MATH 304

Linear Algebra

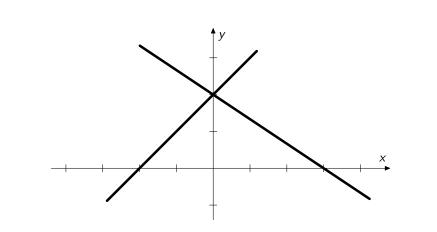
Lecture 2: Gaussian elimination.

$$\begin{cases} a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1 \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n = b_2 \\ & \dots \\ a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n = b_m \end{cases}$$

Here x_1, x_2, \ldots, x_n are variables and a_{ij}, b_j are constants.

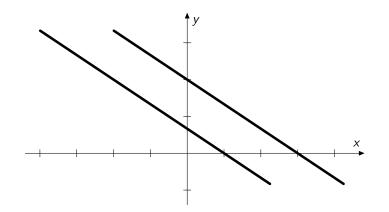
A *solution* of the system is a common solution of all equations in the system.

A system of linear equations can have **one** solution, **infinitely many** solutions, or **no** solution at all.

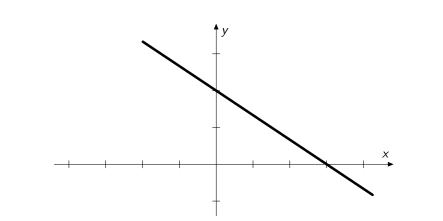


x = 0, y = 2

 $\begin{cases} x - y = -2 \\ 2x + 3y = 6 \end{cases}$



$$\begin{cases} 2x + 3y = 2 & inconsistent system \\ 2x + 3y = 6 & (no solutions) \end{cases}$$



 $\begin{cases} 4x + 6y = 12 \\ 2x + 3y = 6 \end{cases} \iff 2x + 3y = 6$

Solving systems of linear equations

Elimination method always works for systems of linear equations.

Algorithm: (1) pick a variable, solve one of the equations for it, and eliminate it from the other equations; (2) put aside the equation used in the elimination, and return to step (1).

$$x - y = 2 \implies x = y + 2$$

 $2x - y - z = 5 \implies 2(y + 2) - y - z = 5$

After the elimination is completed, the system is solved by *back substitution*.

$$y = 1 \implies x = y + 2 = 3$$

Example.

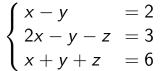












After elimination:

 $\begin{cases} x = y + 2 \\ y = z - 1 \\ 3z = 6 \end{cases}$

 $\begin{cases} x = 3 \\ y = 1 \\ z = 2 \end{cases}$

$$y + z =$$

After back substitution:

Another example.

$$\begin{cases} x+y-2z=1\\ y-z=3\\ -x+4y-3z=14 \end{cases}$$

Solve the 1st equation
$$(x = -y + 2z + 1)$$

Solve the 1st equation for x:

$$\begin{cases} x = -y + 2z + 1 \\ y - z = 3 \\ -x + 4y - 3z = 14 \end{cases}$$

$$\int_{-x}^{y-z-3} -x + 4y - 3z = 1$$

$$-x + 4y - 3z = 14$$

Eliminate
$$x$$
 from the 3rd equations:

$$\begin{cases} y-z-3\\ -x+4y-3z=1 \end{cases}$$

$$3z = 14$$

$$\begin{cases} x = -y + 2z + 1 \\ y - z = 3 \\ -(-y + 2z + 1) + 4y - 3z = 14 \end{cases}$$

Simplify:

$$\begin{cases}
x = -y + 2z + 1 \\
y - z = 3 \\
5y - 5z = 15
\end{cases}$$

Solve the 2nd equation for y:

$$\begin{cases} x = -y + 2z + 1 \\ y = z + 3 \end{cases}$$

$$\begin{cases} x = -y + 2z + 1 \\ y = z + 3 \\ 5y - 5z = 15 \end{cases}$$
Eliminate we from the

Eliminate y from the 3rd equations:

$$\begin{cases} y = z + 3 \\ 5y - 5z = 15 \end{cases}$$
Eliminate y from the 3

$$\begin{cases} x = -y + 2z + 1 \\ y = z + 3 \\ 5(z + 3) - 5z = 15 \end{cases}$$

Simplify:

$$\begin{cases} x = -y + 2z + 1 \\ y = z + 3 \\ 15 = 15 \end{cases}$$

The elimination is completed.

