

# Solving Linear equations

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Applied Linear Algebra for Wireless Communications

# Recap and agenda for today's class

- Discussed the following in the last lecture
  - matrices and linear equations,
  - independence and dependence of vectors
- Discuss the following today
  - solution of “linear” equations'
- Reference for today's class - Chap 2.1 of the book

# Vectors and Linear Equations – row picture (1)

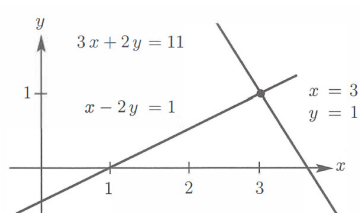
- Central problem of linear algebra is to solve a system of equations:

$$x - 2y = 1 \quad (1)$$

$$3x + 2y = 11 \quad (2)$$

- Linear equations: unknowns are only multiplied by numbers
  - we never see  $x$  times  $y$
- We begin with the **row picture** and look at a row at a time
- Eq. (1) produces a straight line in the  $xy$  plane
  - Point  $x = 1, y = 0$  is on the line because it solves that equation
  - Point  $x = 3, y = 1$  is also on the line because  $3 - 2 = 1$

## Vectors and Linear Equations – row picture (2)



- First and second lines in “row picture” are Eq. (1) and Eq. (2), respectively
- Note the point  $x = 3, y = 1$  where the two lines meet
  - Point  $(3, 1)$  lies on both lines and solves both equations

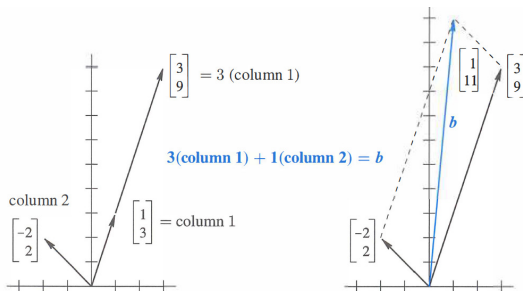
# Vectors and Linear Equations – column picture (1)

- Column picture – recognize same linear system as a "vector equation"
  - Instead of numbers we need to see vectors
- We separate original system into its columns and get a vector equation

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

- Need to find the combination of those vectors that equals to  $\mathbf{b}$
- With  $x = 3$  and  $y = 1$  (the same numbers as before), we get  $\mathbf{b}$
- Columns picture combines column vectors on LHS to produce vector  $\mathbf{b}$

# Vectors and Linear Equations – column picture (2)



- Figure is the "column picture" of two equations in two unknowns
- Solution is same in both pictures

# Vectors and Linear Equations -summary

- Coefficient matrix on the left side of the equations is the 2 by 2 matrix  $A$ :

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

- Its rows give the row picture and columns give the columns picture
  - Same number, different pictures, same equations
- We combine those equations into a matrix problem  $A\mathbf{x} = \mathbf{b}$

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

# 3 Equations in 3 Unknowns (1)

- Three unknowns are  $x$ ,  $y$ ,  $z$  – we have three linear equations

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

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

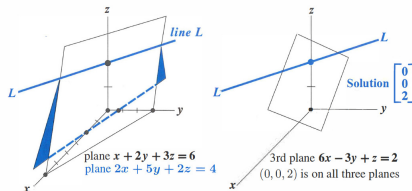
$$6x - 3y + z = 2$$

- We look for numbers  $x$ ,  $y$ ,  $z$  that solve all three equations at once
  - Those desired numbers might or might not exist
  - For this system, they do exist
- When the number of unknowns matches the number of equations,
  - There is usually one solution
- Before solving the problem, we visualize it both ways



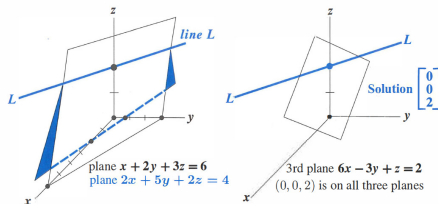
# 3 Equations in 3 Unknowns – row picture (1)

