of the *a*'s is not zero.

System of Linear Equations

A finite set of linear equations is called a *system of linear equations* or, more briefly, a *linear system*. The variables are called *unknowns*.

Example:

The following system has unknowns **x** and **y**

$$5x + y = 3$$
$$2x - y = 4$$

System of m Linear Equations in n unknowns

• A linear system of m equations in n unknowns x_1, x_2, \ldots, x_n is a set of equations of the form

$$a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1 \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n = b_2 \\ \vdots \\ \vdots \\ a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n = b_m$$
 (1)

 a_{11},\ldots,a_{mn} are called the coefficients of the system.

- ▶ The set of numbers $x_1, x_2, ..., x_m$ that satisfies all equations of system (1) is **Solution** of system.
- If all $b_j = 0$; j = 1, ..., m, then the system (1) is called **Homogeneous System**.
- If all $b_j \neq 0$; j = 1, ..., m, then the system (1) is called **Nonhomogeneous** System.
- ► Homogeneous System always has at least one solution $x_1 = x_2 = ... = x_m = 0$ called **Trivial Solution**
- Nonhomogeneous System may have solutions or may not have solution
- ► If a system has at least one solution it is called **Consistent System** otherwise **Inconsistent System**

Types of Solution

- Every system of linear equation has either
- No solution, or
- ii. exactly one solution, or
- iii. infinitely many solutions
- There are three ways to solve system of linear equations in two variables
- · Substitution method
- · Elimination method
- Graphing

Substitution Method:

$$\begin{cases} 5x - 2y = -3 \\ y = 3x \end{cases}$$

$$5x - 2y = -3$$

$$5x - 2(3x) = -3$$

$$5x - 6x = -3$$

$$-x = -3$$

$$x = 3$$

$$y = 3x$$

$$y = 3(3)$$

$$y = 9$$

Solution (3,9)

Elimination Method:

$$\begin{cases} 3x + 2y = 9 \\ 2x + 6y = 6 \end{cases}$$

$$-2 (3x + 2y = 9)$$

$$3 (2x + 6y = 6)$$

$$-6x - 4y = -18$$

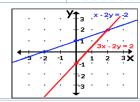
$$+6x - 18y = 18$$

$$-22y = 0$$

$$y = 0$$
if $y = 0$, then $3x + 2(0) = 9$ and $x = 3$

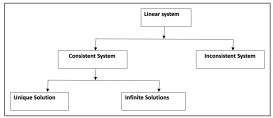
$$(3,0)$$

Graphing:



Consistent System & Inconsistent System

A system of equations is consistent if there is a solution, and it is inconsistent if there is no solution. However, a consistent system of equations does not mean a unique solution, that is, a consistent system of equations may have a unique solution or infinite solutions (Figure 1).



Example: A Linear System with Unique Solution:

$$x - y = 1$$
$$2x + y = 6$$

Simultaneously solving both the equations give the unique solution

x=7/3 , y= 4/3. Geometrically, this means that the lines represented by the equations in the system intersect at the single point (7/3,4/3).

Example: A Linear System with No Solution:

$$x + y = 4$$
$$3x + 3y = 6$$

We can eliminate x from the second equation by adding -3 times the first equation to the second equation. This yields 0 = -6

Thus the system has no solution. Geometrically, this means that the lines corresponding to the equations in the original system are parallel and distinct.

Example: A Linear System with Infinie many Solutions:

$$4x - 2y = 1$$

16x - 8v = 4

We can eliminate x from the second equation by adding –4 times the first equation to the second. This yields

0=0

There is no restriction on the values of x and y. Geometrically, this means the lines corresponding to the two equations in the original system coincide.

Now Think About

- What would be solution if you have one equation in two variables? Or two equations in three variables? Or more generally less number of equations in more variables?
- What could be situation if you have three equations in two variables? Or four equations in three variables? Or more generally more number of equations in less variables?