

# Math 2270-1

## Notes of 8/27/2019

### The Matrix Equation $A\mathbf{x} = \mathbf{b}$

- If  $A$  is an  $m \times n$  matrix and  $\mathbf{x}$  is in  $\mathbb{R}^n$ , then the product of  $A$  and  $\mathbf{x}$  is the linear combination of the columns of  $A$ , with the weights being given by the entries of  $\mathbf{x}$ .
- More explicitly:

$$A\mathbf{x} = [\mathbf{a}_1 \quad \mathbf{a}_2 \quad \dots \quad \mathbf{a}_n] \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} \\ = x_1\mathbf{a}_1 + x_2\mathbf{a}_2 + \dots + x_n\mathbf{a}_n.$$



Note that the product  $A\mathbf{x}$  is defined only if  $\mathbf{x}$  has as many rows as  $A$  has columns!

- Examples:

$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} 2 \\ 3 \end{bmatrix} = 2 \begin{bmatrix} 1 \\ 3 \end{bmatrix} + 3 \begin{bmatrix} 2 \\ 4 \end{bmatrix} = \begin{bmatrix} 8 \\ 18 \end{bmatrix}$$

$$\begin{bmatrix} 2 & 3 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = x_1 \begin{bmatrix} 2 \\ 3 \end{bmatrix} + x_2 \begin{bmatrix} 3 \\ 4 \end{bmatrix} = \begin{bmatrix} 2x_1 + 3x_2 \\ 3x_1 + 4x_2 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

$$\begin{aligned} 2x_1 + 3x_2 &= b_1 \\ 3x_1 + 4x_2 &= b_2 \end{aligned}$$

$$\left( \begin{array}{l} [2,3] \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} = 2[1,2] + 3[3,4] \\ \qquad \qquad \qquad = [11, 16] \end{array} \right) \begin{array}{l} \text{IFTP} \\ \text{Aside} \end{array}$$

- Clearly (Theorem 3, p. 36, textbook): If  $A$  is an  $m \times n$  matrix, with columns  $\mathbf{a}_1, \mathbf{a}_2, \dots, \mathbf{a}_n$ , and if  $\mathbf{b}$  is in  $\mathbb{R}^m$ , then the matrix equation

$$A\mathbf{x} = \mathbf{b}$$

has the same solution set as the vector equation

$$x_1\mathbf{a}_1 + x_2\mathbf{a}_2 + \dots + x_n\mathbf{a}_n = \mathbf{b}$$

which, in turn, has the same solution set as the system of linear equations whose augmented matrix is

$$M = [\mathbf{a}_1 \quad \mathbf{a}_2 \quad \dots \quad \mathbf{a}_n \quad \mathbf{b}]$$

- Note that  $A$  is the **coefficient matrix** of the linear system described by  $M$ .  $A$  is an  $m \times n$  matrix, and  $M$  is an  $m \times (n + 1)$  matrix.
- Sometimes  $M$  is also written as

$$M = [A \quad \mathbf{b}].$$

- Example: Write the linear system

$$\begin{array}{rrcrcl} x_1 & + & 2x_2 & - & x_3 & = & 4 \\ & & - & 5x_2 & + & 3x_3 & = & 1 \end{array}$$

as a vector equation and as a matrix equation (and solve it).

$$x_1 \begin{bmatrix} 1 \\ 0 \end{bmatrix} + x_2 \begin{bmatrix} 2 \\ -5 \end{bmatrix} + x_3 \begin{bmatrix} -1 \\ 3 \end{bmatrix} = \begin{bmatrix} 4 \\ 1 \end{bmatrix} \quad \left| \begin{array}{l} x_3 = 4 \text{ (exempl.)} \\ x_1 \begin{bmatrix} 1 \\ 0 \end{bmatrix} + x_2 \begin{bmatrix} 2 \\ -5 \end{bmatrix} = \begin{bmatrix} 8 \\ -11 \end{bmatrix} \end{array} \right.$$

$$Ax = b$$

$$A = \begin{bmatrix} 1 & 2 & -1 \\ 0 & -5 & 3 \end{bmatrix} \quad x = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} \quad b = \begin{bmatrix} 4 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 & -1 \\ 0 & -5 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 4 \\ 1 \end{bmatrix}$$

$$\left[ \begin{array}{ccc|c} 1 & 2 & -1 & 4 \\ 0 & -5 & 3 & 1 \end{array} \right]$$

$x_3 = \text{arbitrary}$

$$-5x_2 + 3x_3 = 1$$

$$5x_2 = 3x_3 - 1$$

$$x_2 = \frac{1}{5}(3x_3 - 1)$$

$$x_1 + 2x_2 - x_3 = 4$$

$$x_1 = 4 - 2x_2 + x_3 = 4 - \frac{2}{5}(3x_3 - 1) + x_3$$

$$= 4 + \frac{2}{5} - \frac{1}{5}x_3$$

$$\left[ \begin{array}{ccc|c} \bullet & \times & \times & \times \\ 0 & & \bullet & \times \\ 1 & & 0 & \bullet \\ 0 & & 0 & \cdot \end{array} \right]$$

- An important question for any matrix  $A$  is if the linear system  $A\mathbf{x} = \mathbf{b}$  has a solution **for all right hand sides  $\mathbf{b}$** .
- Example: Is the linear system

$$\begin{bmatrix} 1 & 2 & 3 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

consistent for all right hand sides  $\mathbf{b}$ ?

$$M = \begin{bmatrix} 1 & 2 & 3 & b_1 \\ 0 & 1 & 2 & b_2 \\ 0 & 0 & 1 & b_3 \end{bmatrix}$$

