echelon form For:

$$2 \times 1 + 2 \times 2 = 0$$

$$\times 1 + 2 \times 1 + 2 \times 3 = 0$$

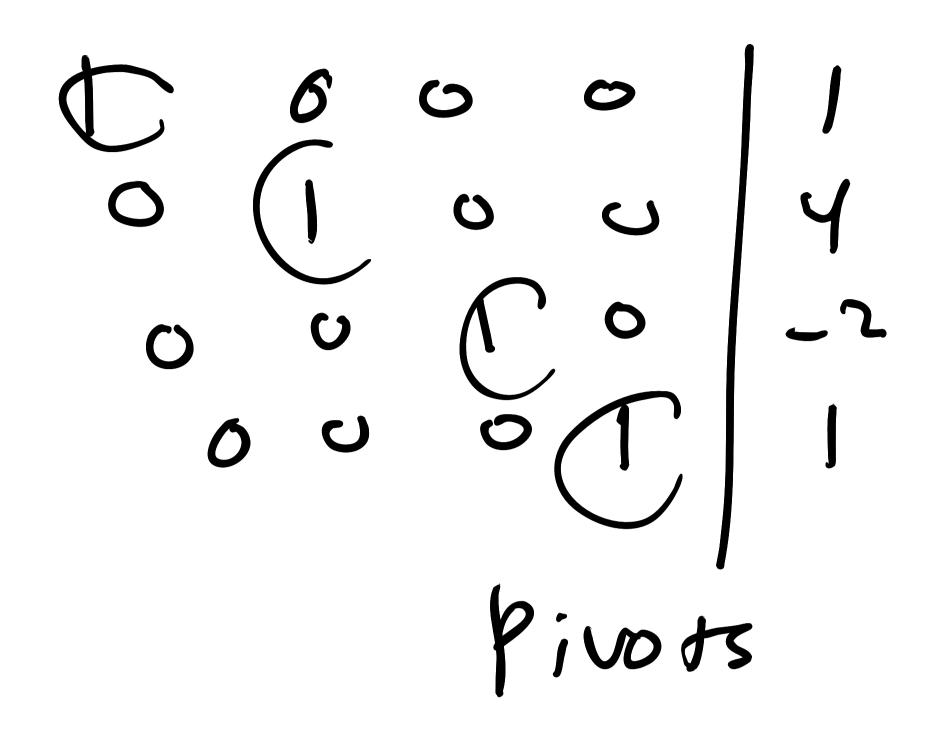
$$\times 2 + 2 \times 3 + 2 \times 4 = 0$$

$$\times 3 + 2 \times 4 = 5$$

D121vots? Solution?

R,4R,+R2+R3-R4

$$X_1 = 1$$
 $X_2 = 4$
 $X_3 = -2$
 $X_4 = 1$



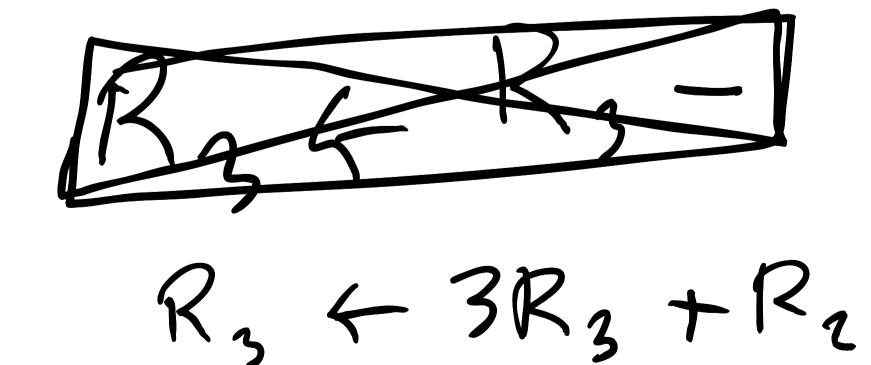
Teach (+ class)

worma eliminate the lover strictese
of 1'5

R24-ZR1

Rich Ri

R24R2-R1



Pivots in all 4 615: Consistent ~ X4 = 4 X2 = 2 ×3 - 3 ×1 = -1 Sumped the 5 en J O Wen I Shouldn-t have, Still wang! > This was a band matrix anyway.

Vectors + Geometry

In any mented matrices,

-> rows are egns, for system

-> columns are aests. For dist. variables

* row ops on aug. Matrix correspond to familiar algebraic manifulations

You can think of linear systems as rows. But you an also think , n Glumns.

Thinking abt Linear Systems in Terms 6F Columns: use Vectors!

Jef A (column) Vector is a matrix with only one column.

A (row) vector is a matrix with only one row.

e×

 $\begin{bmatrix} -3 \\ 1 \end{bmatrix} = (-3, 1)$ $\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = (1, 2, 3)$

[5 4 3 2 1] < 5,4,3,2,1>

1,000

Notation: set of all vectors of n rows and 1 column:

R (n-Jimensional space, sorta)

(A) order matters!

of numbers.

Visualizing vecs in $\begin{bmatrix} 2 \\ 2 \end{bmatrix}, \begin{bmatrix} 3 \\ -1 \end{bmatrix}, \begin{bmatrix} -2 \\ -1 \end{bmatrix}$

Vectors can be represented as points in plane of as arrows (useful for addition)

$$3 \times_{1} + 2 \times_{2} + 2 \times_{3} = -1$$

 $\times_{1} + 5 \times_{3} = 6$

DF-ind a linear combination of vectors to solve linear system.

