What we may have realized in the previous exercise is the very important:

<u>Fundamental Fact</u> A vector equation (linear combination problem)

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

is actually a system of linear equations for the unknown weights x_1, x_2, \dots, x_n ; in fact the system of linear equations has augmented matrix given by

 $\begin{bmatrix} \underline{a}_1 & \underline{a}_2 & \dots & \underline{a}_n & \underline{b} \end{bmatrix}$

(where we have expressed the augmented matrix in terms of its columns). In particular, \underline{b} can be generated by a linear combination of $\underline{a}_1 \ \underline{a}_2 \ \dots \ \underline{a}_n$ if and only if there exists a solution to the linear system corresponding to the augmented matrix above.

This fundamental fact is so important to the course, that we should check it in general at some point.

$$\begin{array}{c} X_{1} \begin{pmatrix} a_{11} \\ a_{21} \\ \vdots \\ a_{m1} \end{pmatrix} + X_{2} \begin{pmatrix} a_{12} \\ a_{22} \\ \vdots \\ a_{m2} \end{pmatrix} + \dots + X_{n} \begin{pmatrix} q_{1n} \\ a_{2n} \\ \vdots \\ q_{mn} \end{pmatrix} = \begin{pmatrix} a_{11} \times i + q_{12} \times 2 + \dots + q_{1n} \times n \\ a_{21} \times i + q_{22} \times 2 + \dots + q_{2n} \times n \\ \vdots \\ a_{m1} \times i + q_{m2} \times 2 + \dots + q_{mn} \times n \end{pmatrix} = \begin{pmatrix} b_{1} \\ b_{2} \\ \vdots \\ a_{m1} \times i + q_{m2} \times 2 + \dots + q_{2m} \times n \\ \vdots \\ a_{m1} \times i + q_{m2} \times 2 + \dots + q_{mn} \times n \end{pmatrix} = \begin{pmatrix} b_{1} \\ b_{2} \\ \vdots \\ b_{n} \end{pmatrix}$$

Exercise 3a) Does the vector equation

	1		-1		2
x_1	0	$+ x_{1}$	2	=	-3
	2	1	0		$\begin{bmatrix} 2 \\ -3 \\ 1 \end{bmatrix}$

have any solutions?

<u>3b)</u> What geometric question is this related to? What geometric object is span $\begin{cases} 1 \\ 0 \\ 2 \end{cases}, \begin{bmatrix} -1 \\ 2 \\ 0 \end{bmatrix}$? yon just did this in nearmap, $ys - x_{1} = \frac{1}{2}$ this will be a $x_{2} - \frac{1}{2}$ plane in \mathbb{R}^{3} .

$$\begin{bmatrix} 2 \\ -3 \\ 1 \end{bmatrix} \text{ in the plane spanned by} \begin{bmatrix} 1 \\ 0 \\ 2 \end{bmatrix}, \begin{bmatrix} -1 \\ 2 \\ 0 \end{bmatrix}$$

<u>3c</u>) Use an augmented matrix calculation to find what condition needs to hold on vectors \underline{b} so that

$$\mathbf{b} \in span \begin{bmatrix} \begin{vmatrix} 1 \\ 0 \\ 2 \end{vmatrix}, \begin{vmatrix} -1 \\ 2 \\ 0 \end{bmatrix}, (!!) \qquad \mathbf{x}_{1} \begin{bmatrix} 1 \\ 0 \\ 2 \end{bmatrix} + \mathbf{x}_{2} \begin{bmatrix} -1 \\ 2 \\ 0 \end{bmatrix} = \begin{bmatrix} b_{1} \\ b_{2} \\ b_{3} \end{bmatrix} \quad \text{which } \vec{b} ?$$

$$\mathbf{b}_{1} = \begin{bmatrix} 1 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} 1 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

$$\mathbf{b}_{2} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} =$$

Wed Jan 17

• 1.4 the matrix equation $A \underline{x} = \underline{b}$.

