	Systems of linear equation		
Ax = b			
		SELIN FOX S.	
	Question, given A and b solve for oc.		
T(2c) = b			
•	Question, given T and b 9	ishue for or.	
	But first problem \$1.5#49	••/	
du			
Suppose the equation $A\mathbf{x} = \mathbf{b}$ is consistent for some given $\mathbf{b}$ , and let $\mathbf{p}$ be solution. Then the solution set of $A\mathbf{x} = \mathbf{b}$ is the set of all vectors of the form $\mathbf{w} = \mathbf{p} + \mathbf{v}_h$ , where $\mathbf{v}_h$ is any solution of the homogeneous equation $A\mathbf{x} = 0$ .			
VI) • It	w is a solution so Aw=b	then w=p+Vn in so AV, =0	
		<u> </u>	
<i>()</i> <b>(</b> -1.1	Vn is a solution so Avn=0 is a solution zo	then w=joty	
	351001001 28	7(ω 2 β.	
Why is	ja D true first note Ap=b		
	Suppose Aw = b. Subtract	ou equation trong	
	19.0 × 11.00:		
	Ap = b $Aw = b$	Aw = b	
	- Tw-0	Ap = b	
	Ap-Aw=0	Aw-Ap=0	

By linearity combine those terms --

$$A(w-p) = 0$$

Thus p-w is a solution to the homogeneous equation. Thus  $V_h = W - P$  thun  $AV_h = D$ .

Thus w=p+vh.

1. If  $V_h$  is a solution so  $A_{V_h}=0$  then  $w=p+V_h$  is a solution to Aw=b.

Substitute it in

$$AN = A(p+v_n) = Ap + Av_n = b+0 = b$$

49. Construct a 2 × 2 matrix A such that the solution set of the equation Ax = 0 is the line in R² through (4,1) and the origin. Then, find a vector b in R² such that the solution set of Ax = b is not a line in R² parallel to the solution set of Ax = 0. Why does this not contradict Theorem 6?

$$Nul(A) = \frac{\pi}{2} \times Ax = 0 = \frac{\pi}{2} = \frac{\pi}{2}$$
 cert

$$x = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} -ax_2 \\ x_2 \end{bmatrix} = \begin{bmatrix} -q \\ 1 \end{bmatrix} x_2$$
 so  $a = -4$ 

b=  $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$  then  $\begin{bmatrix} 1-4 \\ x_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$  is inconsistent...

gero on the left non-zero on the right

No solutions, so not a line at all ... Theorem 6 only applies, when Ax=6 is consistent. Bout to 2.2 Systems of linear equations Ax = bQuestion, given A and b solve for a. T (2c) = b Question, given T and b solve for a. · does a solutione exist? Ideally for every b there is an x such that Azc=b and only one such x such that Ax=b. Invertible means there is a 1-to-1 correspondences that associates exactly our x to every b. meed a pirot in every row so the system is never incousistent - there can be no free variables 50 there is my me solution.

If there is a pivot in each row, then there as as many pivots as there are rows.

If there are no free variables, then there are no extra columns.

Thus, there are the same number of columns as rows.

The matrix is square.

How to solve 
$$T(z) = b$$
 in general...
$$b = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} = \begin{bmatrix} b_1 \\ 0 \\ b_3 \end{bmatrix} = \begin{bmatrix} b_1 \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ b_2 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

Solve
$$T(z) = \begin{bmatrix} b_1 \\ 0 \\ 0 \end{bmatrix}, T(y) = \begin{bmatrix} 0 \\ b_2 \\ 0 \end{bmatrix}, T(z) = \begin{bmatrix} 0 \\ 0 \\ b_3 \end{bmatrix}$$

Then

$$T(x+y+2) = T(x)+T(y)+T(z).$$

$$= \begin{bmatrix} b_1 \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ b_2 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ b_3 \end{bmatrix} = b$$

To solve this
$$T(x) = \begin{bmatrix} b_1 \\ 0 \end{bmatrix}$$

$$T(w) = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

Suppose 
$$T(u_1) = \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix}$$
  $T(u_2) = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$   $T(u_3) = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ 

Solve for u, uz and uz in these three pooblems -.

Thun to solve 
$$T(z) = b = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

$$x = b_1 u_1 + b_2 u_2 + b_3 u_3 = \begin{bmatrix} u_1 & |u_2| & u_3 \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

$$T(x) = T(b_1 u_1 + b_2 u_2 + b_3 u_3) = T(b_1 u_1) + T(b_2 u_2) + T(b_3 u_3)$$

$$= b_1 T(u_1) + b_2 T(u_2) + b_3 T(u_3)$$

$$= b_1 \begin{bmatrix} 0 \\ 0 \end{bmatrix} + b_2 \begin{bmatrix} 0 \\ 0 \end{bmatrix} + b_3 \begin{bmatrix} 0 \\ 0 \end{bmatrix} = b$$

Use the Augmented motorix to find u, uz, uz ....

$$A = \begin{bmatrix} 1 & 0 & -2 \\ -3 & 1 & 4 \\ 2 & -3 & 4 \end{bmatrix}$$
 with three right word gides..

$$\begin{bmatrix}
1 & 0 & -2 & | 1 & 0 & 0 & 7 \\
0 & | -2 & | 3 & | & 0 & 7
\end{bmatrix}$$

$$\begin{bmatrix}
7 & 4 & 7 & 7 & 7 & 7 \\
0 & | -3 & 8 & | -2 & 0 & 1 & 7
\end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & -2 & | & 1 & 0 & 0 \\ 0 & 1 & -2 & | & 3 & 1 & 0 \\ 0 & 0 & 2 & | & 7 & 3 & 1 \end{bmatrix} \qquad \begin{array}{c} r_1 \leftarrow r_1 + r_3 \\ r_2 \leftarrow r_2 + r_3 \end{array}$$

$$x = \begin{bmatrix} 8 & 3 & 1 \\ 10 & 4 & 1 \\ -7/2 & 8/2 & 1/2 \end{bmatrix}$$
 Solves 
$$\begin{bmatrix} 1 & 0 & -2 \\ -3 & 1 & 4 \\ 2 & -3 & 4 \end{bmatrix} x = b.$$