

Lecture Three

Section 3.1 – Introduction to Linear Systems

Definition

A **linear** (algebraic) **equation** in n unknowns, x_1, x_2, \dots, x_n , is an equation of the form

$$a_1x_1 + a_2x_2 + \dots + a_nx_n = b$$

Where a_1, a_2, \dots, a_n and b are real numbers.

Matrices

$$\begin{array}{ccc} & \text{Column} & \\ & C_1 & C_2 & C_3 \\ & \downarrow & \downarrow & \downarrow \\ \begin{array}{l} \text{Row 1} \rightarrow R_1 \\ \text{Row 2} \rightarrow R_2 \\ \text{Row 3} \rightarrow R_3 \end{array} & \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix} & \end{array}$$

This is called Matrix (*Matrices*)

Each number in the array is an **element** or **entry**

The matrix is said to be of order $m \times n$

m : numbers of rows,

n : number of columns

When $m = n$, then matrix is said to be **square**.

Given the system equations

$$3x + y + 2z = 31$$

$$x + y + 2z = 19$$

$$x + 3y + 2z = 25$$

Write into an **augmented matrix** form

$$\left[\begin{array}{ccc|c} 3 & 1 & 2 & 31 \\ 1 & 1 & 2 & 19 \\ 1 & 3 & 2 & 25 \end{array} \right]$$

Example

Given the linear equations

$$\begin{cases} x - 2y = 1 \\ 3x + 2y = 11 \end{cases}$$

The solution to this system is $(3, 1)$, which means that 2 lines meeting at a single point.

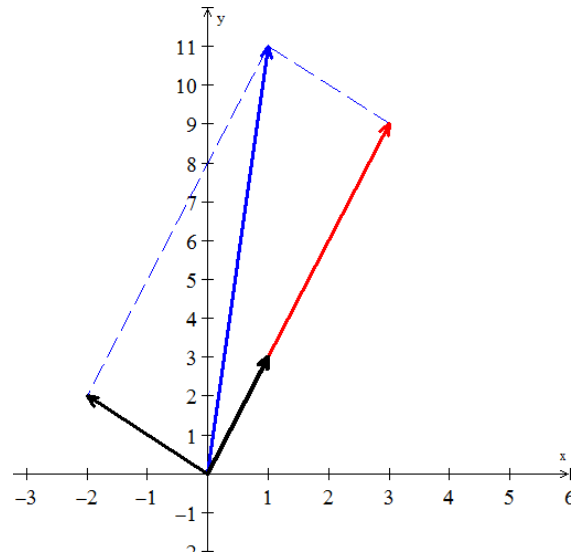
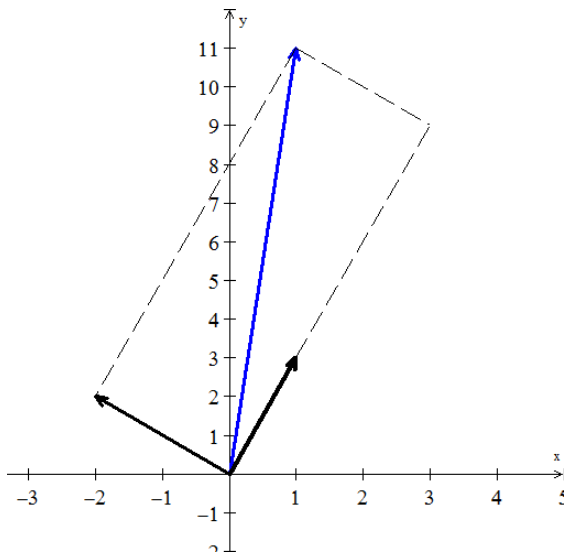
We can rewrite the system equation as linear combination:

$$x \begin{bmatrix} 1 \\ 3 \end{bmatrix} + y \begin{bmatrix} -2 \\ 2 \end{bmatrix} = \begin{bmatrix} 1 \\ 11 \end{bmatrix}$$

$$x.v_1 + y.v_2 = v$$

$$\begin{bmatrix} 1+x \\ 3+y \end{bmatrix} = \begin{bmatrix} 1 \\ 11 \end{bmatrix} \Rightarrow \begin{bmatrix} x=3 \\ y=9 \end{bmatrix}$$

$$\begin{bmatrix} 3 \\ 9 \end{bmatrix} = 3 \begin{bmatrix} 1 \\ 3 \end{bmatrix}$$



