

① Recall:

1. $Ax =$ combination of columns of A .

2. $Ax = b \Rightarrow x = A^{-1}b$ if A is invertible (columns are independent)

3. The cyclic matrix $C = \begin{bmatrix} 1 & 0 & -1 \\ -1 & 1 & 0 \\ 0 & -1 & 1 \end{bmatrix}$

has no inverse (columns are dependent). $Cx = 0$ has many solutions. $Cx = b$ may have no solutions (illustrated by examples, not fully explained).

Chapter 2. Solving Linear Equations (fundamental problem of linear algebra)

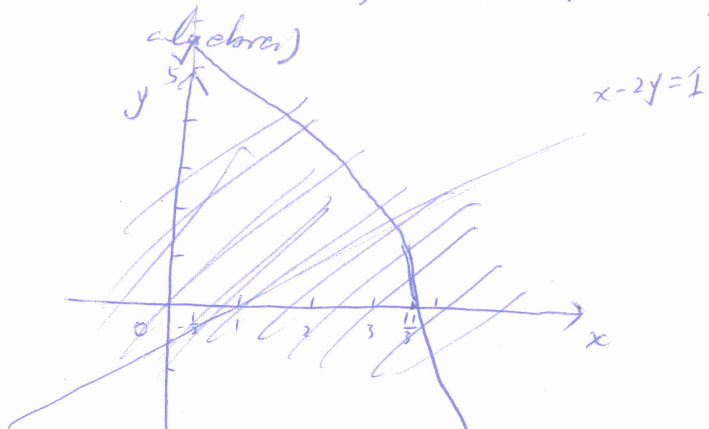
§ 2.1 Vectors and Linear Equations.

~~Let~~

$$A = \begin{bmatrix} 1 & -2 \\ 3 & 2 \end{bmatrix}$$

Consider linear equations

$$\begin{cases} x - 2y = 1 \\ 3x + 2y = 11 \end{cases} \quad (1)$$

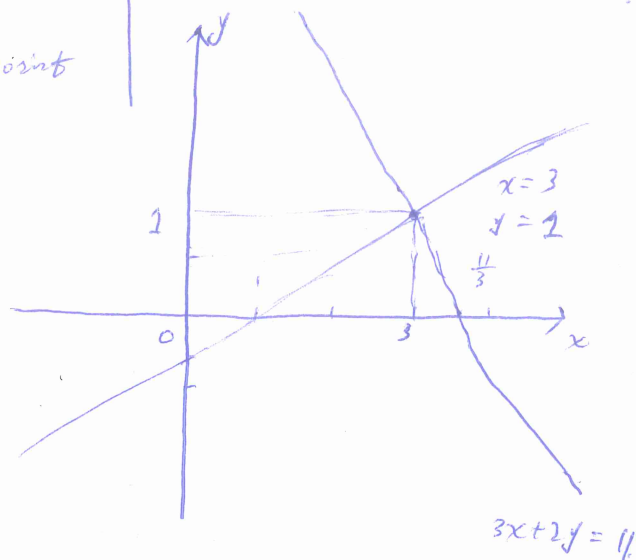


(linear equation: unknowns are multiplied by numbers, rather than $x-y$ etc)

Row picture: two lines meet at a point

$(3, 1)$

$$(1) \Leftrightarrow x \begin{bmatrix} 1 \\ 3 \end{bmatrix} + y \begin{bmatrix} -2 \\ 2 \end{bmatrix} = \begin{bmatrix} 1 \\ 11 \end{bmatrix} = b$$



② Take, $x=3, y=1,$

$$3 \begin{bmatrix} 1 \\ 3 \end{bmatrix} = \begin{bmatrix} 3 \\ 9 \end{bmatrix}$$

$$1 \cdot \begin{bmatrix} -2 \\ 2 \end{bmatrix} = \begin{bmatrix} -2 \\ 2 \end{bmatrix}$$

$$\begin{bmatrix} 3 \\ 9 \end{bmatrix} + \begin{bmatrix} -2 \\ 2 \end{bmatrix} = \begin{bmatrix} 1 \\ 11 \end{bmatrix}$$

Column picture: take a linear combination of column vectors to produce b .

Let $A = \begin{bmatrix} 1 & -2 \\ 3 & 2 \end{bmatrix},$

Then

(1) $\Leftrightarrow Ax = b$ matrix equation.

