## 2 Linear Equations in 2D

We have

$$2x - y = 0$$
$$-x + 2y = 3$$

We can turn these equations into a 2x2 matrix:

$$\begin{bmatrix} 2 & -1 \\ -1 & 2 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 3 \end{bmatrix}$$
$$Ax = B$$

The matrices are A, X, and B, respectively This can be rearranged to become a Linear Combination:

$$x \cdot \begin{bmatrix} 2 \\ -1 \end{bmatrix} + y \cdot \begin{bmatrix} -1 \\ 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 3 \end{bmatrix}$$

The set of x and y that satisfies that equality is the point of intersection of the system of linear equations.

## 3 Linear Equations in 3D

Given that

$$2x - y = 0$$
$$-x + 2y - z = -1$$
$$-3y + 4z = 4$$

Let A and B equal:

$$A = \begin{bmatrix} 2 & -1 & 0 \\ -1 & 2 & -1 \\ 0 & -3 & 4 \end{bmatrix}$$
$$x = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$$
$$B = \begin{bmatrix} 0 \\ -1 \\ 4 \end{bmatrix}$$

For the equation corresponding to the second row of A, imagine a plane representing all solutions to the equation. Now, imagine each equation corresponding to each row of the matrix has a plane of solutions. The intersection of the three planes is a **point**.

Now,

$$Ax = B$$

becomes

$$x \cdot \begin{bmatrix} 2 \\ -1 \\ 0 \end{bmatrix} + y \cdot \begin{bmatrix} -1 \\ 2 \\ -1 \end{bmatrix} + z \cdot \begin{bmatrix} 0 \\ -1 \\ 4 \end{bmatrix} = \begin{bmatrix} 0 \\ -1 \\ 4 \end{bmatrix}$$

For the equality to be satisfied x=0, y=0, z=1

## Interdependence

When two or more vectors lie in the same plane, their span is limited to that plane. Those vectors are linearly dependent of each other.

## Tips for Visualizing Matrix Multiplication

To multiply this,

$$\begin{bmatrix} 2 & 5 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

picture that you are taking 1 of the first column and 2 of the second column and adding the results together:

$$1 \cdot \begin{bmatrix} 2 \\ 1 \end{bmatrix} + 2 \cdot \begin{bmatrix} 5 \\ 3 \end{bmatrix} = \begin{bmatrix} 2+2*5 \\ 1+2*3 \end{bmatrix} = \begin{bmatrix} 12 \\ 7 \end{bmatrix}$$