

1.4 Continue

Defn Given vectors $\vec{v}_1, \vec{v}_2, \dots, \vec{v}_p$ in \mathbb{R}^n

$$\text{Span}(\vec{v}_1, \vec{v}_2, \dots, \vec{v}_p)$$

$$= \left\{ c_1 \vec{v}_1 + c_2 \vec{v}_2 + \dots + c_p \vec{v}_p \mid \underbrace{c_1, \dots, c_p}_{\text{varying}} \in \mathbb{R} \right\}$$

fixed
vectors

Ex Is every $\vec{b} = \begin{bmatrix} A \\ B \\ C \end{bmatrix}$ in the

$\text{Span}\left(\begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \\ 0 \end{bmatrix}\right)$? If not, what

are conditions on A, B, C which make

\vec{b} in this span?

Soln

Suppose A, B, C are given.

Do there exist x_1, x_2 s.t.

$$\begin{bmatrix} A \\ B \\ C \end{bmatrix} = x_1 \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} + x_2 \begin{bmatrix} 1 \\ 2 \\ 0 \end{bmatrix} ?$$

$$\begin{bmatrix} A \\ B \\ C \end{bmatrix} = \begin{bmatrix} x_1 + x_2 \\ x_1 + 2x_2 \\ 0 \end{bmatrix}$$

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(92)

$$x_1 + x_2 = A$$

$$x_1 + 2x_2 = B$$

$$0 = C$$

$$\left[\begin{array}{cc|c} 1 & 1 & A \\ 1 & 2 & B \\ 0 & 0 & C \end{array} \right] \xrightarrow[R_2]{R_2 - R_1} \left[\begin{array}{cc|c} 1 & 1 & A \\ 0 & 1 & B-A \\ 0 & 0 & C \end{array} \right]$$

$$\xrightarrow[R_1]{R_1 - R_2} \left[\begin{array}{cc|c} 1 & 0 & A - (B-A) \\ 0 & 1 & B-A \\ 0 & 0 & C \end{array} \right] = \left[\begin{array}{cc|c} 1 & 0 & 2A-B \\ 0 & 1 & B-A \\ 0 & 0 & C \end{array} \right]$$

If $C \neq 0$, this system is inconsistent

and $\begin{bmatrix} A \\ B \\ C \end{bmatrix} \notin \text{Span} \left(\begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \\ 0 \end{bmatrix} \right)$.

If $C = 0$, this system is consistent

and $\begin{bmatrix} A \\ B \\ 0 \end{bmatrix} \in \text{Span} \left(\begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \\ 0 \end{bmatrix} \right)$.

How:

$$\begin{bmatrix} A \\ B \\ 0 \end{bmatrix} = \underbrace{(2A-B)}_{x_1} \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} + \underbrace{B-A}_{x_2} \begin{bmatrix} 1 \\ 2 \\ 0 \end{bmatrix}$$