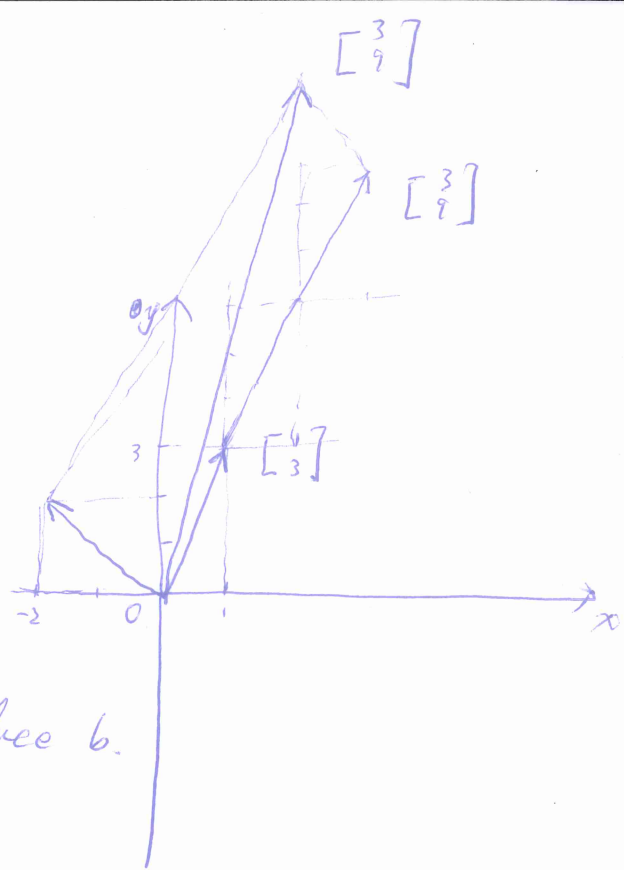
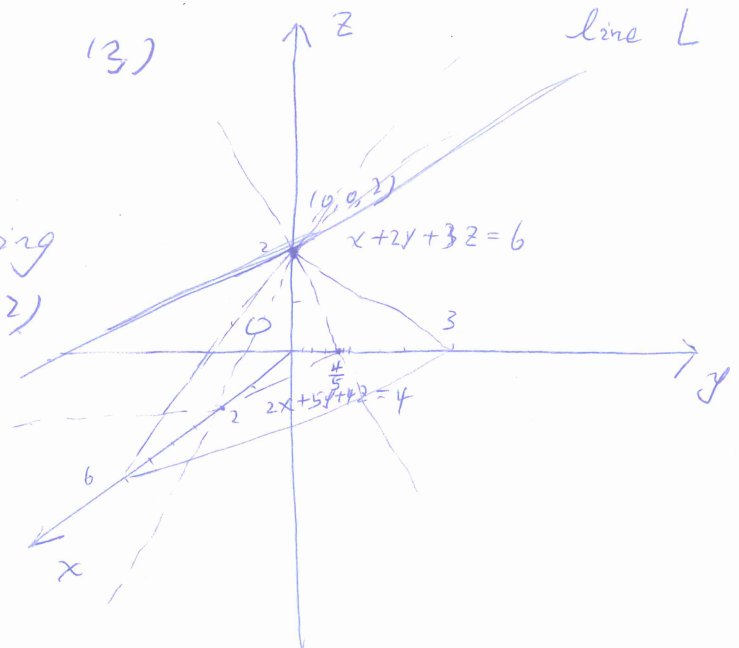
$$\begin{bmatrix} 1 & -2 \\ 3 & 2 \end{bmatrix} \begin{bmatrix} 3 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 11 \end{bmatrix}$$