Therefore, the side vectors are $\begin{bmatrix} 3 \\ 9 \end{bmatrix}$ and $\begin{bmatrix} -2 \\ 2 \end{bmatrix}$

The diagonal sum is $\begin{bmatrix} 3-2 \\ 9+2 \end{bmatrix} = \begin{bmatrix} 1 \\ 11 \end{bmatrix}$

The linear combination is given by: $3 \begin{bmatrix} 1 \\ 3 \end{bmatrix} + 1 \begin{bmatrix} -2 \\ 2 \end{bmatrix} = \begin{bmatrix} 1 \\ 11 \end{bmatrix}$

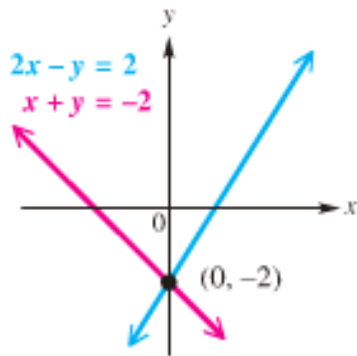
Thus, the solution is $x=3$ $y=1$

Note

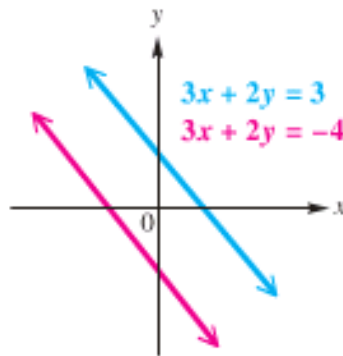
$\begin{bmatrix} 1 & -2 \\ 3 & 2 \end{bmatrix}$ is called the coefficient matrix

The matrix form of the system is written as $Ax = b$

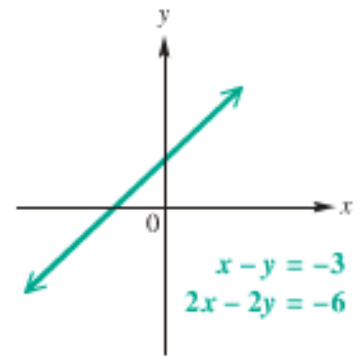
$$\begin{bmatrix} 1 & -2 \\ 3 & 2 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 1 \\ 11 \end{bmatrix}$$



One solution (lines intersect)
Consistent
Independent



No Solution (lines //)
Inconsistent
Independent



Infinite solution
Consistent
Dependent

Three Equations in 3 Unknowns

A linear equation in three unknowns x, y, z :

$$ax + by + cz = \alpha$$

A solution of the equation is an ordered triple of numbers (x, y, z)

If $a = b = c = 0$, and $\alpha = 0$, all ordered triples satisfy the equation $0x + 0y + 0z = 0$ (*infinitely many*)

If $a = b = c = 0$, and $\alpha \neq 0$, no ordered triples satisfies the equation $0x + 0y + 0z \neq 0$ (*no solution*)

If a, b, c , not all 0, then the set of all ordered triples that satisfy the equation is a plane (in 3-space)

