January 30 Math 3260 sec. 55 Spring 2018

Section 1.4: The Matrix Equation $A\mathbf{x} = \mathbf{b}$.

Definition Let A be an $m \times n$ matrix whose columns are the vectors $\mathbf{a}_1, \mathbf{a}_2, \cdots, \mathbf{a}_n$ (each in $\mathbb{R}^m$), and let $\mathbf{x}$ be a vector in $\mathbb{R}^n$. Then the product of A and $\mathbf{x}$, denoted by

$$A\mathbf{x}$$

is the linear combination of the columns of A whose weights are the corresponding entries in $\mathbf{x}$. That is

$$A\mathbf{x} = x_1\mathbf{a}_1 + x_2\mathbf{a}_2 + \cdots + x_n\mathbf{a}_n.$$

(Note that the result is a vector in $\mathbb{R}^m$!)

Theorem

If A is the $m \times n$ matrix whose columns are the vectors $\mathbf{a}_1, \mathbf{a}_2, \cdots, \mathbf{a}_n$, and $\mathbf{b}$ is in $\mathbb{R}^m$, then the matrix equation

$$A\mathbf{x} = \mathbf{b}$$

has the same solution set as the vector equation

$$x_1\mathbf{a}_1 + x_2\mathbf{a}_2 + \cdots + x_n\mathbf{a}_n = \mathbf{b}$$

which, in turn, has the same solution set as the linear system of equations whose augmented matrix is

$$[\mathbf{a}_1 \quad \mathbf{a}_2 \quad \cdots \quad \mathbf{a}_n \quad \mathbf{b}].$$

Corollary

The equation $A\mathbf{x} = \mathbf{b}$ has a solution if and only if $\mathbf{b}$ is a linear combination of the columns of A.

In other words, the corresponding linear system is consistent if and only if $\mathbf{b}$ is in $\text{Span}\{\mathbf{a}_1, \mathbf{a}_2, \ldots, \mathbf{a}_n\}$.

Theorem (first in a string of equivalency theorems)

Let A be an $m \times n$ matrix. Then the following are logically equivalent (i.e. they are either all true or are all false).

(a) For each $\mathbf{b}$ in $\mathbb{R}^m$, the equation $A\mathbf{x} = \mathbf{b}$ has a solution.

(b) Each $\mathbf{b}$ in $\mathbb{R}^m$ is a linear combination of the columns of A.

(c) The columns of A span $\mathbb{R}^m$.

(d) A has a pivot position in every row.

(Note that statement (d) is about the *coefficient* matrix A, not about an augmented matrix $[A \quad \mathbf{b}]$.)

A Scalar Product

If $\mathbf{u}$ and $\mathbf{v}$ are vectors in $\mathbb{R}^n$, we define a scalar product (also called the *dot* product) via

$$\mathbf{u} \cdot \mathbf{v} = u_1 v_1 + u_2 v_2 + \cdots + u_n v_n$$

Example Compute $\mathbf{u} \cdot \mathbf{v}$ if $\mathbf{u} = (1, 2, 3)$ and $\mathbf{v} = (-1, 0, 4)$.

$$\vec{u} \cdot \vec{v} = 1 \cdot (-1) + 2 \cdot (0) + 3 \cdot (4) = 11$$

Computing $A\mathbf{x}$

We can use a *row-vector* dot product rule. The i^{th} entry in $A\mathbf{x}$ is the sum of products of corresponding entries from row i of A with those of $\mathbf{x}$. For example

$$\begin{bmatrix} 1 & 0 & -3 \\ -2 & -1 & 4 \end{bmatrix} \begin{bmatrix} 2 \\ 1 \\ -1 \end{bmatrix} = \begin{bmatrix} 1\cdot 2 + 0\cdot 1 + (-3)\cdot(-1) \\ -2\cdot 2 + (-1)\cdot 1 + 4\cdot(-1) \end{bmatrix} = \begin{bmatrix} 5 \\ -9 \end{bmatrix}$$

2×3 $\qquad$ $\mathbb{R}^3$

$A\vec{x}$ in $\mathbb{R}^2$

1st entry: dot product of row 1 of A and $\vec{x}$

2nd entry: dot product of row 2 of A with $\vec{x}$.