Here z is a *free variable*. It can be assigned an arbitrary value. Then y and x are found by back substitution.

z = t, a parameter;

$$y = z + 3 = t + 3;$$

$$x = -y + 2z + 1 = -(t+3) + 2t + 1 = t - 2.$$

$$\begin{cases} x+y-2z=1\\ y-z=3\\ -x+4y-3z=14 \end{cases}$$

General solution:

$$(x, y, z) = (t - 2, t + 3, t), t \in \mathbb{R}.$$

In vector form, (x, y, z) = (-2, 3, 0) + t(1, 1, 1).

The set of all solutions is a straight line in \mathbb{R}^3 passing through the point (-2,3,0) in the direction (1,1,1).

Gaussian elimination

Gaussian elimination is a modification of the elimination method that allows only so-called elementary operations.

Elementary operations for systems of linear equations:

- (1) to multiply an equation by a nonzero scalar;
- (2) to add an equation multiplied by a scalar to another equation;
- (3) to interchange two equations.

Theorem (i) Applying elementary operations to a system of linear equations does not change the solution set of the system. **(ii)** Any elementary operation can be undone by another elementary operation.

Operation 1: multiply the *i*th equation by $r \neq 0$.

$$\begin{cases} a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1 \\ \dots \\ a_{i1}x_1 + a_{i2}x_2 + \dots + a_{in}x_n = b_i \\ \dots \\ a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n = b_m \end{cases}$$

$$\implies \begin{cases} a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1 \\ \dots \\ (ra_{i1})x_1 + (ra_{i2})x_2 + \dots + (ra_{in})x_n = rb_i \\ \dots \\ a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n = b_m \end{cases}$$

To undo the operation, multiply the *i*th equation by r^{-1} .

Operation 2: add r times the ith equation to the jth equation.

$$\begin{cases} \dots \dots \\ a_{i1}x_1 + a_{i2}x_2 + \dots + a_{in}x_n = b_i \\ \dots \dots \\ a_{j1}x_1 + a_{j2}x_2 + \dots + a_{jn}x_n = b_j \\ \dots \dots \dots \end{cases} \Longrightarrow$$

$$\begin{cases} \dots \dots \\ a_{i1}x_1 + \dots + a_{in}x_n = b_i \\ \dots \dots \\ (a_{j1} + ra_{i1})x_1 + \dots + (a_{jn} + ra_{in})x_n = b_j + rb_i \\ \dots \dots \dots \end{cases}$$

To undo the operation, add -r times the *i*th equation to the *j*th equation.

Operation 3: interchange the *i*th and *j*th equations.

To undo the operation, apply it once more.

Example.

$$\begin{cases} x - y & = 2 \\ 2x - y - z & = 3 \\ x + y + z & = 6 \end{cases}$$

Add -2 times the 1st equation to the 2nd equation:

$$\begin{cases} x - y &= 2 \\ y - z &= -1 \\ x + y + z &= 6 \end{cases} R2 := R2 - 2 * R1$$

Add -1 times the 1st equation to the 3rd equation:

$$\begin{cases} x - y & = 2 \\ y - z & = -1 \\ 2y + z & = 4 \end{cases}$$

Add -2 times the 2nd equation to the 3rd equation:

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

The elimination is completed, and we can solve the system by back substitution. However we can as well proceed with elementary operations.

