January 12 Math 3260 sec. 52 Spring 2022

Section 1.1: Systems of Linear Equations

We defined a **linear (algebraic) equation** in *n* variables

$$a_1x_1+a_2x_2+\cdots+a_nx_n=b,$$

and we defined a linear system

$$a_{11}x_1 + a_{12}x_2 + \cdots + a_{1n}x_n = b_1$$

 $a_{21}x_1 + a_{22}x_2 + \cdots + a_{2n}x_n = b_2$
 $\vdots \qquad \vdots \qquad \vdots \qquad \vdots$
 $a_{m1}x_1 + a_{m2}x_2 + \cdots + a_{mn}x_n = b_m$

Some Preliminary Terms

- ▶ A **solution** is a list of numbers $(s_1, s_2, ..., s_n)$ that reduce each equation in the system to a true statement upon substitution.
- A solutions set is the set of all possible solutions of a linear system.
- Two systems are called equivalent if they have the same solution set.

Note: If the variables are x_1, x_2, \ldots, x_n , then a list such as (s_1, s_2, \ldots, s_n) given as an n-tuple is understood to mean that upon substitution we set $x_1 = s_1, x_2 = s_2$, and so forth. If the variables are x, y, z, then (s_1, s_2, s_3) would mean $x = s_1, y = s_2$, and $z = s_3$.

An Example

$$\begin{array}{rcl} 2x_1 & - & x_2 & = & -1 \\ -4x_1 & + & 2x_2 & = & 2 \end{array}$$

(a) Show that (1,3) is a solution.

$$(x, x_2) = (1,3)$$

Subbing into the 1st egn gives
$$2 \cdot 1 - 3 = -1 \quad \text{true}$$
and into the 2^{nd} egn.
$$-4 \cdot 1 + 2 \cdot 3 = 2 \quad \text{also}$$



An Example Continued

$$\begin{array}{rcl} 2x_1 & - & x_2 & = & -1 \\ -4x_1 & + & 2x_2 & = & 2 \end{array}$$

The **solution set** for this system is

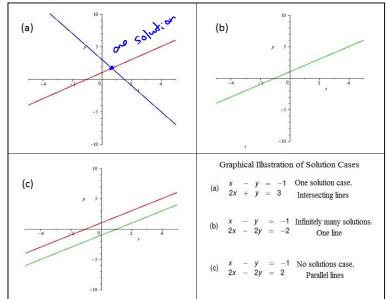
$$\{(x_1,x_2) | x_2 = 2x_1 + 1\}.$$

Notice that setting $x_2 = 2x_1 + 1$ in each equation we get the pair of true statements

$$2x_1 - (2x_1 + 1) = -1$$
 and $-4x_1 + 2(2x_1 + 1) = 2$.



The Geometry of 2 Equations with 2 Variables



3 Equations in 3 Variables

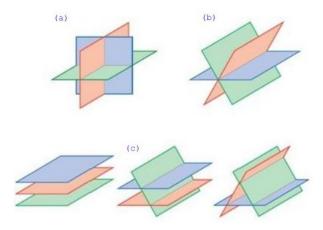


Figure: The graph of ax + by + cz = d is a plane. Three may (a) intersect in a single point, (b) intersect in infinitely many points, or (c) not intersect in various ways.

Theorem

A linear system of equations has exactly one of the following:

- i No solution, or
- ii Exactly one solution, or
- iii Infinitely many solutions.

Terms: A system is **consistent** if it has at least one solution (cases ii and iii), and **inconsistent** if is has no solutions (case i).

Note: This theorem speaks to those two big questions:

- Existence: Is there a solution/does a solution exist?
- Uniqueness: Is there a unique solution or multiple solutions?



Matrices

Definition: A matrix is a rectangular array of numbers. It's **size** (a.k.a. dimension/order) is $m \times n$ (read "m by n") where m is the number of rows and n is the number of columns the matrix has.

