

Lecture 10: Homogenous Systems

A system of linear equations is homogenous if it can be written in the form

$$A\vec{x} = \vec{0}$$

Example

$$x_1 + 2x_2 - 6x_3 + x_4 = 0$$

$$x_1 - 9x_3 + 2x_4 = 0$$

$$2x_2 + 6x_3 + 2x_4 = 0$$

$$A\vec{x} = \vec{0} \quad \text{where}$$


$$A = \begin{bmatrix} 1 & 2 & -6 & 1 \\ 1 & 0 & -9 & 2 \\ 0 & 2 & 6 & 2 \end{bmatrix}$$

$\begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$ is a solution for a homogenous system

thus always has at least one solution

Lets discover more features of a homogenous syst!

form aug matrix

$$\begin{array}{ccccc} x_1 & x_2 & x_3 & x_4 & b \\ \left[\begin{array}{ccccc} 1 & 1 & -6 & 1 & 0 \\ 1 & 0 & -9 & 1 & 0 \\ 0 & 2 & 6 & 1 & 0 \end{array} \right] \end{array}$$

$$\rightarrow \left[\begin{array}{ccccc} 1 & 0 & -9 & 0 & 0 \\ 0 & 1 & 3 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \end{array} \right]$$

$$x_1 - 9x_3 = 0$$

$$x_2 + 3x_3 = 0$$

x_3 is free

$$x_4 = 0$$

we want to know which vectors are solutions to this system.
rewrite in vector form

$$\begin{array}{l} x_1 = 9x_3 \\ x_2 = -3x_3 \\ x_3 = x_3 \\ x_4 = 0 \end{array} \Rightarrow \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = x_3 \begin{bmatrix} 9 \\ -3 \\ 1 \\ 0 \end{bmatrix}$$

solution set
is $\text{Span} \left\{ \begin{bmatrix} 9 \\ -3 \\ 1 \\ 0 \end{bmatrix} \right\}$

we will always be able to write the solution set of a homogeneous system as the span of some number of vectors

there will be a vector for each free variable

if there are no free vars only solution is $\text{Span}\{\vec{0}\}$

Equations of Planes

plane: $x - 3y + 4z = 0$

aug matrix: $[1 \ -3 \ 4 \ 0]$ \rightarrow already in reduced row ech

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

y is free

z is free

$$\begin{matrix} x = 3y - 4z \\ y = y \\ z = z \end{matrix} \Rightarrow \begin{bmatrix} x \\ y \\ z \end{bmatrix} = y \begin{bmatrix} 3 \\ 1 \\ 0 \end{bmatrix} + z \begin{bmatrix} -4 \\ 0 \\ 1 \end{bmatrix}$$

$$\therefore \text{solution set} = \text{Span} \left\{ \begin{bmatrix} 3 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} -4 \\ 0 \\ 1 \end{bmatrix} \right\}$$