

(64)

## Chapter 2 Solving equations (i.e. back to more linear algebra!)

How would you solve the system

$$\begin{aligned} x+y+z+w &= 1 \\ 2x+2y+6z+8w &= 0 \\ 4x+4y+8z+10w &= 1 \end{aligned} \quad ?$$

In matrix form, it's  $A\bar{x} = \bar{b}$

$$\begin{bmatrix} 1 & 1 & 1 & 1 \\ 2 & 2 & 6 & 8 \\ 4 & 4 & 8 & 10 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ w \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix}$$

$$A \quad \bar{x} = \bar{b}$$

Adding/scaling equations is easiest to perform/mimic on the augmented matrix  $[A|b] =$

$$\left[ \begin{array}{cccc|c} 1 & 1 & 1 & 1 & 1 \\ 2 & 2 & 6 & 8 & 0 \\ 4 & 4 & 8 & 10 & 1 \end{array} \right]$$

by performing (invertible) row operations:  
(DEFN 2.1.1)

1. scale a row by some  $c \in \mathbb{R} - \{0\}$
2. add a multiple of a row to another
3. exchange rows

One systematic way to do this brings  $[A|b]$  into what is called (row-reduced) echelon form (DEFN 2.1.4):

schematically:

$$\left[ \begin{array}{cccc|cccc} 0 & 0 & 0 & 1 & * & * & * & * & 0 & * & * & * & * & * & * \\ 0 & 0 & 0 & 0 & 0 & 1 & * & * & * & 0 & * & * & * & * & * \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & * & * & * & * & * & * & * \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{array} \right]$$

10/24/2016 >

- rules:
1. every row has leftmost nonzero entry scaled to 1 (called a pivot 1)
  2. pivot 1's go left-to-right as row index increases
  3. pivot 1's are the only nonzero entry in their columns
  4. zero rows can only go at the bottom

(65) How to do this: Gaussian elimination. Starting at the topmost nonzero row, do this...

EXAMPLE:  $[A|b] = \begin{bmatrix} 1 & 1 & 1 & 1 & | & 1 \\ 2 & 2 & 6 & 8 & | & 0 \\ 4 & 4 & 8 & 10 & | & 1 \end{bmatrix}$   $\xrightarrow{\text{use pivot 1 to clear entries below in same column}}$   $\begin{bmatrix} 1 & 1 & 1 & 1 & | & 1 \\ 0 & 0 & 4 & 6 & | & -2 \\ 0 & 0 & 4 & 6 & | & -3 \end{bmatrix}$   $\xrightarrow{\text{scale row 2 to create next pivot 1}}$   $\begin{bmatrix} 1 & 1 & 1 & 1 & | & 1 \\ 0 & 0 & 1 & \frac{3}{2} & | & -\frac{1}{2} \\ 0 & 0 & 4 & 6 & | & -3 \end{bmatrix}$

$[A'|b'] = \begin{bmatrix} 1 & 1 & 0 & \frac{1}{2} & | & \frac{3}{2} \\ 0 & 0 & 1 & \frac{3}{2} & | & -\frac{1}{2} \\ 0 & 0 & 0 & 0 & | & 1 \end{bmatrix}$   $\xrightarrow{\text{scale row 3 to create next pivot 1}}$   $\begin{bmatrix} 1 & 1 & 0 & \frac{1}{2} & | & \frac{3}{2} \\ 0 & 0 & 1 & \frac{3}{2} & | & -\frac{1}{2} \\ 0 & 0 & 0 & 0 & | & -1 \end{bmatrix}$

(might seem like overkill!)

in echelon form

$\begin{pmatrix} 1 & * & 0 & * & | & * \\ 0 & 0 & 1 & 0 & | & * \\ 0 & 0 & 0 & 0 & | & 1 \end{pmatrix}$

$A'x = b'$  corresponds to the equivalent, and easily solved system

~~no solutions!~~  $x + y + w = \frac{3}{2}$   
 $z + \frac{3}{2}w = -\frac{1}{2}$   
 $0 = 1$  } no solutions!