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

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 1\cdot x_1 + 0\cdot x_2 + 0\cdot x_3 \\ 0x_1 + 1\cdot x_2 + 0\cdot x_3 \\ 0\cdot x_1 + 0\cdot x_2 + 1\cdot x_3 \end{bmatrix} = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

Identity Matrix

We'll call an $n \times n$ matrix with 1's on the diagonal and 0's everywhere else—i.e. one that looks like

$$\begin{bmatrix} 1 & 0 & \cdots & 0 \\ 0 & 1 & \cdots & 0 \\ \vdots & \ddots & \ddots & \vdots \\ 0 & 0 & \cdots & 1 \end{bmatrix}$$

the $n \times n$ **identity** matrix and denote it by I_n. (We'll drop the subscript if it's obvious from the context.)

This matrix has the property that for each $\mathbf{x}$ in $\mathbb{R}^n$

$$I_n\mathbf{x} = \mathbf{x}.$$

Theorem: Properties of the Matrix Product

If A is an $m \times n$ matrix, $\mathbf{u}$ and $\mathbf{v}$ are vectors in $\mathbb{R}^n$, and c is any scalar, then

(a) $A(\mathbf{u}+\mathbf{v}) = A\mathbf{u} + A\mathbf{v}$, and

(b) $A(c\mathbf{u}) = cA\mathbf{u}$.

Section 1.5: Solution Sets of Linear Systems

Definition A linear system is said to be **homogeneous** if it can be written in the form

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

for some $m \times n$ matrix A and where $\mathbf{0}$ is the zero vector in $\mathbb{R}^m$.

Theorem: A homogeneous system $A\mathbf{x} = \mathbf{0}$ always has at least one solution $\mathbf{x} = \mathbf{0}$.

The solution $\mathbf{x} = \mathbf{0}$ is called the **trivial solution**. A more interesting question for a homogeneous system is

Does it have a nontrivial solution?

Theorem

The homogeneous equation $A\mathbf{x} = \mathbf{0}$ has a nontrivial solution if and only if the system has at least one free variable.

Example: Determine if the homogeneous system has a nontrivial solution. Describe the solution set.

(a) $\begin{array}{rcrcl} 2x_1 & + & x_2 & = & 0 \\ x_1 & - & 3x_2 & = & 0 \end{array}$

In matrix form $\begin{bmatrix} 2 & 1 \\ 1 & -3 \end{bmatrix}\begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$

aug. matrix $\begin{bmatrix} 2 & 1 & 0 \\ 1 & -3 & 0 \end{bmatrix} \xrightarrow{\text{rref}} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$

reads as

$x_1 = 0$

$x_2 = 0$

There is only the trivial solution

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

Note, $\text{rref}\begin{bmatrix} 2 & 1 \\ 1 & -3 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

Note that the rref of $[A \ \vec{0}]$ is the matrix $[\text{rref}(A) \ \vec{0}]$.

Hence, we can work with the coefficient matrix alone when solving a homogeneous system.

$$\text{(b)}\quad \begin{array}{rcrcrcr} 3x_1 & + & 5x_2 & - & 4x_3 & = & 0 \\ -3x_1 & - & 2x_2 & + & 4x_3 & = & 0 \\ 6x_1 & + & x_2 & - & 8x_3 & = & 0 \end{array}$$

Has coef. matrix $\begin{bmatrix} 3 & 5 & -4 \\ -3 & -2 & 4 \\ 6 & 1 & -8 \end{bmatrix}$

$\xrightarrow{\text{rref}} \begin{bmatrix} 1 & 0 & -4/3 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$

2 pivots, 3 variables

$\Rightarrow$ there is a free variable

The system has non trivial solutions

From the rref

$x_1 = \frac{4}{3} x_3$

$x_2 = 0$

x_3 - free

This Characterises the solutions

we can write this as

$$\vec{x} = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 4/3\, x_3 \\ 0 \\ x_3 \end{bmatrix} = x_3 \begin{bmatrix} 4/3 \\ 0 \\ 1 \end{bmatrix}$$

x_3 any real

Every vector of this form is in the solution set.

(c) $x_1 - 2x_2 + 5x_3 = 0$

The coef. matrix is $\begin{bmatrix} 1 & -2 & 5 \end{bmatrix}$

(it's own rref)

Solutions are given by

$x_1 = 2x_2 - 5x_3$

x_2, x_3 - free

We can write solutions $\vec{x}$ as vectors

$$\vec{x} = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 2x_2 - 5x_3 \\ x_2 \\ x_3 \end{bmatrix}$$

$$= \begin{bmatrix} 2x_2 \\ x_2 \\ 0 \end{bmatrix} + \begin{bmatrix} -5x_3 \\ 0 \\ x_3 \end{bmatrix}$$

$$= x_2 \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix} + x_3 \begin{bmatrix} -5 \\ 0 \\ 1 \end{bmatrix}$$

The system has nontrivial solutions; the solution set is described above.