Example

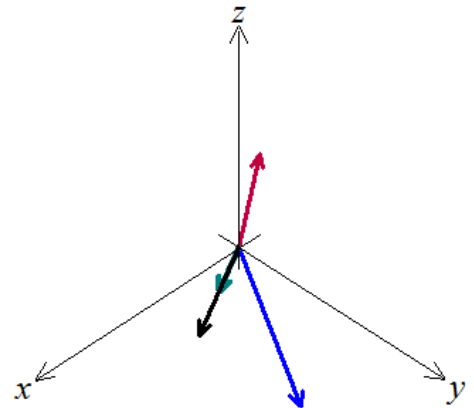
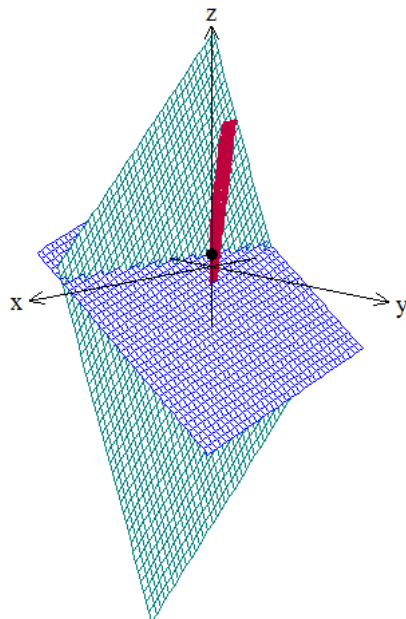
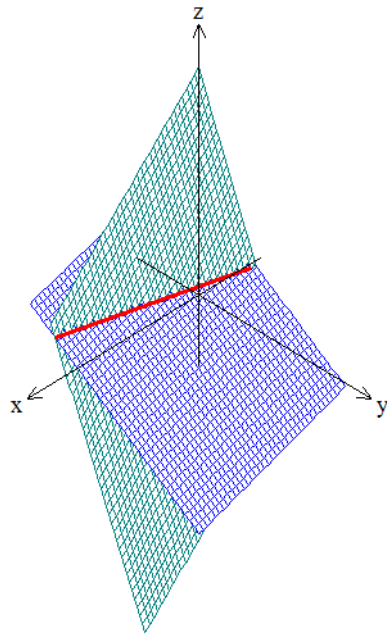
Given the system

equations

$$x + 2y + 3z = 6$$

$$2x + 5y + 2z = 4$$

$$6x - 3y + z = 2$$



This system can be written as linear combination:

$$x \begin{bmatrix} 1 \\ 2 \\ 6 \end{bmatrix} + y \begin{bmatrix} 2 \\ 5 \\ -3 \end{bmatrix} + z \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 6 \\ 4 \\ 2 \end{bmatrix} \quad \text{Let } \mathbf{b} = \begin{bmatrix} 6 \\ 4 \\ 2 \end{bmatrix}$$

We want to multiply the three column vectors by x , y , z to produce \mathbf{b} .

The combination of the three vectors that produces

vector \mathbf{b} is 2 times the third vector. $2(3, 2, 1) = (6, 4, 2) = \mathbf{b}$

Therefore the coefficients that we need are $x = 0$, $y = 0$, and $z = 2$.

$$0 \begin{bmatrix} 1 \\ 2 \\ 6 \end{bmatrix} + 0 \begin{bmatrix} 2 \\ 5 \\ -3 \end{bmatrix} + 2 \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 6 \\ 4 \\ 2 \end{bmatrix}$$

Homogeneous Systems

The system of linear equations

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

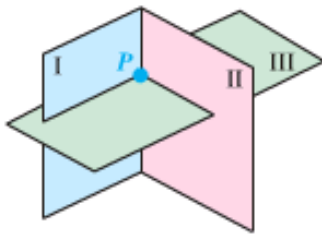
Is **homogeneous** if $b_1 = b_2 = \dots = b_m = 0$ otherwise, the system is **nonhomogeneous**.