Amouncements: • 1.4 11, 13, 17-25 odd, 25, 31 should be doable after today
(part of next week's thu.)
• quiz
• finish T noks & todap.
• is the collection of bell linear combination
Warming Exercise: 1s
$$\begin{bmatrix} 2\\ -3\\ 1 \end{bmatrix}$$
 in the span of $\{\begin{bmatrix} 1\\ 0\\ 2 \end{bmatrix}, \begin{bmatrix} -1\\ 2\\ 0 \end{bmatrix}\}$? Set in the
hint: the vector equation you've trying to solve is
51.3 vector $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$
 $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$
 $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$
 $\frac{1}{2}$ $\frac{1}{2}$

Recall

<u>Fundamental Fact</u> A *vector equation* (linear combination problem)

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is actually a system of linear equations for the unknown weights x_1, x_2, \dots, x_n ; in fact the system of linear equations has augmented matrix given by

$$\begin{bmatrix} \underline{a}_1 & \underline{a}_2 & \dots & \underline{a}_n & \underline{b} \end{bmatrix}$$

(where we have expressed the augmented matrix in terms of its columns). In particular, <u>b</u> can be generated by a linear combination of $\underline{a}_1 \ \underline{a}_2 \ \dots \ \underline{a}_n$ if and only if there exists a solution to the linear system corresponding to the augmented matrix above.

We should check this carefully today, assuming we didn't do so on Tuesday:

<u>Definition</u> (from 1.4) If *A* is an $m \times n$ matrix, with columns $\underline{a}_1, \underline{a}_2, \dots, \underline{a}_n$ (in \mathbb{R}^m) and if $\underline{x} \in \mathbb{R}^n$, then $A \underline{x}$ is defined to be the linear combination of the columns, with weights given by the corresponding entries of \underline{x} . In other words,

$$A \underline{\mathbf{x}} \coloneqq x_1 \underline{\mathbf{a}}_1 + x_2 \underline{\mathbf{a}}_2 + \dots x_n \underline{\mathbf{a}}_n.$$

(This will give us a way to abbreviate vector equations.)

<u>Definition</u>. Let $\underline{u}, \underline{v}$ be vectors in \mathbb{R}^n . Then the *dot product* $\underline{u} \cdot \underline{v}$ is defined by

$$\underline{u} \cdot \underline{v} = \sum_{j=1}^{n} u_{j} v_{j} = u_{1} v_{1} + u_{2} v_{2} + \dots u_{n} v_{n}.$$

<u>Computational Theorem</u>: (This is usually a quicker way to compute $A \underline{x}$. Let If A be an $m \times n$ matrix, with rows $R_1, R_2, \dots R_m$. Then $A \underline{x}$ may also be computed using the rows of A and the dot product:

$$x_1 \underline{a}_1 + x_2 \underline{a}_2 + \dots x_n \underline{a}_n \in A \underline{x} = \begin{bmatrix} R_1 \cdot \underline{x} \\ R_2 \cdot \underline{x} \\ \vdots \\ R_m \cdot \underline{x} \end{bmatrix}$$

Exercise 1a) Compute both ways:

$$\frac{R_{i}}{R_{i}} \begin{bmatrix} 1 & -2 & 3 \\ -2 & 3 & 4 \end{bmatrix} \begin{bmatrix} 2 \\ -2 \\ 1 \end{bmatrix} = 2 \begin{bmatrix} 1 \\ -2 \end{bmatrix} - 2 \begin{bmatrix} -2 \\ -2 \end{bmatrix} + \begin{bmatrix} -2 \\ -2 \end{bmatrix} + \begin{bmatrix} -2 \\ -2 \end{bmatrix} = \begin{bmatrix} 2 + 4 + 3 \\ -4 - 6 + 4 \end{bmatrix} = \begin{bmatrix} -6 \\ -6 \end{bmatrix}$$

$$= \begin{bmatrix} R_{i} \cdot \vec{x} \\ R_{2} \cdot \vec{x} \end{bmatrix} = \begin{bmatrix} 1 \cdot 2 + (-2)(-2) + 3 \cdot 1 \\ (-2)(2) + 3(-2) + 4 \cdot 1 \end{bmatrix} = \begin{bmatrix} 2 + 4 + 3 \\ -4 - 6 + 4 \end{bmatrix}$$

Exercise 1b) Write as a matrix times a vector:

$$3\begin{bmatrix} -2\\1\\0\end{bmatrix} + 4\begin{bmatrix} 2\\3\\-1\end{bmatrix} + 2\begin{bmatrix} -1\\2\\2\end{bmatrix} =$$