- Example 3, textbook. Let

$$A = \begin{bmatrix} 1 & 3 & 4 \\ -4 & 2 & -6 \\ -3 & -2 & -7 \end{bmatrix} \quad \text{and} \quad \mathbf{b} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}.$$

Is the linear system  $A\mathbf{x} = \mathbf{b}$  consistent for all right hand sides  $\mathbf{b}$ ?

$$\begin{bmatrix} 1 & 3 & 4 & b_1 \\ -4 & 2 & -6 & b_2 \\ -3 & -2 & -7 & b_3 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & 3 & 4 & b_1 \\ 0 & 14 & 10 & b_2 + 4b_1 \\ 0 & 7 & 5 & b_3 + 3b_1 \end{bmatrix}$$

$$\rightarrow \begin{bmatrix} 1 & 3 & 4 & b_1 \\ 0 & 14 & 10 & b_2 + 4b_1 \\ 0 & 0 & 0 & \underbrace{b_3 + 3b_1 - \frac{1}{2}(b_2 + 4b_1)}_z \end{bmatrix}$$

ex.  $\mathbf{b} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$   $z = 1$  no soln

$\mathbf{b} = \begin{bmatrix} 0 \\ 1 \\ -1 \end{bmatrix}$   $z = 0$  consistent  
 $\infty$  many solns

- Theorem 4 in the textbook tells us four equivalent conditions for consistency for all right hand sides.
- **Theorem 4:** Let  $A$  be an  $m \times n$  matrix. Then the following statements are equivalent. (This means that for a particular  $A$  they are all true or all false.)
  - a. For each  $\mathbf{b}$  in  $\mathbb{R}^m$  the equation  $A\mathbf{x} = \mathbf{b}$  has a solution.
  - b. Each  $\mathbf{b}$  in  $\mathbb{R}^m$  is a linear combination of the columns of  $A$ .
  - c. The columns of  $A$  span  $\mathbb{R}^m$ .
  - d.  $A$  has a pivot position in every row.
- Note that Theorem 4: makes a statement about a matrix, not a specific linear system or augmented matrix.
- We defined the product of a matrix  $A$  and a vector as a linear combination of the columns of  $A$ .
- However, recall the definition of the **dot product**:

$$\mathbf{u} \bullet \mathbf{v} = \sum_{i=1}^n u_i v_i.$$

We can thus think of the  $i$ -th entry of  $A\mathbf{x} = \mathbf{b}$  as the dot product of the  $i$ -th row of  $A$  with  $\mathbf{x}$ .

- Example:

see above

## The Identity Matrix

- Compute

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} r \\ s \\ t \end{bmatrix} = \begin{bmatrix} 1r + 0s + 0t \\ 0r + 1s + 0t \\ 0r + 0s + 1t \end{bmatrix} \begin{bmatrix} r \\ s \\ t \end{bmatrix}$$
$$= r \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}_{i=e_1} + s \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}_{j=e_2} + t \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}_{k=e_3}$$
$$= \begin{bmatrix} r \\ s \\ t \end{bmatrix}$$

- The matrix

$$\mathbf{I}_n = I = \begin{bmatrix} 1 & 0 & \dots & 0 \\ 0 & 1 & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & 1 \end{bmatrix} \quad n \times n$$

is called the  $(n \times n)$  identity matrix. It acts like the number 1, i.e., for all  $\mathbf{x}$  in  $\mathbb{R}^n$ ,

$$I\mathbf{x} = \mathbf{x}.$$



# Algebraic Properties of the Matrix-Vector Product

- Suppose  $A$  is an  $m \times n$  matrix,  $\mathbf{u}$  and  $\mathbf{v}$  are vectors in  $\mathbb{R}^n$ , and  $c$  is a scalar. Then it can be verified straight from the definition that

a.  $A(\mathbf{u} + \mathbf{v}) = A\mathbf{u} + A\mathbf{v}$  and

b.  $A(c\mathbf{u}) = c(A\mathbf{u})$ .

$$u_1 a_1 + v_1 a_1 + u_2 a_2 + v_2 a_2 + \dots$$

$$u_1 a_1 + u_2 a_2 + \dots + v_1 a_1 + v_2 a_2$$

## Linearity

- Let  $\mathbf{f}$  be a function whose domain is  $\mathbb{R}^n$  and whose range is (a subset of  $\mathbb{R}^m$ ), i.e.,

$$\mathbf{y} = \mathbf{f}(\mathbf{x}) = \begin{bmatrix} f_1(\mathbf{x}) \\ f_2(\mathbf{x}) \\ \vdots \\ f_m(\mathbf{x}) \end{bmatrix}$$

where  $\mathbf{y}$  is in  $\mathbb{R}^m$  and  $\mathbf{x}$  is in  $\mathbb{R}^n$ .

- We encountered functions like this in Math 2210.
- The function  $\mathbf{f}$  is said to be **linear** if

$$\mathbf{f}(\mathbf{u} + \mathbf{v}) = \mathbf{f}(\mathbf{u}) + \mathbf{f}(\mathbf{v}) \quad \text{and} \quad \mathbf{f}(c\mathbf{u}) = c\mathbf{f}(\mathbf{u}),$$

for all vectors  $\mathbf{u}$  and  $\mathbf{v}$  in  $\mathbb{R}^n$  and scalars  $c$ .



the properties a. and b. above say that the function

$$\mathbf{f}(\mathbf{x}) = A\mathbf{x}$$

is linear!