

1.5 Solution sets of linear systems

Previously : — You learned how to solve a system of linear equations:

Example 1

$$(1) \begin{cases} x_1 + 2x_2 + 3x_3 = 0 \\ 4x_1 + 5x_2 + 6x_3 = 0 \end{cases}$$

— You learned that (1) has the same solutions as

$$(2) \quad x_1 \begin{bmatrix} 1 \\ 4 \end{bmatrix} + x_2 \begin{bmatrix} 2 \\ 5 \end{bmatrix} + x_3 \begin{bmatrix} 3 \\ 6 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

or as:

$$(3) \quad \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

This lecture will not give a new algorithm for solving (1) but it will organize its solutions

Example 1 (solution)

$$\begin{bmatrix} 1 & 2 & 3 & 0 \\ 4 & 5 & 6 & 0 \end{bmatrix} \sim \begin{bmatrix} 1 & 2 & 3 & 0 \\ 0 & -3 & -6 & 0 \end{bmatrix}$$

$$\sim \begin{bmatrix} 1 & 2 & 3 & 0 \\ 0 & 1 & 2 & 0 \end{bmatrix} \sim \begin{bmatrix} 1 & 0 & -1 & 0 \\ 0 & 1 & 2 & 0 \end{bmatrix}$$

↑

non-pivotal column
 $\Rightarrow x_3$ is free

$$x_1 - x_3 = 0$$

$$x_2 + 2x_3 = 0$$

$$x_3 = \text{free}$$

$$\Rightarrow \begin{cases} x_1 = x_3 \\ x_2 = -2x_3 \\ x_3 = x_3 \quad - \text{free} \end{cases}$$

$$\Rightarrow \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} x_3 \\ -2x_3 \\ x_3 \end{bmatrix} = x_3 \begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix} \quad \text{in } \mathbb{R}$$

\Rightarrow Solution set = span $\left\{ \begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix} \right\}$ a line.

In general: The homogeneous equation

$$Ax = 0$$

has the solution set $\text{Span}\{v_1, v_2, \dots, v_m\}$ where the number of vectors, m , is equal to the number of free variables.

Example 2

$$(4) \quad x_1 + 2x_2 + 3x_3 = 0$$

$$\Rightarrow \begin{cases} x_1 = -2x_2 - 3x_3 \\ x_2 = \text{free} \\ x_3 = \text{free} \end{cases} \Rightarrow \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} -2x_2 \\ x_2 \\ 0 \end{bmatrix} + \begin{bmatrix} -3x_3 \\ 0 \\ x_3 \end{bmatrix}$$

$$\Rightarrow \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = x_2 \begin{bmatrix} -2 \\ 1 \\ 0 \end{bmatrix} + x_3 \begin{bmatrix} -3 \\ 0 \\ 1 \end{bmatrix} \quad x_2, x_3 \in \mathbb{R}$$

\Rightarrow solution set is $\text{Span}\left\{ \begin{bmatrix} -2 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} -3 \\ 0 \\ 1 \end{bmatrix} \right\}$
a plane

Remark (4) is called the implicit equation of the plane while:

$$\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = s \begin{bmatrix} -2 \\ 1 \\ 0 \end{bmatrix} + t \begin{bmatrix} -3 \\ 0 \\ 1 \end{bmatrix} \quad s, t \in \mathbb{R}$$

is called the parametric equation of the plane

Nonhomogeneous Equations: $Ax = b$ $b \neq 0$

If the equation has at least one solution then all solutions are of the form

$$x = p + v_n$$

where p is a solution of $Ax = b$ and v_n is any solution of $Ax = 0$.

Example 1.1

$$\begin{cases} x_1 + 2x_2 + 3x_3 = 6 \\ 4x_1 + 5x_2 + 6x_3 = 9 \end{cases}$$

$$\begin{bmatrix} 1 & 2 & 3 & 6 \\ 4 & 5 & 6 & 9 \end{bmatrix} \sim \begin{bmatrix} 1 & 2 & 3 & 6 \\ 0 & -3 & -6 & -15 \end{bmatrix} \sim$$

