

Systems of Equations and Matrices

Systems of linear equations can look like

$$\begin{cases} x + 3y = 5 \\ 2x - y = 7 \end{cases} \quad \text{or} \quad \begin{cases} x - 5y + z = 4 \\ 3x + 2z = 5 \\ 7x - y - 4z = 8 \end{cases}$$

(or using more unknowns and more equations)

Linear systems can be solved using substitution or using elimination (or both). Notice how, in elimination, you can multiply a single equation by a nonzero constant and you can add equations together. And you do this to eliminate a variable.

We can write systems of equations as augmented matrices, to help condense information.

Ex 1. Write the system as an augmented matrix.

$$\begin{cases} x - 5y + z = 4 \\ 3x + 2z = 5 \\ 7x - y - 4z = 8 \end{cases} \quad \begin{matrix} R_1 \\ R_2 \\ R_3 \end{matrix} \left[\begin{array}{ccc|c} x & y & z & \\ 1 & -5 & 1 & 4 \\ 3 & 0 & 2 & 5 \\ 7 & -1 & -4 & 8 \end{array} \right]$$

Based on the techniques of elimination, you can perform Elementary Row Operations on an augmented matrix, and it won't change the solutions of the system.

1. Swap two rows (e.g., $R_1 \leftrightarrow R_2$)
2. Multiply a row by a nonzero number
(e.g., $\frac{1}{2}R_2 \rightarrow R_2$, $\frac{1}{2}R_2$ replacing R_2)
3. Adding a multiple of one row to another row
(e.g., $2R_1 + R_2 \rightarrow R_2$, replacing R_2 with 2 times R_1 added to R_2)

Gaussian Elimination

Given a system of equations,

1. Write the system as an augmented matrix
2. Perform elementary row operations to get the $(1,1)$ -entry to be a 1 (the (i,j) -entry of a matrix is the entry in row i and column j)
3. Perform elementary row operations to get all entries below $(1,1)$ to be 0.
4. Perform elementary row operations to get the $(2,2)$ -entry to be a 1.
5. Perform elementary row operations to get all entries below $(2,2)$ to be 0
etc.

6. The process ends when your matrix is in

Row Echelon Form $\begin{bmatrix} 1 & a & b & | & d \\ 0 & 1 & c & | & e \\ 0 & 0 & 1 & | & f \end{bmatrix}$ or $\begin{bmatrix} 1 & a & | & b \\ 0 & 1 & | & c \end{bmatrix}$

(1's along diagonal and 0's under the diagonal)

7. Now use substitution to solve your new system.

Ex 2. A goldsmith has two alloys of gold, the first having a purity of 70% and the second having a purity of 82%. If x grams of the first alloy are mixed with y grams of the second, obtaining 100 grams of alloy with 78% gold, find x to the nearest gram.

grams: $x + y = 100$

percentage gold: $0.7x + 0.82y = 0.78 \cdot 100$

$$0.7x + 0.82y = 78$$

$$\begin{cases} 0.7x + 0.82y = 78 \\ x + y = 100 \end{cases}$$

$$\begin{bmatrix} 0.7 & 0.82 & | & 78 \\ 1 & 1 & | & 100 \end{bmatrix} \xrightarrow{R_1 \leftrightarrow R_2} \begin{bmatrix} 1 & 1 & | & 100 \\ 0.7 & 0.82 & | & 78 \end{bmatrix}$$

$$\xrightarrow{-0.7R_1 + R_2} \begin{bmatrix} 1 & 1 & | & 100 \\ 0 & 0.12 & | & 8 \end{bmatrix} \xrightarrow{\frac{1}{0.12}R_2 \rightarrow R_2} \begin{bmatrix} 1 & 1 & | & 100 \\ 0 & 1 & | & \frac{200}{3} \end{bmatrix} \text{ REF}$$

$$\begin{cases} x + y = 100 \\ y = \frac{200}{3} \end{cases} \Rightarrow x + \frac{200}{3} = 100 \Rightarrow x = 100 - \frac{200}{3} \approx \boxed{33 \text{ grams}}$$