Parametric Vector Form of a Solution Set

Example (b) had a solution set consisting of vectors of the form $\mathbf{x} = x_3\mathbf{v}$. Example (c)'s solution set consisted of vector that look like $\mathbf{x} = x_2\mathbf{u} + x_3\mathbf{v}$. Since these are **linear combinations**, we could write the solution sets like

$$\text{Span}\{\mathbf{u}\} \quad \text{or} \quad \text{Span}\{\mathbf{u}, \mathbf{v}\}.$$

Instead of using the variables x_2 and/or x_3 we often substitute **parameters** such as s or t.
The forms

$$\mathbf{x} = s\mathbf{u}, \quad \text{or} \quad \mathbf{x} = s\mathbf{u} + t\mathbf{v}$$

are called **parametric vector forms.**

Example

The **parametric vector form** of the solution set of
$x_1 \; - \; 2x_2 \; + \; 5x_3 \; = \; 0$ is

$$\mathbf{x} = s \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix} + t \begin{bmatrix} -5 \\ 0 \\ 1 \end{bmatrix}, \quad \text{where } s, t \in \mathbb{R}.$$

Question: What geometric object is that solution set?

span of two non colinear vectors in $\mathbb{R}^3$.

It's a plane containing the origin and the points $(2,1,0)$, $(-5,0,1)$.

Nonhomogeneous Systems

Find all solutions of the nonhomogeneous system of equations

$$\begin{array}{rcrcrcr} 3x_1 & + & 5x_2 & - & 4x_3 & = & 7 \\ -3x_1 & - & 2x_2 & + & 4x_3 & = & -1 \\ 6x_1 & + & x_2 & - & 8x_3 & = & -4 \end{array}$$

$$\begin{bmatrix} 3 & 5 & -4 & 7 \\ -3 & -2 & 4 & -1 \\ 6 & 1 & -8 & -4 \end{bmatrix} \xrightarrow{\text{rref}} \begin{bmatrix} 1 & 0 & -\frac{4}{3} & -1 \\ 0 & 1 & 0 & 2 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

The solutions satisfy

$$x_1 = -1 + \frac{4}{3} x_3$$

$$x_2 = 2$$

x_3 - free

we can express this as

$$\vec{x} = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} -1 + \frac{4}{3}x_3 \\ 2 \\ x_3 \end{bmatrix} = \begin{bmatrix} -1 \\ 2 \\ 0 \end{bmatrix} + \begin{bmatrix} \frac{4}{3}x_3 \\ 0 \\ x_3 \end{bmatrix}$$

$$= \begin{bmatrix} -1 \\ 2 \\ 0 \end{bmatrix} + x_3 \begin{bmatrix} 4/3 \\ 0 \\ 1 \end{bmatrix}$$

This has the form $\vec{x} = \vec{x}_p + x_3 \vec{u}$

for constant vectors $\vec{x}_p$ and $\vec{u}$.

Solutions of Nonhomogeneous Systems

Note that the solution in this example has the form

$$\mathbf{x} = \mathbf{p} + t\mathbf{v}$$

with $\mathbf{p}$ and $\mathbf{v}$ fixed vectors and t a varying parameter. Also note that the $t\mathbf{v}$ part is the solution to the previous example with the right hand side all zeros. This is no coincidence!

$\mathbf{p}$ is called a **particular solution**, and $t\mathbf{v}$ is called a solution to the associated homogeneous equation.

Theorem

Suppose the equation $A\mathbf{x} = \mathbf{b}$ is consistent for a given $\mathbf{b}$. Let $\mathbf{p}$ be a solution. Then the solution set of $A\mathbf{x} = \mathbf{b}$ is the set of all vectors of the form

$$\mathbf{x} = \mathbf{p} + \mathbf{v}_h,$$

where $\mathbf{v}_h$ is any solution of the associated homogeneous equation $A\mathbf{x} = \mathbf{0}$.

We can use a row reduction technique to get all parts of the solution in one process.