- Row picture shows three planes meeting at a single point



- In the row picture, each equation produces a plane in three-dimensional space
- First plane comes from the first equation  $x + 2y + 3z = 6$ 
  - It crosses  $x, y$  and  $z$  axes at:  $(6, 0, 0)$  and  $(0, 3, 0)$  and  $(0, 0, 2)$
- Vector  $(x, y, z) = (0, 0, 0)$  does not solve  $x + 2y + 3z = 6$ 
  - Plane does not contain origin

## 3 Equations in 3 Unknowns – row picture (2)



- 2nd plane is from second equation, intersects 1st plane in line  $L$
- Usual result of two equations in three unknowns is a line  $L$  of solutions
- Third equation gives a third plane, it cuts the line  $L$  at a single point
  - That point lies on all three planes and it solves all three equations
- Three planes meet at the solution (which we haven't found yet)

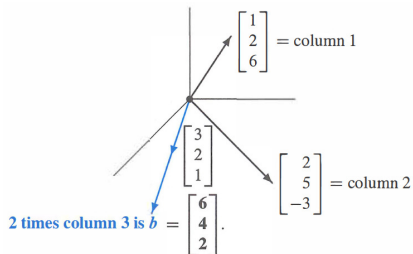
# 3 Equations in 3 Unknowns – column picture (1)

- Column form will now show immediately why  $z = 2$
- Column picture combines three columns to produce  $\mathbf{b} = (6, 4, 2)$
- Column picture starts with the vector form of the equations  $A\mathbf{x} = \mathbf{b}$ :

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

- Linear combinations of those columns can produce any vector  $\mathbf{b}$
- Need to multiply three column vectors by numbers  $x, y, z$  to produce  $\mathbf{b}$ 
  - Coefficients we need are  $x = 0, y = 0$ , and  $z = 2$
  - Combination that produces  $\mathbf{b} = (6, 4, 2)$  is just 2 times the third column

## 3 Equations in 3 Unknowns – column picture (2)



- Figure above shows this column picture
- Three planes in row picture meet at that same solution point  $(0, 0, 2)$

# Matrix Form of the Equations (1)

- We have three rows in row picture and three columns in the column picture
- Three rows and three columns contain nine numbers
- These nine numbers fill a 3 by 3 matrix "coefficient matrix"  $A$

$$\begin{bmatrix} 1 & 2 & 3 \\ 2 & 5 & 2 \\ 6 & -3 & 1 \end{bmatrix}$$

- Matrix equation  $A\mathbf{x} = \mathbf{b}$  is

$$\begin{bmatrix} 1 & 2 & 3 \\ 2 & 5 & 2 \\ 6 & -3 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 6 \\ 4 \\ 2 \end{bmatrix}$$

## Matrix Form of the Equations (2)

- What does it mean to “multiply  $A$  times  $\mathbf{x}$ ”?
- We can multiply by rows or by columns

$$\mathbf{Ax} = \begin{bmatrix} (\text{row1}).\mathbf{x} \\ (\text{row2}).\mathbf{x} \\ (\text{row3}).\mathbf{x} \end{bmatrix}$$

- Multiplication by columns:  $\mathbf{Ax}$  is a combination of column vectors

$$\mathbf{Ax} = x(\text{column 1}) + y(\text{column 2}) + z(\text{column 3})$$

- We see  $\mathbf{Ax}$  as a combination of the columns of  $A$

# Matrix notation

$$\begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix}$$

- First index gives the row number, so that  $a_{ij}$  is an entry in row  $i$
- Second index  $j$  gives the column number

# Review of important ideas

- Matrix-vector multiplication  $A\mathbf{x}$  can be computed by dot products
- But  $A\mathbf{x}$  must be understood as a combination of the columns of  $A$
- Column picture:  $A\mathbf{x} = \mathbf{b}$  asks for a combination of columns to produce  $\mathbf{b}$
- Row picture: each equation in  $A\mathbf{x} = \mathbf{b}$  gives a line ( $n = 2$ ) or a plane ( $n = 3$ ) or a "hyperplane" ( $n > 3$ )
- They intersect at the solution or solutions, if any