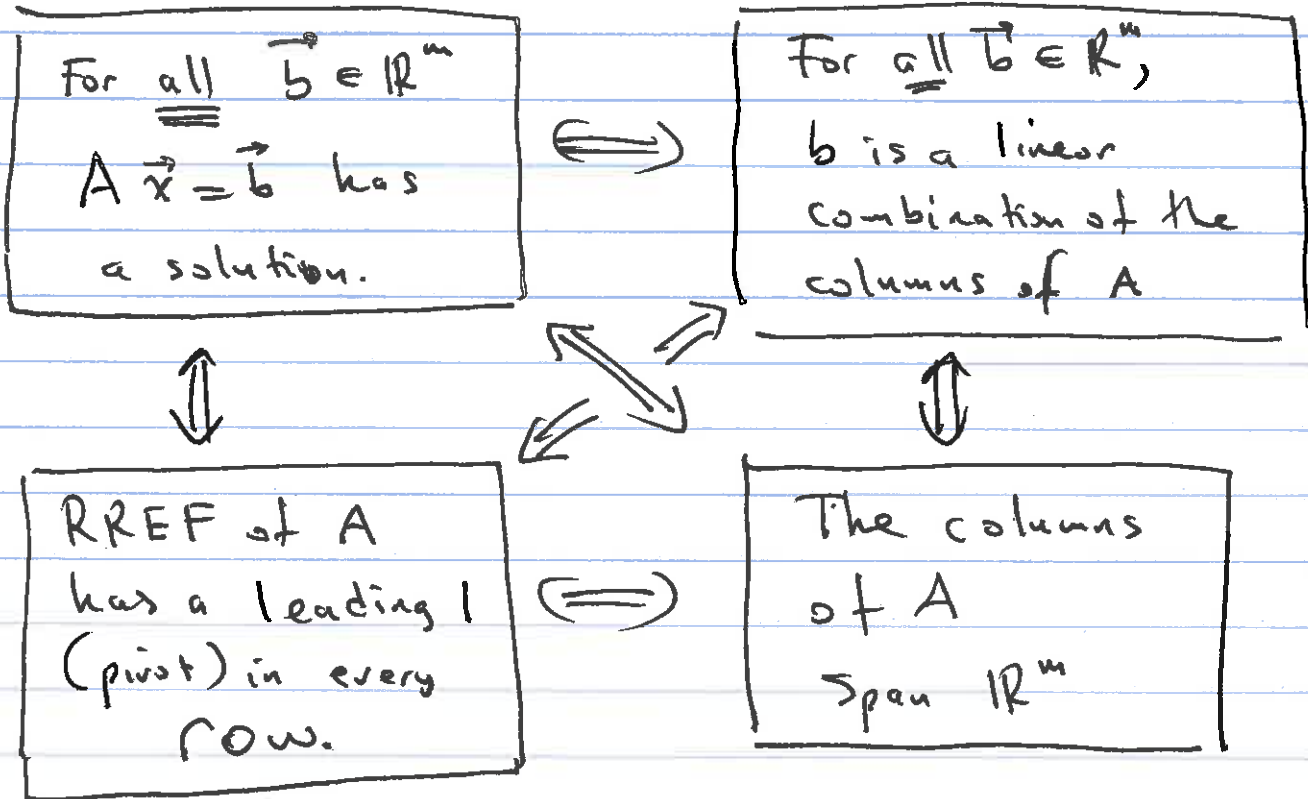
$$= \begin{bmatrix} 2A - B + B - A \\ 2A - B + 2B - 2A \\ 0 + 0 \end{bmatrix} = \begin{bmatrix} A \\ B \\ 0 \end{bmatrix}.$$

(b) Is every $\vec{b} = \begin{bmatrix} A \\ B \\ C \end{bmatrix}$ in the span of

$\left(\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \right)$? YES

$$\begin{bmatrix} A \\ B \\ C \end{bmatrix} = A \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} + B \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} + C \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

Thm Let A be an $m \times n$ matrix



Pto for an example.

2/5/14 (94)

(E)

$$A = \begin{bmatrix} 1 & 0 & 2 \\ 2 & 1 & 1 \\ 1 & 1 & 0 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & -3 \\ 0 & 1 & -2 \end{bmatrix}$$

$$\rightarrow \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & -3 \\ 0 & 0 & 1 \end{bmatrix} \rightarrow \dots \rightarrow \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Not all steps are shown.

