

§ 1.4 - The matrix equation $A\vec{x} = \vec{b}$

Recall: • Linear combinations, span, how to do matrix multiplication

Now: Every linear combination of vectors can be written as matrix multiplication!

Notation: For vectors $\vec{v}_1, \dots, \vec{v}_n$ in \mathbb{R}^m , the notation

$$[\vec{v}_1 \mid \vec{v}_2 \mid \dots \mid \vec{v}_n] \leftarrow \text{The book doesn't put the vertical lines!}$$

denotes the $m \times n$ matrix having the vectors \vec{v}_i as columns!

↳ Ex: If $\vec{v}_1 = \langle 1, 2 \rangle$, $\vec{v}_2 = \langle 3, 4 \rangle$, and $\vec{v}_3 = \langle 5, 6 \rangle$,
then (or = $\begin{pmatrix} 1 \\ 2 \end{pmatrix}$) (or = $\begin{pmatrix} 3 \\ 4 \end{pmatrix}$) (or = $\begin{pmatrix} 5 \\ 6 \end{pmatrix}$)

$$[\vec{v}_1 \mid \vec{v}_2 \mid \vec{v}_3] = \begin{pmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{pmatrix} \text{ is } 2 \times 3$$

we're going to use this notation to write linear combos as matrix multiplication!

Ex: ^① If $\vec{v}_1 = \begin{pmatrix} 2 \\ 3 \end{pmatrix}$ & $\vec{v}_2 = \begin{pmatrix} -4 \\ 8 \end{pmatrix}$, then \wedge the linear combo
for x_1, x_2 in \mathbb{R} ,

$$\begin{aligned}x_1 \vec{v}_1 + x_2 \vec{v}_2 &= x_1 \begin{pmatrix} 2 \\ 3 \end{pmatrix} + x_2 \begin{pmatrix} -4 \\ 8 \end{pmatrix} \\&= \begin{pmatrix} 2x_1 \\ 3x_1 \end{pmatrix} + \begin{pmatrix} -4x_2 \\ 8x_2 \end{pmatrix} \\&= \begin{pmatrix} 2x_1 - 4x_2 \\ 3x_1 + 8x_2 \end{pmatrix} \\&= \begin{pmatrix} 2 & -4 \\ 3 & 8 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \\&= [\vec{v}_1 \mid \vec{v}_2] \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} .\end{aligned}$$

② ~~let~~ let $\vec{u}_1 = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}$, $\vec{u}_2 = \begin{pmatrix} 4 \\ 5 \\ 6 \end{pmatrix}$, $\vec{u}_3 = \begin{pmatrix} 7 \\ 8 \\ 9 \end{pmatrix}$. Write

$3\vec{u}_1 + 7\vec{u}_2 - 11\vec{u}_3$ as a matrix times a vector.

③ For $\vec{w}_1, \vec{w}_2, \vec{w}_3, \vec{w}_4$ in \mathbb{R}^m , write

$3\vec{w}_1 - 5\vec{w}_2 + 7\vec{w}_3 - 9\vec{w}_4$ as a

matrix times a vector.

$$\textcircled{2} \left[\vec{u}_1 \mid \vec{u}_2 \mid \vec{u}_3 \right] \begin{pmatrix} 3 \\ 7 \\ -11 \end{pmatrix} \quad \textcircled{3} \left[\vec{w}_1 \mid \vec{w}_2 \mid \vec{w}_3 \mid \vec{w}_4 \right] \begin{pmatrix} 3 \\ -5 \\ 7 \\ -9 \end{pmatrix}$$

So: \vec{b} is a linear combo of $\vec{a}_1, \dots, \vec{a}_n$ $\Leftrightarrow \vec{b} = x_1 \vec{a}_1 + \dots + x_n \vec{a}_n$, some x_1, \dots, x_n in \mathbb{R} (by def'n)

x_1, \dots, x_n called "the weights"

$\vec{b} = [\vec{a}_1 | \dots | \vec{a}_n] \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix}$
 $\underbrace{\hspace{10em}}_{\vec{x}}$

!!

(see handout for equivalent ways to write this)

Also: The solution set of the system is the (i.e. the weights) same as the solution ~~set~~ vector \vec{x} !

§ 1.5: $A\vec{x} = \vec{0}$

Note: $A\vec{x} = \vec{0}$ always has a solution \vec{x} , namely $\vec{x} = \vec{0}$:

Ex: $A = \begin{pmatrix} 2 & 1 \\ 1 & 1 \end{pmatrix} \Rightarrow A \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 2x_1 + x_2 \\ x_1 + x_2 \end{pmatrix}$.

Then $A \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \vec{0} \Rightarrow \begin{matrix} 2x_1 + x_2 = 0 \\ x_1 + x_2 = 0 \end{matrix}$ is true if $x_1 = 0$ & $x_2 = 0$

Def: $\vec{x} = \vec{0}$ is the trivial solution to $A\vec{x} = \vec{0}$.

Question: When does $A\vec{x} = \vec{0}$ have a nontrivial solution (i.e. a solution $\vec{x} \neq \vec{0}$).

"Ans": Sometimes but not always!

Ex: ① In the last example,

$$\begin{aligned} \text{① } 2x_1 + x_2 = 0 & \Leftrightarrow \text{② } x_1 = -x_2 \\ \text{② } x_1 + x_2 = 0 & \begin{aligned} \text{① } 2(-x_2) + x_2 = 0 \\ \Rightarrow -x_2 = 0 \\ \Rightarrow \boxed{x_2 = 0} \\ \text{② } \Rightarrow \boxed{x_1 = 0} \end{aligned} \end{aligned}$$

$$\text{② } \begin{pmatrix} 1 & 2 \\ 1 & 2 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \vec{0} \Rightarrow \begin{pmatrix} 1 & 2 \\ 0 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \vec{0}$$

$R_2 = R_2 - R_1$

$$\begin{aligned} \Rightarrow x_1 + 2x_2 &= 0 \\ 0x_1 + 0x_2 &= 0 \end{aligned}$$

$$\Rightarrow \boxed{\begin{matrix} x_1 = -2x_2 \\ x_2 = \text{free} \end{matrix}}$$

$\leftarrow \infty$ -many nontrivial solutions!

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

- Ans:
- Always have trivial solution
 - Linear systems can have 0, 1, or ∞ -many solutions.
 - So, nontrivial solutions for $A\vec{x} = \vec{0} \Leftrightarrow > 1$ solution
 - ∞ -many \Leftrightarrow free var. $\Leftrightarrow \infty$ -many