Systems of linear equations Lecture 3b – 2021-05-26

MAT A35 – Summer 2021 – UTSC

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Rabbit population - reminder



[average fecundity of youngaverage fecundity of adults[number of young rabbits]survivability of youngsurvivability of adults[number of adult rabbits]

= [number of offspring of young + number of offspring of adults number of surviving young + number of surviving adults]

 $= \begin{bmatrix} number of young rabbits the following year \\ number of adult rabbits the foollowing year \end{bmatrix}$

• Suppose you have a Leslie matrix $L = \begin{bmatrix} 2 & 3 \\ 0.5 & 0.9 \end{bmatrix}$ and a population vector $p_2 = \begin{bmatrix} 230 \\ 59 \end{bmatrix}$ in Year 2. What was the population vector p_1 in Year 1?

Matrix Equation to System of Equations

• Suppose you have a Leslie matrix $L = \begin{bmatrix} 2 & 3 \\ 0.5 & 0.9 \end{bmatrix}$ and a population vector [230] $p_2 = \begin{bmatrix} 230 \\ 50 \end{bmatrix}$ in Year 2. What was the population vector p_1 in Year 1? $\begin{bmatrix} 2 & 3 \\ 0.5 & 0.9 \end{bmatrix} \begin{bmatrix} \times \\ Y \end{bmatrix} = \begin{bmatrix} 2 & 30 \\ 59 \end{bmatrix} (=) \qquad \int 2 \times + 3y = 230 \\ (0.5 \times + 0.9y = 59) \times 4 \\ R_2 \qquad R_2 \qquad (=) \qquad \int 2 \times + 3y = 230 \\ (=) \qquad \int 2 \times + 3.6y = 236 \end{bmatrix}$ $\sim 0, 6\gamma = -6$ $\gamma = 10$ $\begin{bmatrix} 7 & 3 \\ 0 & 5 & 0 \end{bmatrix} \begin{bmatrix} 7 & 0 & 0 \\ 0 & 0 & - \end{bmatrix} \begin{bmatrix} 7 & 0 & 0 \\ - & 5 & 7 \end{bmatrix}$ × = (00

Graphs of 2D linear equations

• Can visualize 2-variable equations as lines.

$$=) \quad \gamma = \frac{C - a \times}{b} = \frac{C}{b} - \frac{a}{b} \times$$

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• Any point on the line is a solution to the equation.



Graphs of 2D linear systems

 A solution to a system of 2 linear equations with 2 variables has to be a solution to both of equations—I.e. it lies on both lines.

$$a_1 \times + b_1 \times > c_1$$

 $a_2 \times + b_2 \times = c_2$

• Three possibilities for number of solutions



(In)consistency and (in)dependence

- A system of equations is consistent if it has at least one solutions. de_{ρ} Otherwise, it is inconsistent (no solutions).
- A system of equations is dependent if you can derive one of the equations from the other equations. Otherwise, the system is independent.
 - An equation that can be derived from the other equations is also called dependent, and an equation that cannot is called independent. 2y = 2x + 2

in consistent





Properties of systems of equations

Each variable in a system of equations can be thought of as a degree of freedom.
 ×, Y, Z



• Each independent equation constrains the system and removes a degree of freedom.





Properties of systems of equations

- A system of *n* linear equations with *n* variables has exactly 1 solution if and only if the system is independent and consistent.
 - $\begin{cases} x+y=1 & 2x=6 \\ x-y=5 & x=3 & y=-2 \end{cases}$
- If m > n, then a system of m linear equations with n variables does not have a solution if all the equations are independent.

 If m < n, then a system of m linear equations with n variables has infinitely many solutions if the system is independent and consistent. (of course, a system with at least 2 equations can be inconsistent)

Substitution method

- Solve for a variable in one equation in terms of the other variables, and then substitute it into all the other equations.
- Iterate until you know the value of one variable.
- Then plug that variable value into all of the equations and repeat the entire process with one fewer variable.



Elimination Method

 Transform a system into an "equivalent" system with the same solutions using three types of operations: $\sum_{x=1}^{x+y=1} \zeta_{x+y=1}^{x-y=0}$

xty=1 (=) 2xt2y=2

Ex.

X=1

 $\int_{2} + \gamma z = \frac{1}{2} \gamma z = \frac{1}{2}$

- Change (permute) the order of the equations.
- Multiply an equation by a non-zero constant.
- Add a multiple of one equation (A) to another (B). $(B \leftarrow cA+B)$ $\begin{cases} x + y = 1 \\ x - y = 0 \end{cases} (=) \begin{cases} x + y = 1 \\ (2, -1) \end{cases}$
- Goal is to eliminate variables
 - Can then use "back-substitution" to solve.
 - Can encode as an "augmented matrix"

