

Tuesday Sept 23

We're going through the Maple examples from Monday, but first:

We introduced some useful notation yesterday which should be recorded (and expanded):

linear system of m eqns in n unknowns:

$$\begin{array}{l} a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1 \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n = b_2 \\ a_{31}x_1 + \dots \\ \vdots \\ a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n = b_m \end{array}$$

rewritten in matrix form:

$$\begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{bmatrix}$$

i.e.

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

A = coefficient matrix
 \vec{b} = RHS vector

exercise: $\begin{bmatrix} 1 & 2 & 3 \\ -1 & 2 & 4 \end{bmatrix} \begin{bmatrix} -2 \\ 1 \\ 3 \end{bmatrix} =$

important properties of matrix times vector:

$$\text{entry}_i(A\vec{x}) = \text{row}_i(A) \cdot \vec{x} \quad (\text{dot product})$$

$$\text{recall, if } \vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix}, \vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}$$

$$\text{then } \vec{u} \cdot \vec{v} \text{ equals } u_1v_1 + u_2v_2 + \dots + u_nv_n \\ = \sum_{i=1}^n u_i v_i$$

$$\vec{u} \cdot [\vec{v} + \vec{w}] = \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}$$

$$\vec{u} \cdot [k\vec{v}] = k\vec{u} \cdot \vec{v}$$

(this is the def. of dot product!!)

$$\text{So } A(\vec{x} + \vec{y}) = A\vec{x} + A\vec{y}$$

$$A(k\vec{x}) = kA\vec{x}$$

Check:

now
 finish Monday Maple handout.

(2)

after our general overview/conclusions on page 6 Monday,

let's return to a question we asked on pages 2-3 ...

Theorem The general solution to

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

is of the form $\vec{x} = \vec{x}_P + \vec{x}_H$

↑
(any) particular
solution

general solution
to the homogeneous equation $A\vec{x} = \vec{0}$

proof: If $A\vec{x}_P = \vec{b}$ and $A\vec{x}_H = \vec{0}$

$$\begin{aligned} \text{then } A(\vec{x}_P + \vec{x}_H) &= A\vec{x}_P + A\vec{x}_H \\ &= \vec{b} + \vec{0} = \vec{b} \end{aligned}$$

If \vec{x} is any soltn to

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

then

$$\vec{x} = \vec{x}_P + (\vec{x} - \vec{x}_P)$$

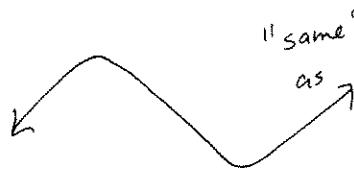
$$\begin{aligned} \text{so } A\vec{x} &= A[\vec{x}_P + (\vec{x} - \vec{x}_P)] \\ &= A\vec{x}_P + A(\vec{x} - \vec{x}_P) \end{aligned}$$

$$\text{so } \vec{b} = \vec{b} + A(\vec{x} - \vec{x}_P)$$

$$\text{so } \vec{0} = A(\vec{x} - \vec{x}_P)$$

so $\vec{x} - \vec{x}_P$ is a sol'n to
the homog.
eqtn, i.e.

$$\therefore \vec{x} - \vec{x}_P = \vec{x}_H$$



$$\begin{aligned} \text{let } L(y) &:= y' + p(x)y \\ L(y_1 + y_2) &= L(y_1) + L(y_2) \\ L(cy) &= cL(y) \\ \text{check!} \end{aligned}$$

so same conclusion holds,
to solve $L(y) = q(x)$,

i.e. $y' + p(x)y = q(x)$

gen'l sol'n is $y = y_P + y_H$!

example

$$\begin{aligned} y' + 3y &= 6 \\ e^{3x}(y' + 3y) &= 6e^{3x} \end{aligned}$$

$$(e^{3x}y)' = 6e^{3x}$$

$$e^{3x}y = 2e^{3x} + C$$

$$y = 2 + \underbrace{Ce^{-3x}}_{y_H}$$

$$\begin{matrix} \uparrow & \uparrow \\ y_P & y_H \end{matrix}$$

!!