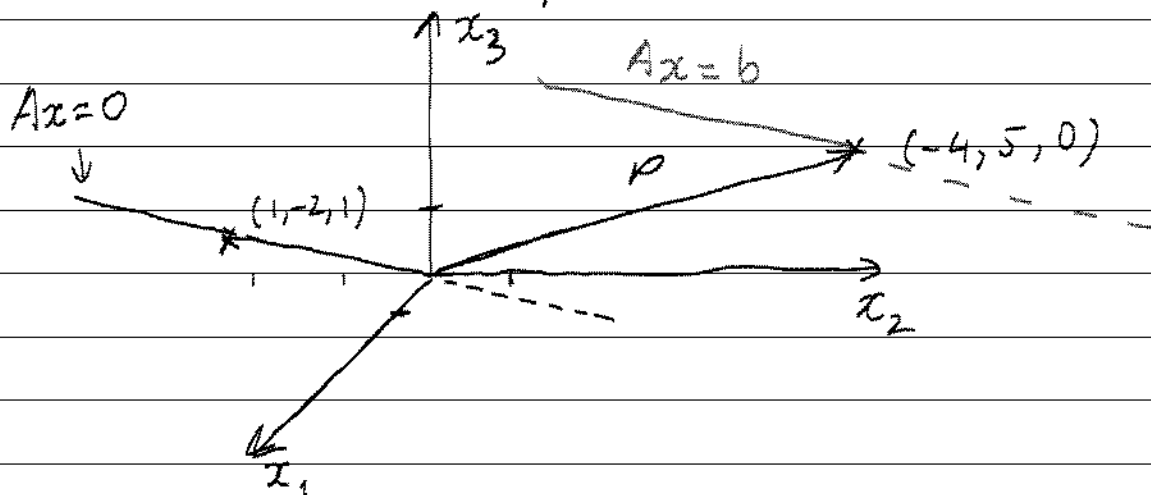
$$\begin{bmatrix} 1 & 2 & 3 & 6 \\ 0 & 1 & 2 & 5 \end{bmatrix} \sim \begin{bmatrix} 1 & 0 & -1 & -4 \\ 0 & 1 & 2 & 5 \end{bmatrix}$$

↑
non-pivot column
 x_3 is free

$$\begin{aligned} x_1 &= -4 + x_3 \\ x_2 &= 5 - 2x_3 \Rightarrow \\ x_3 &= \text{free} \end{aligned} \quad \Rightarrow \quad \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} -4 \\ 5 \\ 0 \end{bmatrix} + x_3 \begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix}$$

↑
 p

Geometric (graphic) representation:



The solution set of $Ax=b$ is the translation by p of the solution set of $Ax=0$. The line $Ax=b$ is parallel to the line $Ax=0$.

Example 2.1

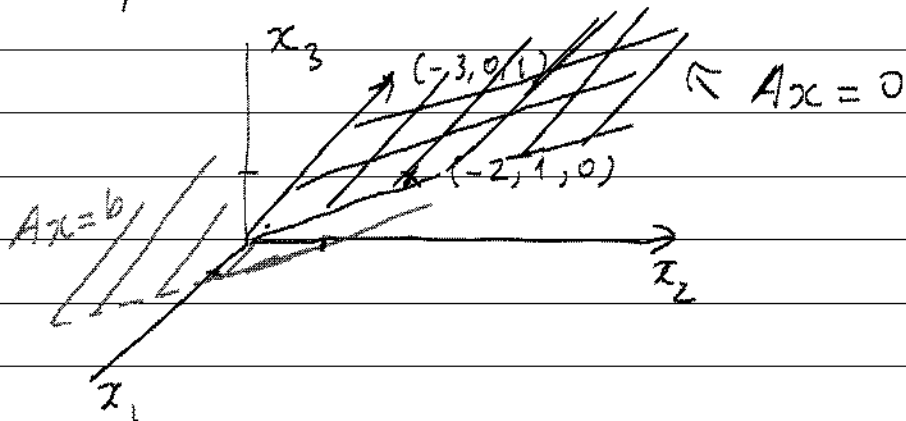
$$x_1 + 2x_2 + 3x_3 = 1$$

$$\Rightarrow x_1 = 1 - 2x_2 - 3x_3$$

$$\Rightarrow \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} + x_2 \begin{bmatrix} -2 \\ 1 \\ 0 \end{bmatrix} + x_3 \begin{bmatrix} -3 \\ 0 \\ 1 \end{bmatrix}$$

↑
p

Geometric representation



The plane $Ax=b$ is parallel to $Ax=0$ and translated by 1 unit in the x_1 direction (translated by $\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$).