7 [-1 1][Y]=[1] Augmented matrix Example $-R_{2}\left(\begin{array}{ccc} 3 & -2 & | \\ -1 & 1 & | \\ 3 & -2 & | \\ | & -1 & | \\ -1 & -1 \end{array}\right)$ $\begin{cases}
 3 \times -2y = 1 \\
 (-x + y = 1) (-1)
 \end{cases}$ $\begin{cases} 3x - 2y = 1 \\ x - y = -1 \end{cases}$ $\begin{pmatrix} x - y = -1 \\ 3x - 2y = -1 \\ 3x - 2y = 1 \\ \end{pmatrix} \begin{pmatrix} (-3) \\ R_1 \leftarrow R_2 \\ R_2 \leftarrow R_2 - 3 \\ R_1 \leftarrow R_2 - 3 \\ R_1 \leftarrow R_2 - 2 \\ R_1 \leftarrow R_1 - 1 \\ R_2 \leftarrow R_2 - 3 \\ R_1 \leftarrow R_1 - 1 \\ R_1 \leftarrow R_1 + R_2 \\ R_2 \leftarrow R_2 \\ R_1 \leftarrow R_1 + R_2 \\ R_2 \leftarrow R_2 \\ R_1 \leftarrow R_1 + R_2 \\ R_2 \leftarrow R_2 \\ R_1 \leftarrow R_1 + R_2 \\ R_2 \leftarrow R_2 \\ R_1 \leftarrow R_1 + R_2 \\ R_2 \leftarrow R_2 \\ R_1 \leftarrow R_2 \\ R_2 \leftarrow R_2 \\ R_$

Elementary row operations

- Elementary row operations
 - Swap: Any row can be switched with any other row
 - Scale: Any row can be multiplied by a non-zero constant
 - Pivot: A multiple of one row can be added to another row
- If two matrices can be converted to one another via elementary row operations, then they are row-equivalent.



(Reduced) row-echelon form

- A matrix is in row-echelon form if:
 - If a row is not all 0's, then the first nonzero entry is a 1.
 - The leading 1 in a row is to the right of the leading one in the row above.
 - Every row with all 0's is at the bottom of the matrix
- A matrix is in reduced row-echelon form if in addition:
 - Each column containing a leading 1 in a row has all other entries 0.

$$\begin{bmatrix} 1 & 2 & 6 & (& 1 \\ 0 & 0 & 1 & 2 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

A: Row-echelon form B: Reduced row-echelon form C: Both A & B E: None

Gauss-Jordan elimination

- Gaussian elimination is using elementary row operations to convert a matrix to row echelon form.
 - Work from left to right. Start by using swaps, scales, and pivots to convert the leftmost nonzero column to having a 1 as close to the top left as possible, and O's everywhere else in the column.
 - Then iteratively repeat on the submatrix below and to the right of that 1. (i.e. freeze that row; don't do any more row operations to it)
 - All zero rows can be swapped to the bottom and ignored.
 - An all zero row except with a nonzero right augmented term means that the systems is inconsistent.
- Gauss-Jordan elimination is using elementary row operations to convert a matrix to reduced row echelon form.
 - Start with a Gaussian elimination to get to row echelon form.
 - For the bottom-right 1, use pivots to zero out the entries above it.
 - Iteratively repeat on the submatrix above and to the right of that 1 until you get all the way to the top.

12 3 DIRREF | U 0 1 | Example 1222 D $\boldsymbol{\times}$ д Zy + Zz = 6 O = D $R_3 = R_3$ x f 2 = 2 = 23 -2x +2y $\begin{bmatrix}
1 & 0 & 1 & 2 \\
0 & 2 & 2 & 6 \\
-2 & 2 & 0 & 2 & 3
\end{bmatrix}$ 472 R_3E Variake 2 lagaturs, 2 $\begin{bmatrix} 1 & 0 & 1 \\ 0 & 2 & 2 \end{bmatrix}$ în finite Solatune Lo 22 n = 1inconsistent \mathcal{O} ()no solution

Example

Try it out

• Suppose you have a Leslie matrix $L = \begin{bmatrix} 1 & 3 \\ 0.5 & 0.9 \end{bmatrix}$ and a population vector $p_2 = \begin{bmatrix} 160 \\ 68 \end{bmatrix}$ in Year 2, corresponding to 160 young, and 68 adults. How many adults were there in Year 1? Its. How many adults were there in root 1. $\begin{bmatrix} 1 & 3 \\ 0.5 & 0.7 \end{bmatrix} \begin{bmatrix} 7 \\ 7 \end{bmatrix} = \begin{bmatrix} 160 \\ 65 \end{bmatrix} \begin{bmatrix} 1 & 3 \\ 1.8 \end{bmatrix} \begin{bmatrix} 160 \\ 1.8 \end{bmatrix} \begin{bmatrix} 1 & 3 \\ 136 \end{bmatrix} \\ R_2 = R_1 = R_2 \\ 0 & 1.2 \end{bmatrix} \begin{bmatrix} 1 & 3 \\ 0 & 1.2 \end{bmatrix} \\ R_2 = R_1 = R_2 \\ R_2 = R_1 = R_2 \\ 0 & 1.2 \end{bmatrix} \\ \begin{bmatrix} 1 & 3 \\ 0 & 1.2 \end{bmatrix} \\ \begin{bmatrix} 1 & 3 \\ 0 & 1 \end{bmatrix} \\ \begin{bmatrix} 60 \\ 0 & 1 \end{bmatrix} \\ \begin{bmatrix} 1 & 3 \\ 0 & 1 \end{bmatrix} \\ \begin{bmatrix} 60 \\ 0 & 1 \end{bmatrix} \\ \begin{bmatrix} 1 & 3 \\ 0 & 1 \end{bmatrix} \\ \begin{bmatrix} 60 \\ 0 & 1 \end{bmatrix} \\ \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \\ \begin{bmatrix} 10 \\ 0 & 1 \end{bmatrix} \\ \\ \begin{bmatrix} 10 \\ 0 & 1 \end{bmatrix} \\ \begin{bmatrix} 10 \\ 0 & 1 \end{bmatrix} \\ \\ \begin{bmatrix} 10 \\ 0 & 1 \end{bmatrix} \\ \\ \begin{bmatrix} 10 \\ 0 & 1 \end{bmatrix} \\$