Multiply the 3rd equation by 1/3:

$$\begin{cases} x - y & = 2 \\ y - z = -1 \\ z = 2 \end{cases}$$

Add the 3rd equation to the 2nd equation:

$$\int x - y = 2$$

 $\begin{cases} x - y &= 2 \\ y &= 1 \\ z &= 2 \end{cases}$

Add the 2nd equation to the 1st equation:

 $\begin{cases} x & = 3 \\ y & = 1 \\ z & = 2 \end{cases}$

$$\begin{cases} x - y = 2 \\ 2x - y - z = 3 \\ x + y + z = 6 \end{cases}$$

Solution:
$$(x, y, z) = (3, 1, 2)$$

Another example.

$$\begin{cases} x + y - 2z = 1 \\ y - z = 3 \\ -x + 4y - 3z = 14 \end{cases}$$

Add the 1st equation to the 3rd equation:

$$\begin{cases} x + y - 2z = 1 \\ y - z = 3 \\ 5y - 5z = 15 \end{cases}$$

Add -5 times the 2nd equation to the 3rd equation:

$$\begin{cases} x + y - 2z = 1 \\ y - z = 3 \\ 0 = 0 \end{cases}$$

Add -1 times the 2nd equation to the 1st equation:

$$\begin{cases} x & -z = -2 \\ y - z = 3 \\ 0 = 0 \end{cases} \iff \begin{cases} x = z - 2 \\ y = z + 3 \end{cases}$$

Here z is a *free variable* (x and y are *leading variables*).

It follows that $\begin{cases} x = t - 2 \\ y = t + 3 \\ z = t \end{cases}$ for some $t \in \mathbb{R}$.

$$\begin{cases} x+y-2z=1\\ y-z=3\\ -x+4y-3z=14 \end{cases}$$

Solution: $(x, y, z) = (t - 2, t + 3, t), t \in \mathbb{R}.$ In vector form, (x, y, z) = (-2, 3, 0) + t(1, 1, 1).

The set of all solutions is a straight line in \mathbb{R}^3 passing through the point (-2,3,0) in the direction (1,1,1).

Yet another example.

$$\begin{cases} x + y - 2z = 1 \\ y - z = 3 \\ -x + 4y - 3z = 1 \end{cases}$$

Add the 1st equation to the 3rd equation:

$$\begin{cases} x + y - 2z = 1 \\ y - z = 3 \\ 5y - 5z = 2 \end{cases}$$

Add -5 times the 2nd equation to the 3rd equation:

$$\begin{cases} x + y - 2z = 1 \\ y - z = 3 \\ 0 = -13 \end{cases}$$

$$\begin{cases} x + y - 2z = 1 \\ y - z = 3 \\ -x + 4y - 3z = 1 \end{cases}$$

Solution: no solution (*inconsistent system*).

Matrices

Definition. A *matrix* is a rectangular array of numbers.

Examples:
$$\begin{pmatrix} 2 & 7 \\ -1 & 0 \\ 3 & 3 \end{pmatrix}$$
, $\begin{pmatrix} 2 & 7 & 0.2 \\ 4.6 & 1 & 1 \end{pmatrix}$, $\begin{pmatrix} 3/5 \\ 5/8 \\ 4 \end{pmatrix}$, $(\sqrt{2}, 0, -\sqrt{3}, 5)$, $\begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix}$.

dimensions = $(\# \text{ of rows}) \times (\# \text{ of columns})$

n-by-*n*: **square matrix** *n*-by-1: **column vector** 1-by-*n*: **row vector**

$$\begin{cases} a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1 \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n = b_2 \\ \dots \\ a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n = b_m \end{cases}$$

Coefficient matrix and column vector of the right-hand sides:

$$\begin{pmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{pmatrix} \qquad \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{pmatrix}$$

$$\begin{cases} a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1 \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n = b_2 \\ \dots \\ a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n = b_m \end{cases}$$

Augmented matrix:

$$\begin{pmatrix} a_{11} & a_{12} & \dots & a_{1n} & b_1 \\ a_{21} & a_{22} & \dots & a_{2n} & b_2 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} & b_m \end{pmatrix}$$

Elementary operations for systems of linear equations correspond to *elementary row operations* for augmented matrices:

- (1) to multiply a row by a nonzero scalar;
- (2) to add the *i*th row multiplied by some $r \in \mathbb{R}$ to the *j*th row;
- (3) to interchange two rows.

Remark. Rows are added and multiplied by scalars as vectors (namely, row vectors).