
 Plan

- 1 Linear systems and their geometry
 - 2 Gaussian elimination
 - 3 Rank of a matrix
 - 4 Homogeneous linear systems
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Useful additional resources:

{ [EJ] Ch. 1
Fockboos: Lecture 1

① Linear systems and their geometry

Ex: $x + y + z + w = 5$ 3×4 linear system with
 $2x - 3y + z - w = 0$ one parameter h
 $x + 6y + 2z + 4w = h$

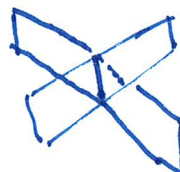
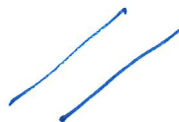
A linear equation in x_1, x_2, \dots, x_n is an equation that can be written

$$a_1 x_1 + a_2 x_2 + \dots + a_n x_n = b$$

where a_1, a_2, \dots, a_n and b are given numbers.

Geometry: $n=2$ $ax + by = c$ a line in $\mathbb{R}^2 = xy$ -plane
 $n=3$ $ax + by + cz = d$ a plane in $\mathbb{R}^3 = xyz$ -coord.

In general: $a_1 x_1 + a_2 x_2 + \dots + a_n x_n = b$ a hyperplane in the n -dim. system
 $a_1 = a_2 = \dots = a_n = 0$: degenerate case
 all other cases : non-degenerate case



Alternative notations:

$$A = \begin{pmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{pmatrix}$$

coefficient matrix

$$\underline{x} = \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix}$$

$$\underline{b} = \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{pmatrix}$$

Representations of the linear system (*):

$$(A | \underline{b})$$

augmented matrix of (*)

$$A \cdot \underline{x} = \underline{b}$$

matrix form of (*)

② Gaussian elimination

- general method for solving any linear system
- quick - educational

Ex:

$$\begin{aligned} x + y + z + w &= 5 \\ 2x - 3y + z - w &= 0 \\ x + 6y + 2z + 4w &= h \end{aligned}$$

aug. matrix

$$\left(\begin{array}{cccc|c} \textcircled{1} & 1 & 1 & 1 & 5 \\ 2 & -3 & 1 & -1 & 0 \\ 1 & 6 & 2 & 4 & h \end{array} \right) \begin{array}{l} \leftarrow -2 \\ \leftarrow -1 \end{array}$$

$$\left(\begin{array}{cccc|c} \textcircled{1} & 1 & 1 & 1 & 5 \\ 0 & -5 & -1 & -3 & -10 \\ 0 & 5 & 1 & 3 & h-5 \end{array} \right) \leftarrow +1$$

$$\left(\begin{array}{cccc|c} \textcircled{1} & 1 & 1 & 1 & 5 \\ 0 & -5 & -1 & -3 & -10 \\ 0 & 0 & 0 & 0 & h-15 \end{array} \right)$$

echelon form

Elementary row operations:

- switch two rows
- multiply a row by $c \neq 0$
- add a multiple of one row to another row

Defn: Two matrices are row equivalent if you can get from one to the other using a sequence of elementary row operations

Echelon form:

The first nonzero element in a row is called a pivot

A matrix is in echelon form if:

- all zero rows are in the bottom
- each pivot should be further to the right compared to pivots above

$$\begin{aligned}x + y + z + w &= 5 \\ -5y - z - 3w &= -10 \\ 0 &= w - 15\end{aligned}$$

$$w = 15$$

$$\begin{aligned}x + y + z + w &= 5 \\ -5y - z - 3w &= -10 \\ \underline{0 = 0}\end{aligned}$$

$$\begin{aligned}\frac{-5y}{-5} &= \frac{-10 + z + 3w}{-5} \\ y &= 2 - \frac{1}{5}z - \frac{3}{5}w\end{aligned}$$

$$\begin{aligned}x &= 5 - y - z - w \\ &= 5 - \left(2 - \frac{1}{5}z - \frac{3}{5}w\right) - z - w \\ &= \underline{3 - \frac{4}{5}z - \frac{2}{5}w}\end{aligned}$$

||

$$x = 3 - \frac{4}{5}z - \frac{2}{5}w$$

$$y = 2 - \frac{1}{5}z - \frac{3}{5}w$$

$$z = z \text{ (free)}$$

$$w = w \text{ (free)}$$

infinitely many solutions

$$w \neq 15$$

$$\begin{aligned}x + y + z + w &= 5 \\ -5y - z - 3w &= -10 \\ 0 &= w - 15 \neq 0\end{aligned}$$

no solutions

Back substitution:

solve for leading variables, starting from the bottom, and substituting the variables you have already solved for