REF of A has a leading 1 in every row

Conclusions

• $\text{Span} \left(\begin{bmatrix} \begin{bmatrix} 1 \\ 2 \\ 1 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix} \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix} \end{bmatrix} \right) = \mathbb{R}^3$

• Every $\begin{bmatrix} A \\ B \\ C \end{bmatrix}$ can be written as equal to

$$c_1 \begin{bmatrix} 1 \\ 2 \\ 1 \end{bmatrix} + c_2 \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix} + c_3 \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix}$$

for some c_1, c_2, c_3
(depending on A, B, C)

• SLE $\begin{cases} x_1 + 2x_3 = A \\ 2x_1 + x_2 + x_3 = B \\ x_1 + x_2 = C \end{cases}$ is consistent for every choice of A, B, C

(1.5) A system of Linear equations is called homogenous if it is of the form:

$$A \cdot \vec{x} = \vec{0}$$

Ex (a) $\begin{cases} x + 2y = 0 \\ x - y = 0 \end{cases}$ Homogenous

$$\begin{bmatrix} 1 & 2 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$A \cdot \vec{x} = \vec{0}$$

(b) $\begin{cases} x_1 - x_2 = 0 \\ x_1 + 5x_2 = 1 \end{cases}$ non-homogenous since there is a non-zero entry.

Obs Every homogenous system is consistent.

Defn $\begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$ is called the trivial solⁿ. Anything else is called non-trivial.

Prop Every homogenous equation $A \cdot \vec{x} = \vec{0}$ has the trivial soln.

Also True:

If $A \vec{x} = \vec{b}$ has $\vec{x} = \vec{0}$ as a solution then $\vec{b} = \vec{0}$

2/5/14

p6

Original: If it rains then I go to movies
Statement

Converse: If I go to movies then it rains

Not equivalent

Contrapositive: If I do not go to movies then it doesn't rain

Go back to LA (Linear Algebra)

Ex 8 p 47 $A \cdot x = 0$

$$A = \begin{bmatrix} 1 & -3 & -8 & 5 \\ 0 & 1 & 2 & -4 \end{bmatrix}, \quad \text{want all } \text{Sol}^n, \quad \text{in vector parametric form}$$

$$\begin{array}{cccc} x_1 & x_2 & x_3 & x_4 \\ \rightarrow \left[\begin{array}{cccc|c} 1 & -3 & -8 & 5 & 0 \\ 0 & 1 & 2 & -4 & 0 \end{array} \right] \rightarrow \left[\begin{array}{cccc|c} 1 & 0 & -2 & -7 & 0 \\ 0 & 1 & 2 & -4 & 0 \end{array} \right] \end{array}$$

$3R_2 + R_1$

\downarrow

R_1

\uparrow
free free.

$$x_1 - 2x_3 - 7x_4 = 0$$

$$x_2 + 2x_3 - 4x_4 = 0$$

\rightarrow

$$x_1 = 2x_3 + 7x_4$$

$$x_2 = -2x_3 + 4x_4$$

$$x_3 = x_3 \quad \text{free}$$

$$x_4 = x_4 \quad \text{free}$$

$$\begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 2x_3 + 7x_4 \\ -2x_3 + 4x_4 \\ x_3 \\ x_4 \end{bmatrix} = x_3 \begin{bmatrix} 2 \\ -2 \\ 1 \\ 0 \end{bmatrix} + x_4 \begin{bmatrix} 7 \\ 4 \\ 0 \\ 1 \end{bmatrix}$$

Called vector Parameter Solut

The collection of such solutions is

$$\text{Soln} = \text{span} \left(\begin{bmatrix} 2 \\ -2 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 7 \\ 4 \\ 0 \\ 1 \end{bmatrix} \right)$$

Final Remark:

⊛ The solution set of a homogenous SLE,

$A \cdot \vec{x} = 0$, is always a span of some

vectors. ($\vec{x} = 0$ is always a solution of a

homogenous eqⁿ $A \cdot \vec{x} = \vec{0}$.)

• Some homogenous eq. $Ax = 0$ may have a

unique soln, which must be $\vec{x} = \vec{0}$. ^{Then:} $\{\vec{0}\} = \text{span} \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$

CAUTION For NON-HOMOGENOUS SYSTEMS ⊛, above will be modified, by a shift. (Next time)