Dot products with rows
Combination of columns,

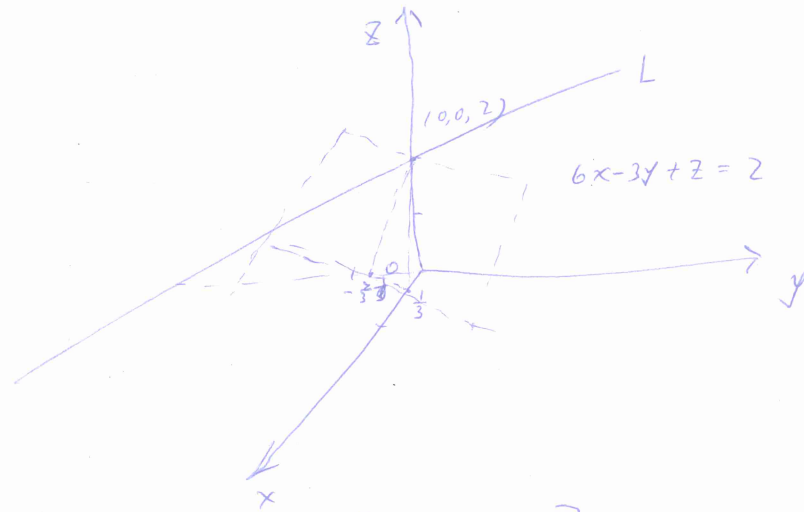
3-D case

$$\begin{cases} x + 2y + 3z = 6 \\ 2x + 5y + 2z = 4 \\ 6x - 3y + z = 2 \end{cases} \quad (3)$$

Row picture: three planes meeting at a point $(0, 0, 2)$



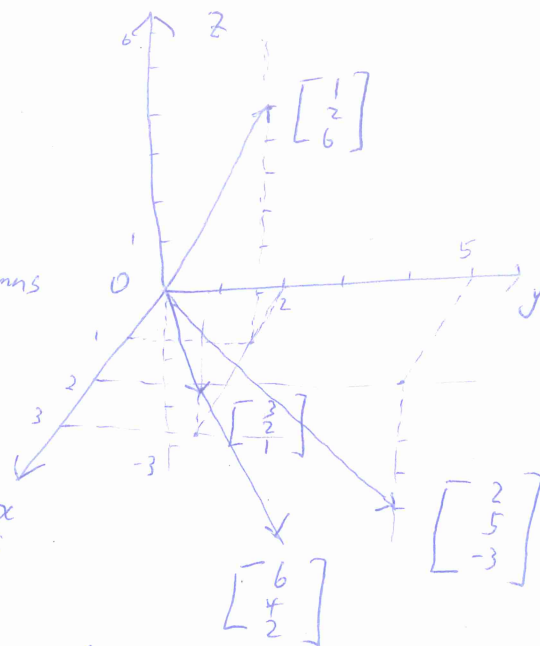
③



$$x \begin{bmatrix} 1 \\ 2 \\ 6 \end{bmatrix} + y \begin{bmatrix} 2 \\ 5 \\ -3 \end{bmatrix} + z \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 6 \\ 4 \\ 2 \end{bmatrix} = b$$

Take $\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 2 \end{bmatrix}$

Column picture: combination of columns to produce b.



(Remark: in the n-D case,
row picture: intersections of hyperplane

column picture: combination of columns to produce b.)

The Matrix Form of Equations

Let

$$A = \begin{bmatrix} 1 & 2 & 3 \\ 2 & 5 & 2 \\ 6 & -3 & 1 \end{bmatrix} \begin{matrix} r_1 \\ r_2 \\ r_3 \end{matrix} \quad b = \begin{bmatrix} 6 \\ 4 \\ 2 \end{bmatrix}$$

Matrix equation $Ax = b$

Multiplication by rows $Ax = \begin{bmatrix} r_1 \cdot x \\ r_2 \cdot x \\ r_3 \cdot x \end{bmatrix}$

④ * Multiplication by columns

$$Ax = xu + yv + zw$$

Take $x = \begin{bmatrix} 0 \\ 0 \\ 2 \end{bmatrix}$, then

$$Ax = 2w = 2 \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 6 \\ 4 \\ 2 \end{bmatrix}$$

Ex. 1.

$$A = \begin{matrix} & \begin{matrix} u & v & w \end{matrix} \\ \begin{bmatrix} 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \end{bmatrix} & , & x = \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix} \end{matrix}$$

$$Ax = 4 \times \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 4 \\ 4 \\ 4 \end{bmatrix}$$

Let

$$I = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \text{ identity matrix}$$

$$I \cdot x = 4 \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} + 5 \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} + 6 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = x$$

Note: for each vector $x = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$, we have

$$I \cdot x = x \quad (\text{identity is similar to } 1 \text{ in the scalar case})$$

Matrix Notation

Let A be a 2×2 matrix

$$A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} = \begin{bmatrix} A(1,1) & A(1,2) \\ A(2,1) & A(2,2) \end{bmatrix}$$

⑤ Let A be a $m \times n$ matrix.

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

Review:

1. Row picture for $Ax = b$
 - 2-D case: two lines meet at a point
 - 3-D case: 3 planes meet at a point
2. Column picture for $Ax = b$
 - combination of columns of x gives b .
3. Multiplication by columns:
 - Ax : a combination of columns of A .