Note:

- ① If there is a pivot in the last column, then the system is inconsistent
- ② Otherwise, we define a variable to be dependent (basic) if it is a pivot column free otherwise

no free variables:

one unique solution

at least one free variable

infinitely many solutions

free variables = number of degrees of freedom

Result:

dimension of the set of solutions of $Ax = b = \# \text{ free variables}$

③ Rank of a matrix

Let A be any matrix.

- Facts:
- ① A is always row equivalent with an echelon form, but the echelon form is not unique.
 - ② Pivot positions = the position of pivots in an echelon form are unique

Defn: $\text{rk } A := \# \text{ pivot positions in } A$
rank of A

Ex: $\text{rk} \begin{pmatrix} 1 & 1 & 1 \\ 2 & -3 & 1 \\ 1 & 6 & 2 \end{pmatrix} = 2$ $\text{rk} \left(\begin{array}{ccc|c} 1 & 1 & 1 & 5 \\ 2 & -3 & 1 & 0 \\ 1 & 6 & 2 & h \end{array} \right) = \begin{cases} 2, h=15 \\ 3, h \neq 15 \end{cases}$

coeff. matrix
augmented matrix

Theorem

Consider an $m \times n$ linear system with coefficient matrix A and augmented matrix $(A|b)$. Then we have:

- i) If $\text{rk } A \neq \text{rk}(A|b)$, the system is inconsistent
- ii) If $\text{rk } A = \text{rk}(A|b)$, then the system is consistent with $n - \text{rk}(A)$ degrees of freedom

④ Homogeneous linear systems

The linear system $A\underline{x} = \underline{b}$ is called homogeneous if $\underline{b} = \underline{0}$; that is $b_1 = b_2 = \dots = b_m = 0$.

Ex:

$$\begin{aligned} 3x + 4y + 5z &= 0 \\ 2x + 6y - z &= 0 \\ 4x + 7z &= 0 \end{aligned}$$

$$\left(\begin{array}{ccc|c} 3 & 4 & 5 & 0 \\ 2 & 6 & -1 & 0 \\ 4 & 0 & 7 & 0 \end{array} \right) \begin{array}{l} \uparrow -1 \\ \uparrow -2 \\ \uparrow -4 \end{array} \rightarrow \left(\begin{array}{ccc|c} 1 & -2 & 6 & 0 \\ 2 & 6 & -1 & 0 \\ 4 & 0 & 7 & 0 \end{array} \right) \begin{array}{l} \uparrow -2 \\ \uparrow -4 \end{array}$$

$$\rightarrow \left(\begin{array}{ccc|c} 1 & -2 & 6 & 0 \\ 0 & 10 & -13 & 0 \\ 0 & 8 & -17 & 0 \end{array} \right) \begin{array}{l} \uparrow -1 \\ \uparrow -4 \end{array} \rightarrow \left(\begin{array}{ccc|c} 1 & -2 & 6 & 0 \\ 0 & 2 & 4 & 0 \\ 0 & 8 & -17 & 0 \end{array} \right) \begin{array}{l} \uparrow -4 \\ \uparrow -4 \end{array}$$

$$\rightarrow \left(\begin{array}{ccc|c} 1 & -2 & 6 & 0 \\ 0 & 2 & 4 & 0 \\ 0 & 0 & 33 & 0 \end{array} \right)$$

echelon form

All variables are basic (none of them are free) $\Rightarrow (x, y, z) = \underline{(0, 0, 0)}$

$$n - \text{rk}(A) = 3 - 3 = 0$$

Note: All homogeneous systems are consistent, and have the trivial solution $\underline{x} = \underline{0}$ or $(x, y, z) = (0, 0, 0)$.

