

Note: if a reduced augmented matrix has no

$$\begin{bmatrix} 0 & \dots & 0 & b \end{bmatrix}$$

rows, it is consistent.

$\swarrow b \neq 0$

$\nwarrow$  says  $0x_1 + 0x_2 + \dots + 0x_n = b$   
i.e.  $0 = b$  ~~is not~~

Ex Sp. augmented matrix has reduced echelon form

$$\begin{bmatrix} \boxed{1} & -7 & 0 & 6 & 5 \\ 0 & 0 & \boxed{1} & -2 & -3 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$



$$\begin{aligned} x_1 - 7x_2 + 6x_4 &= 5 \\ x_3 - 2x_4 &= -3 \end{aligned}$$

$x_1$  and  $x_3$  (pivot columns) are basic variables.

$x_2$  and  $x_4$  are free variables.

General solution can be expressed

$$x_1 = 5 + 7x_2 - 6x_4$$

$$x_2 = \text{free}$$

$$x_3 = -3 + 2x_4$$

$$x_4 = \text{free}$$

← choose  $x_2, x_4$  anything...  
← gives infinite # of solns.  
←  $x_1, x_3$  depend on  $x_2, x_4$ .

\* Conclusion: for a consistent matrix, free variables  $\Rightarrow$  infinitely many solutions.

Vectors in  $\mathbb{R}^n$

Linear algebra is the study of vector spaces. Vector spaces are made up of vectors.  $\mathbb{R}^n$  is an example of a vector space.

### Algebraic interpretation

A vector in  $\mathbb{R}^n$  is a list of  $n$  numbers, in a column vector:

$$\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix}$$

← column vector  $\rightsquigarrow$   $n \times 1$  matrix

← each  $u_i \in \mathbb{R}$

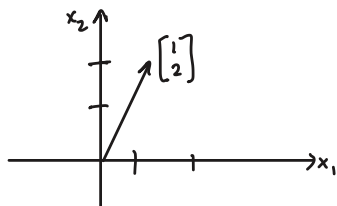
↑ "is an element of"

Ex:  $\begin{bmatrix} 1 \\ -1 \\ 3 \end{bmatrix} \in \mathbb{R}^3$

### Geometric interpretation (in $\mathbb{R}^2$ )

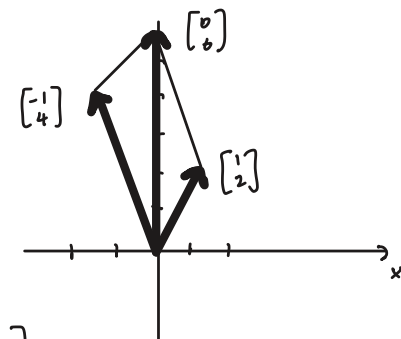
A vector is an object with a magnitude and direction.

Place tail at origin to give it coordinates.



Vectors can be added:

Ex  $\begin{bmatrix} 1 \\ 2 \end{bmatrix} + \begin{bmatrix} -1 \\ 4 \end{bmatrix} = \begin{bmatrix} 0 \\ 6 \end{bmatrix}$

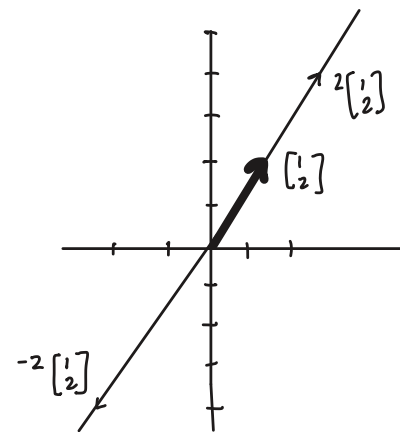


general:  $\begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix} + \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix} = \begin{bmatrix} u_1 + v_1 \\ u_2 + v_2 \\ \vdots \\ u_n + v_n \end{bmatrix}$

and multiplied by scalars:

Ex.  $2 \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 2 \\ 4 \end{bmatrix}$

general:  $c \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix} = \begin{bmatrix} cu_1 \\ cu_2 \\ \vdots \\ cu_n \end{bmatrix}$



For all vector spaces, operations on vectors are addn. and scalar mult.

All vector spaces have a zero vector,  $\vec{0}$ .

In  $\mathbb{R}^n$ , it is:  $\vec{0} = \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$

See: algebraic properties of  $\mathbb{R}^n$  on p. 29

\* Compare: defn of vector space on p. 202-3

say:  
commutativity  
associativity  
distribution, etc.

### Linear combinations and spans

Sps.  $\vec{v}_1, \vec{v}_2, \dots, \vec{v}_k$  are vectors in  $\mathbb{R}^n$  and  $c_1, c_2, \dots, c_k$  are scalars.

$$\vec{y} = c_1 \vec{v}_1 + c_2 \vec{v}_2 + \dots + c_k \vec{v}_k$$

is a linear combination of  $\vec{v}_1, \vec{v}_2, \dots, \vec{v}_k$  with weights  $c_1, c_2, \dots, c_k$ .

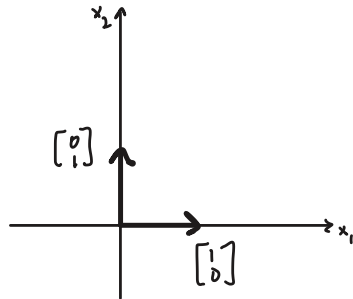
Ex  $3 \begin{bmatrix} 1 \\ 5 \end{bmatrix} - 1 \begin{bmatrix} 2 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 15 \end{bmatrix}$

weights (pointing to 3 and -1)  
linear comb. (pointing to the result vector)

The span of  $\vec{v}_1, \vec{v}_2, \dots, \vec{v}_k$  is the set of all linear combinations of  $\vec{v}_1, \vec{v}_2, \dots, \vec{v}_k$ .

Ex  $\text{span} \left\{ \begin{bmatrix} 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right\} = \mathbb{R}^2$

(explain)



$$\begin{bmatrix} 1 & 4 & 3 \\ -1 & 2 & 0 \end{bmatrix} \xrightarrow{\text{row reduce}} \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & \frac{1}{2} \end{bmatrix}$$

↑ consistent, so yes:

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

Ex Is  $\bar{b} = \begin{bmatrix} 3 \\ 0 \end{bmatrix}$  in  $\text{span} \left\{ \begin{bmatrix} 1 \\ -1 \end{bmatrix}, \begin{bmatrix} 4 \\ 2 \end{bmatrix} \right\}$ ?

i.e. are there numbers  $x_1$  and  $x_2$  s.t.

$$x_1 \begin{bmatrix} 1 \\ -1 \end{bmatrix} + x_2 \begin{bmatrix} 4 \\ 2 \end{bmatrix} = \begin{bmatrix} 3 \\ 0 \end{bmatrix}?$$

← "such that"

i.e. is there a solution to

$$x_1 + 4x_2 = 3$$

$$-x_1 + 2x_2 = 0?$$