Ex 3. An object is moving vertically where a is constant acceleration, v is velocity at $t=0$ and h is height at $t=0$ is represented by the equation $s(t) = \frac{1}{2}at^2 + vt + h$.
When $t=1$, $s=38$; when $t=2$, $s=50$; when $t=3$, $s=38$. Find the equation for $s(t)$.

$$s(1) = \frac{1}{2}a + v + h = 38, \quad s(2) = \frac{1}{2}a(2)^2 + v(2) + h = 2a + 2v + h = 50,$$

$$s(3) = \frac{1}{2}a(3)^2 + v(3) + h = \frac{9}{2}a + 3v + h = 38$$

$$\begin{array}{ccc} a & v & h \\ \begin{bmatrix} \frac{1}{2} & 1 & 1 & | & 38 \\ 2 & 2 & 1 & | & 50 \\ \frac{9}{2} & 3 & 1 & | & 38 \end{bmatrix} & \xrightarrow{2R_1 \rightarrow R_1} & \begin{bmatrix} 1 & 2 & 2 & | & 76 \\ 2 & 2 & 1 & | & 50 \\ \frac{9}{2} & 3 & 1 & | & 38 \end{bmatrix} \\ \xrightarrow{-2R_1 + R_2} & \begin{bmatrix} 1 & 2 & 2 & | & 76 \\ 0 & -2 & -3 & | & -102 \\ \frac{9}{2} & 3 & 1 & | & 38 \end{bmatrix} & \xrightarrow{-\frac{9}{2}R_1 + R_3} \begin{bmatrix} 1 & 2 & 2 & | & 76 \\ 0 & -2 & -3 & | & -102 \\ 0 & -6 & -8 & | & -304 \end{bmatrix} \\ \xrightarrow{-\frac{1}{2}R_2 \rightarrow R_2} & \begin{bmatrix} 1 & 2 & 2 & | & 76 \\ 0 & 1 & \frac{3}{2} & | & 51 \\ 0 & -6 & -8 & | & -304 \end{bmatrix} & \xrightarrow{6R_2 + R_3} \begin{bmatrix} 1 & 2 & 2 & | & 76 \\ 0 & 1 & \frac{3}{2} & | & 51 \\ 0 & 0 & 1 & | & 2 \end{bmatrix} \text{ REF} \end{array}$$

$$\begin{cases} a + 2v + 2h = 76 \\ v + \frac{3}{2}h = 51 \Rightarrow v + \frac{3}{2}(2) = 51 \Rightarrow v = 48 \\ h = 2 \quad a + 2(48) + 2(2) = 76 \Rightarrow a = -24 \end{cases}$$

$$s(t) = \frac{1}{2}(-24)t^2 + 48t + 2$$

$$\boxed{s(t) = -12t^2 + 48t + 2}$$

A system is called inconsistent if it has no solutions (e.g., if you get $\left[\begin{array}{ccc|c} 1 & 1 & 2 & 3 \\ 0 & 1 & 4 & 2 \\ 0 & 0 & 0 & 5 \end{array} \right]$)

It is called consistent independent if it has one solution (e.g., examples 2 + 3)

It is called consistent dependent if it has infinitely many solutions, then the solutions depend on the value of one of the variables,

e.g., if you end up with

$$\left[\begin{array}{ccc|c} 1 & 2 & 2 & 4 \\ 0 & 1 & 3 & 8 \\ 0 & 0 & 0 & 0 \end{array} \right], \text{ then you have } \begin{cases} x + 2y + 2z = 4 \\ y + 3z = 8 \\ 0 = 0 \end{cases}$$

Usually, we set $z = t$,

$$\text{then } y + 3t = 8 \Rightarrow y = 8 - 3t$$

$$\text{then } x + 2(8 - 3t) + 2t = 4$$

$$\Rightarrow x + 16 - 6t + 2t = 4$$

$$\Rightarrow x = 4t - 12$$

So solutions are of the form

$$(4t - 12, 8 - 3t, t)$$

Any value plugged in to t is a solution!