EXAMPLE If we had changed the right side slightly to  $Ax = b'$

$\begin{bmatrix} 1 & 1 & 1 & 1 & | & 1 \\ 2 & 2 & 6 & 8 & | & 0 \\ 4 & 4 & 8 & 10 & | & 2 \end{bmatrix} \xrightarrow{\text{similar steps as above}} \begin{bmatrix} 1 & 1 & 1 & 1 & | & 1 \\ 0 & 0 & 4 & 6 & | & -2 \\ 0 & 0 & 4 & 6 & | & -2 \end{bmatrix} \xrightarrow{\text{in echelon form}} \begin{bmatrix} 1 & 1 & 0 & \frac{1}{2} & | & \frac{3}{2} \\ 0 & 0 & 1 & \frac{3}{2} & | & -\frac{1}{2} \\ 0 & 0 & 0 & 0 & | & 0 \end{bmatrix} = [A'|b']$

$\begin{pmatrix} 1 & * & 0 & \frac{1}{2} & | & * \\ 0 & 0 & 1 & * & | & * \\ 0 & 0 & 0 & 0 & | & 0 \end{pmatrix}$

$[A'|b']$  then also corresponds to an easily solved (equivalent) system

$\begin{cases} (1) x + y + \frac{1}{2}w = \frac{3}{2} \\ (2) z + \frac{3}{2}w = -\frac{1}{2} \\ 0 = 0 \end{cases}$  ignore

infinitely many solutions, parametrizable by picking the non-pivotal variables  $y, w$  arbitrarily, and then pivotal variables  $x, z$  are forced:

forced:  $\begin{bmatrix} x \\ y \\ z \\ w \end{bmatrix} = \begin{bmatrix} -y + \frac{1}{2}w + \frac{3}{2} \\ y \\ -\frac{3}{2}w - \frac{1}{2} \\ w \end{bmatrix}$

$= y \begin{bmatrix} -1 \\ 1 \\ 0 \\ 0 \end{bmatrix} + w \begin{bmatrix} \frac{1}{2} \\ 0 \\ -\frac{3}{2} \\ 1 \end{bmatrix} + \begin{bmatrix} \frac{3}{2} \\ 0 \\ -\frac{1}{2} \\ 0 \end{bmatrix}$

(66) Let's summarize this...

THM: Given a system  $A\bar{x} = \bar{b}$  with  $m \times n$  matrix  $A$  and  $\bar{b} \in \mathbb{R}^m$ ,  
 one can form the augmented matrix  $[A|\bar{b}]$   
 and bring it into echelon form  $[\tilde{A}|\tilde{b}]$   
 without changing the solutions:  $A\bar{x} = \bar{b} \Leftrightarrow \tilde{A}\bar{x} = \tilde{b} \quad \forall \bar{x} \in \mathbb{R}^n$

pivotal column  
 locations determine  
 # of solutions

0

1

$\infty$

Furthermore,

1. there are no solutions  $\bar{x} \Leftrightarrow [\tilde{A}|\tilde{b}]$  has  $\tilde{b}$  as a pivotal column

e.g.  $[\tilde{A}|\tilde{b}] = \left[ \begin{array}{cccc|c} \textcircled{1} & * & 0 & * & * \\ & \textcircled{1} & * & 0 & * \\ & & & \textcircled{1} & * \\ 0 & 0 & 0 & 0 & 0 \end{array} \right]$

2. if  $\tilde{b}$  is not pivotal and every column of  $\tilde{A}$  is pivotal,  
 there is a unique solution  $\bar{x} \in \mathbb{R}^n$

e.g.  $[\tilde{A}|\tilde{b}] = \left[ \begin{array}{ccc|c} \textcircled{1} & 0 & 0 & * \\ 0 & \textcircled{1} & 0 & * \\ 0 & 0 & \textcircled{1} & * \\ \hline 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{array} \right]$

