

Back to solution method: matrix $A_{m \times n}$ has m rows and n columns

→ Recall, from a system of (affine) linear equations we write a matrix (augmented) of scalar coefficients and solve using row reduction moves.

→ Two matrices are row equivalent, $A \sim B$, when you get from A to B by row reduction moves.

→ a pivot in a matrix B is a "1" in a row of B with

- all "0"s before it, in its row
- and
- all "0"s above and below, in its column

→ The row reduced echelon form of A (r.r.e.f.) is a matrix $B \sim A$ where each row of B is either all 0's or has a pivot 1 and the pivots in earlier (higher) rows are in earlier (further left) columns, and "0" rows are at bottom.

ex:

$$B = \begin{bmatrix} 0 & 0 & 1 & 0 & 2 & 0 & 3 & 0 & 2 & 0 & 0 & -\frac{1}{2} \\ 0 & 0 & 0 & 0 & 0 & 1 & 3 & 0 & 5 & -2 & 0 & \frac{3}{5} \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & -4 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

lots of numbers after (but not above or below) pivots

3 pivots, and one row all "0"

→ If $A \sim B$ in r.r.e.f, a pivot column of A is a column of A where that column in B has a pivot

→ a system is solved when its matrix A of coefficients is put in r.r.e.f. B (the moves are also done on the augmented column of constants, but that column doesn't have to be in r.r.e.f.)

Then the r.r.e.f. B is returned to equations as follows:

- each column corresponds to an original variable x, y, z or $x_1, x_2, x_3, x_4, \dots$ (except the augment column, which is constants).
- each pivot in B is a determined variable of the solution: it will be on the left of an equation.
- each non-pivot column of B is a free variable, it can be any real number.

ex: B (augment)

$$\left[\begin{array}{ccccccc|c} 0 & 1 & 0 & 0 & -2 & 0 & 5 & 3 \\ 0 & 0 & 0 & 1 & 1 & 0 & 3 & 1/4 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{array} \right] \rightarrow$$

$x_1, x_2, x_3, x_4, x_5, x_6, x_7$

↑
↑
pivots

$$x_1 = x_1 \quad (\text{free!})$$

$$\rightarrow x_2 - 2x_5 + 5x_7 = 3$$

$$x_3 = x_3 \quad (\text{free!})$$

$$\rightarrow x_4 + x_5 + 3x_7 = 1/4$$

$$x_5 = x_5 \quad (\text{free!})$$

$$x_6 = x_6 \quad (\text{free!})$$

$$x_7 = x_7 \quad (\text{free!})$$

Next we solve the non-free equations, one for each pivot.

↑ Five free variables = 5 dimensional solution

→

$$x_1 = x_1$$

$$x_2 = 3 + 2x_5 - 5x_7$$

$$x_3 = x_3$$

$$x_4 = \frac{1}{4} - x_5 - 3x_7$$

$$x_5 = x_5$$

$$x_6 = x_6$$

$$x_7 = x_7$$

This is the final general solution. There are ∞ solution points since choosing any values for the free variables gives a specific solution.

Specific solution example:

$$x_1 = 0 \leftarrow \text{pick any!}$$

$$x_2 = ? \leftarrow \text{find: } 3 + 2(-2) - 5(0) = -1$$

$$x_3 = 1 \leftarrow \text{pick any!}$$

$$x_4 = ? \leftarrow \text{find: } \frac{1}{4} - (-2) - 3(0) = \frac{9}{4}$$

$$x_5 = -2 \leftarrow \text{pick any!}$$

$$x_6 = 3 \leftarrow \text{pick any!}$$

$$x_7 = 0 \leftarrow \text{pick any!}$$

$$x_1 = 0$$

$$x_2 = -1$$

$$x_3 = 1$$

$$x_4 = \frac{9}{4}$$

$$x_5 = -2$$

$$x_6 = 3$$

$$x_7 = 0$$