Result: An $m \times n$ homogeneous linear system $A \cdot \underline{x} = \underline{0}$ has non-trivial solutions $\Leftrightarrow \underline{\text{rk } A} < n$

Defn: The nullspace of A is $\text{Null}(A) = \{x : Ax = 0\}$;
i.e. all the solutions of $Ax = 0$.

Fact: $\dim \text{Null}(A) = n - \text{rk}(A)$ when A is $m \times n$ matrix

$$\begin{aligned} \text{Ex: } & x + y + z + w = 5 \\ & 2x - 3y + z - w = 0 \\ & x + 6y + 2z + 4w = 15 \end{aligned}$$

inf. many solutions
two degrees of freedom

$$\left(\begin{array}{cccc|c} 1 & 1 & 1 & 1 & 5 \\ 2 & -3 & 1 & -1 & 0 \\ 1 & 6 & 2 & 4 & 15 \end{array} \right) \rightarrow \dots \rightarrow \left(\begin{array}{cccc|c} 1 & 1 & 1 & 1 & 5 \\ 0 & -5 & -1 & -3 & -10 \\ 0 & 0 & 0 & 0 & 0 \end{array} \right)$$

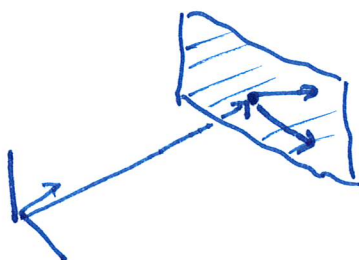
$$\begin{aligned} x + y + z + w &= 5 \\ -5y - z - 3w &= -10 \end{aligned}$$

$$\Rightarrow x = 3 - \frac{4}{5}z - \frac{2}{5}w$$

$$y = 2 - \frac{1}{5}z - \frac{3}{5}w$$

z, w : free

$$\begin{pmatrix} x \\ y \\ z \\ w \end{pmatrix} = \begin{pmatrix} 3 - \frac{4}{5}z - \frac{2}{5}w \\ 2 - \frac{1}{5}z - \frac{3}{5}w \\ z \\ w \end{pmatrix} = \begin{pmatrix} 3 \\ 2 \\ 0 \\ 0 \end{pmatrix} + z \cdot \begin{pmatrix} -4/5 \\ -1/5 \\ 1 \\ 0 \end{pmatrix} + w \cdot \begin{pmatrix} -2/5 \\ -3/5 \\ 0 \\ 1 \end{pmatrix}$$



What if the system was homogeneous?

$$\left. \begin{aligned} x + y + z + w &= 0 \\ 2x - 3y + z - w &= 0 \\ x + 6y + 2z + 4w &= 0 \end{aligned} \right\} \underline{x} = z \cdot \begin{pmatrix} -4/5 \\ -1/5 \\ 1 \\ 0 \end{pmatrix} + w \cdot \begin{pmatrix} -2/5 \\ -3/5 \\ 0 \\ 1 \end{pmatrix}$$

To summarize:

$A\underline{x} = \underline{b}$ general linear system

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Solution:

$$\underline{x} = \left\{ \begin{array}{l} \text{constant} \\ \text{vector} \end{array} \right\} + t_1 \underline{w}_1 + \dots + t_r \underline{w}_r$$

where t_1, \dots, t_r are the free var's.

$\underline{w}_1, \dots, \underline{w}_r$ must be computed using Gauss + back substitution, and will be the same vectors as in the homogeneous case

$A\underline{x} = \underline{0}$ homogeneous linear sys
(with same matrix A)

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Solution:

$$\underline{x} = \underline{0} + t_1 \underline{w}_1 + \dots + t_r \underline{w}_r$$

where t_1, \dots, t_r are the free var's

$\{\underline{w}_1, \dots, \underline{w}_r\}$ must be computed using Gauss + back substitution

Will talk more next week on bases of vector spaces

$\{\underline{w}_1, \dots, \underline{w}_r\}$ base of $\text{Null}(A)$