3. if  $\tilde{b}$  is not pivotal, and at least one column of  $\tilde{A}$  is not pivotal,  
 there are infinitely many solutions  $\bar{x} \in \mathbb{R}^n$ ,  
 parametrized by arbitrarily specifying the  
 variables  $x_j$  from non-pivotal columns  $j$  of  $\tilde{A}$

e.g.  $[\tilde{A}|\tilde{b}] = \left[ \begin{array}{ccccc|c} x_1 & x_2 & x_3 & x_4 & x_5 & \\ \textcircled{1} & * & 0 & * & * & * \\ 0 & 0 & \textcircled{1} & * & * & * \\ \hline 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \end{array} \right]$

(and  $x_j$   
 from pivotal  
 columns  
 are then  
 determined)

e.g.  $x_3 = -*x_4 - *x_5 + *$   
 $x_1 = -*x_2 - *x_4 - *x_5 + *$

proof: Not much to say, really!  $\square$

(67)

### EXAMPLES of the geometry

for  $\begin{cases} n=2 \\ m=2 \end{cases}$

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

$$\begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

$$\rightarrow [A|b] \rightsquigarrow [\tilde{A}|\tilde{b}]$$

Solving is  
intersecting  
lines  
in  $\mathbb{R}^2$

$$\begin{cases} l_1 = \{a_{11}x + a_{12}y = b_1\} \\ l_2 = \{a_{21}x + a_{22}y = b_2\} \end{cases}$$

Augmented Matrix	Geometry	# of solutions
$\begin{bmatrix} 1 & 0 &   & * \\ 0 & 1 &   & * \end{bmatrix}$		1
$\begin{bmatrix} 1 & * &   & 0 \\ 0 & 0 &   & 0 \end{bmatrix}$		0
$\begin{bmatrix} 0 & 1 &   & 0 \\ 0 & 0 &   & 0 \end{bmatrix}$		∞
$\begin{bmatrix} 1 & * &   & * \\ 0 & 0 &   & 0 \end{bmatrix}$		∞
$\begin{bmatrix} 0 & 1 &   & * \\ 0 & 0 &   & 0 \end{bmatrix}$		∞
$\begin{bmatrix} 0 & 1 &   & 0 \\ 0 & 0 &   & 0 \end{bmatrix}$		∞

Q: What would  $[\tilde{A}|\tilde{b}] = \begin{bmatrix} 0 & 0 & | & 0 \\ 0 & 0 & | & 0 \end{bmatrix}$  mean?

What about  $[A|b] = \begin{bmatrix} 0 & 0 & | & 0 \\ 0 & 0 & | & 0 \end{bmatrix}$ ?

10/26/2016 >

(some) EXAMPLES for  $\begin{cases} n=2 \\ m=3 \end{cases}$

$[A|b] =$

$\begin{bmatrix} 1 & 0 &   & 0 \\ 0 & 1 &   & 0 \\ 0 & 0 &   & 1 \end{bmatrix}$		0
$\begin{bmatrix} 1 & 0 &   & * \\ 0 & 1 &   & * \\ 0 & 0 &   & 0 \end{bmatrix}$		1
or		

(some) EXAMPLES for  $\begin{cases} n=3 \\ m=3 \end{cases}$

Solving is  
intersecting planes  
in  $\mathbb{R}^3$

$[A|b] =$

$\begin{bmatrix} 1 & 0 & 0 &   & * \\ 0 & 1 & 0 &   & * \\ 0 & 0 & 1 &   & + \end{bmatrix}$		1
$\begin{bmatrix} 1 & 0 & * &   & 0 \\ 0 & 1 & * &   & 0 \\ 0 & 0 & 0 &   & 1 \end{bmatrix}$		∞
$\begin{bmatrix} 1 & * & * &   & * \\ 0 & 1 & * &   & * \\ 0 & 0 & 0 &   & 0 \end{bmatrix}$		∞