Examples:

$$\begin{bmatrix} 2 & 0 & -1 & 3 \\ 1 & 1 & 13 & -4 \\ 12 & -3 & 2 & -2 \end{bmatrix}, \qquad \begin{bmatrix} 2 & 0 \\ 4 & 4 \\ 3 & -5 \end{bmatrix}$$
$$3 \times 4$$

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Linear System & Matrices

Given any linear system of equations, we can associate two matrices with the system. These are the **coefficient** matrix and the **augmented** matrix.

Before we start to set up these matrices, we write our system in the form shown above. Note that all variables are on the left side, and like variables have the same order in each equation (they are aligned vertically).

Linear System: Coefficient Matrix

The **coefficient** matrix has one row for each equation and one column for each variable. The entries are the coefficients of the variables in our system.

$$\begin{bmatrix} 1 & 2 & -1 \\ 2 & 0 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

Linear System: Augmented Matrix

The augmented matrix has one row for each equation, one column for each variable, and one extra, right most column. The entries in the first columns match the coefficient matrix, and the right most column has the numbers from the right hand side of each equation.

$$\begin{pmatrix}
 1 & 2 & -1 & -4 \\
 2 & 0 & 1 & .7
 \end{pmatrix}$$

Legitimate Operations for Solving a System

We can perform three basic operation **without** changing the solution set of a system. These are

- swap the order of any two equations (swap),
- multiply an equation by any nonzero constant (scale), and
- ► replace an equation with the sum¹ of itself and a nonzero multiple of any other equation (replace).

We'll try to solve a system by using these operations to *eliminate* variables from equations.



¹Adding equations means adding like variables.

Some Operation Notation

Notation

Swap equations i and j:

$$E_i \leftrightarrow E_j$$

Scale equation i by k:

$$kE_i \rightarrow E_i$$

Replace equation j with the sum of itself and k times equation i:

$$kE_i + E_j \rightarrow E_j$$

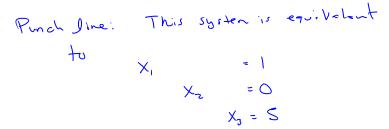
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Example: Using operations to solve by elimination

$$x_1 + 2x_2 - x_3 = -4$$

 $2x_1 + x_3 = 7$
 $x_1 + x_2 + x_3 = 6$

We'll use the three operations (swap, scale, replace) to try to solve this system. Let's look at the augmented matrix at each step.



let T Use E, to eliminate X, from Ezand E3.

 $x_1 + 2x_2 - x_3 = -4$ $2x_1 + x_3 = 7$ $x_1 + x_2 + x_3 = 6$ \[\begin{pmatrix} 2 & -1 & -4 \\ 2 & 0 & 1 & 7 \\ 1 & 1 & 6 \end{pmatrix} \]

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$$X_1 + 2X_2 - X_3 = -4$$

$$-X_2 + 2X_3 = 10$$

$$-4X_2 + 3X_3 = 15$$

$$\begin{bmatrix} 1 & 2 & -1 & -4 \\ 0 & -1 & 2 & 10 \\ 0 & -4 & 3 & 15 \end{bmatrix}$$

$$-4E_{2} + E_{3} \rightarrow E_{3}$$

$$X_{1} + 2X_{2} - X_{3} = -4$$

$$-X_{2} + 2X_{3} = 10$$

$$-5X_{3} = -25$$

$$\begin{bmatrix} 1 & 2 & -1 & -4 \\ 0 & -1 & 2 & 10 \\ 0 & 0 & -5 & -25 \end{bmatrix}$$

OSE
$$E_3$$
 48 Extended X_3

$$A E_3 + E_2 \Rightarrow E_2$$

$$E_3 + E_1 \Rightarrow E_1$$

$$X_1 + 2X_2 = 1$$

$$X_2 = 0$$

$$X_3 = S$$

$$X_3 = S$$

Let's eliminate
$$X_2$$
 from E_1 by doing
$$-2E_2 + E_1 \rightarrow E_1$$

$$X_1 = \begin{bmatrix} 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 5 \end{bmatrix}$$

$$X_2 = S$$

$$X_3 = S$$

The system has one solution (1,0,5).