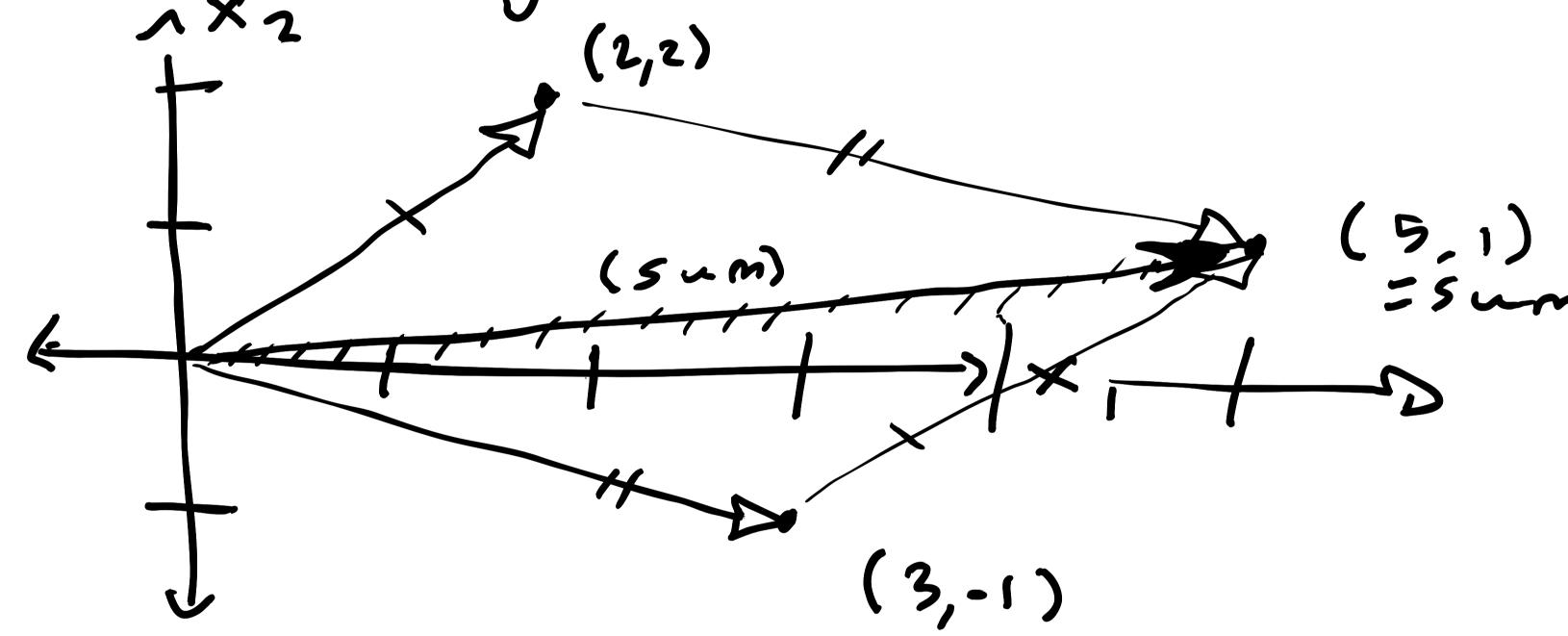
Scaling and Adding Vectors

Both of these happen entrywise

$$\begin{bmatrix} 2 \\ 2 \end{bmatrix} + \begin{bmatrix} 3 \\ -1 \end{bmatrix} = \begin{bmatrix} 5 \\ 1 \end{bmatrix}$$

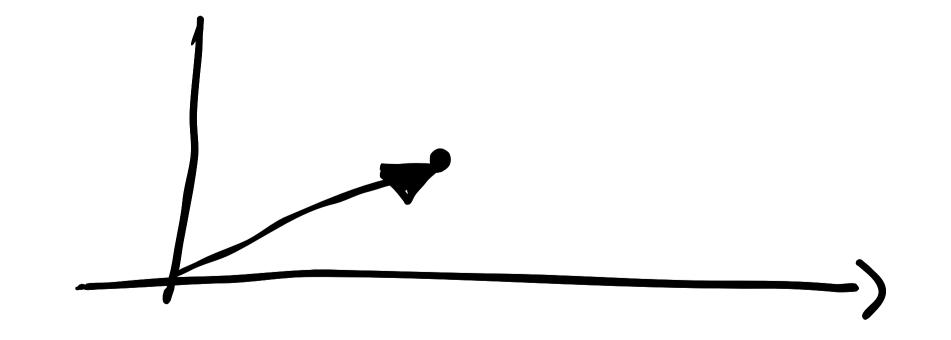
"Parallelogram Rule"

1 X2
(2,2)



of two vectors the fourth vertex of a parallelogram uhose other vertices are 0, u,

$$\lambda \cdot \begin{bmatrix} 3 \end{bmatrix} = \begin{bmatrix} 6 \end{bmatrix}$$



Q
$$\omega = \begin{bmatrix} 1 \\ 3 \\ 4 \end{bmatrix}$$
 $v = \begin{bmatrix} 5 \\ 67 \end{bmatrix}$ $\omega + v = \begin{bmatrix} \\ \\ \\ \\ \end{pmatrix}$ Nope

Vectors not some size con't be added! (These objects live in different spaces: Ry vs R3.)

Jef A linear combination of vectors

V,, V2, V3, V4, ..., Vn All in

Re

is a sum

C, V, + C2V2+... + Cn Vn where C1, C2, 11., Cn are all numbers. —> i+'s okay for some of all of c's to be O.