A **homogeneous** system

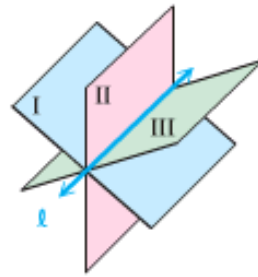
$$\begin{aligned} a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n &= 0 \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n &= 0 \\ &\vdots \\ a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n &= 0 \end{aligned}$$

Always has at least one solution namely $x_1 = x_2 = \dots = x_n = 0$ called the **trivial solution**

That is, homogeneous systems are always **consistent**



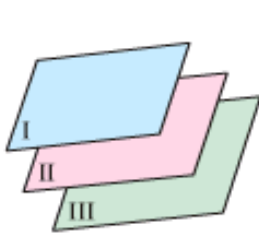
A single solution



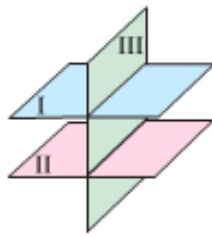
Points of a line in common



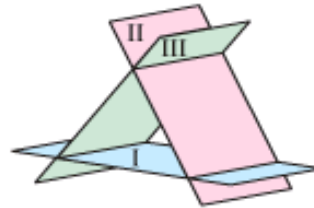
All points in common



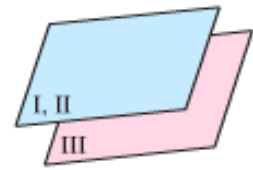
No points in common



No points in common



No points in common



No points in common

Exercises Section 3.1 – Introduction to Linear Systems

1. Find a solution for x, y, z to the system of equations

$$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 3e + 2\sqrt{2} + \pi \\ 6e + 5\sqrt{2} + 4\pi \\ 9e + 8\sqrt{2} + 7\pi \end{pmatrix}$$

2. Draw the two pictures in two planes for the equations: $x - 2y = 0$, $x + y = 6$
3. Normally 4 planes in 4-dimensional space meet at a _____. Normally 4 column vectors in 4-dimensional space can combine to produce b . what combinations of $(1, 0, 0, 0)$, $(1, 1, 0, 0)$, $(1, 1, 1, 0)$, $(1, 1, 1, 1)$ produces $b = (3, 3, 3, 2)$?
What 4 equations for x, y, z, w are you solving?

4. What 2 by 2 matrix A rotates every vector through 45° ?

The vector $(1, 0)$ goes to $\left(\frac{\sqrt{2}}{2}, \frac{\sqrt{2}}{2}\right)$. The vector $(0, 1)$ goes to $\left(-\frac{\sqrt{2}}{2}, \frac{\sqrt{2}}{2}\right)$.

Those determine the matrix. Draw these particular vectors in the xy -plane and find A .

5. What two vectors are obtained by rotating the plane vectors $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$ and $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ by 30° (cw)?

Write a matrix A such that for every vector v in the plane, Av is the vector obtained by rotating v clockwise by 30° .

Find a matrix B such that for every 3-dimensional vector v , the vector Bv is the reflection of v through the plane $x + y + z = 0$. *Hint*: $v = (1, 0, 0)$

6. In each part, find a system of linear equation corresponding to the given augmented matrix

$$a) \begin{bmatrix} 0 & 3 & -1 & -1 & -1 \\ 5 & 2 & 0 & -3 & -6 \end{bmatrix} \qquad b) \begin{bmatrix} 1 & 2 & 3 & 4 \\ -4 & -3 & -2 & -1 \\ 5 & -6 & 1 & 1 \\ -8 & 0 & 0 & 3 \end{bmatrix}$$

7. Find the augmented matrix for the given system of linear equations.

$$a) \begin{cases} -2x_1 = 6 \\ 3x_1 = 8 \\ 9x_1 = -3 \end{cases} \qquad b) \begin{cases} 3x_1 - 2x_2 = -1 \\ 4x_1 + 5x_2 = 3 \\ 7x_1 + 3x_2 = 2 \end{cases} \qquad c) \begin{cases} 2x_1 + 2x_3 = 1 \\ 3x_1 - x_2 + 4x_3 = 7 \\ 6x_1 + x_2 - x_3 = 0 \end{cases}$$