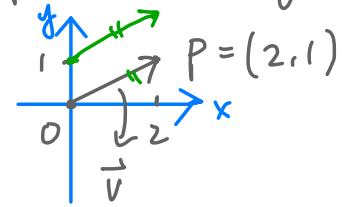


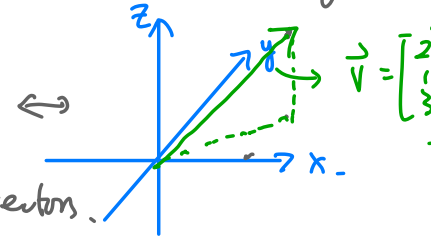
Last time: linear independence;

- def. ($\alpha_1 \vec{v}_1 + \dots + \alpha_k \vec{v}_k = \vec{0} \Rightarrow \alpha_1 = \alpha_2 = \dots = \alpha_k = 0$)
- echelon form criterion (EF($[\vec{v}_1 \mid \dots \mid \vec{v}_k]$) has a pivot in every col.)
- other special criteria: for small sets, or when a nontrivial zero lin comb. is easy to find

Today: · geometry of vectors · homogeneous vs. non-homogeneous LFS.

1. Geometry of Vectors.

- We identify \mathbb{R}^2 with the 2-D plane and identify each vector $\vec{v} = \begin{bmatrix} a \\ b \end{bmatrix} \in \mathbb{R}^2$ with the arrow \vec{OP} from the origin O to the point $P = (a, b)$. e.g. $\vec{v} = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$  \leftrightarrow note the comma in the tuple notation

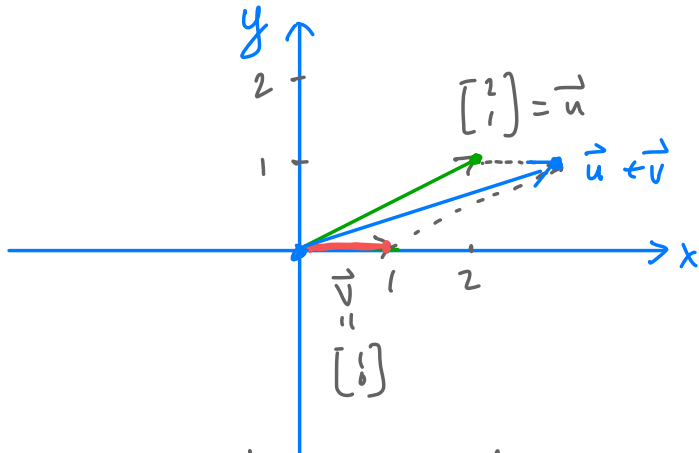
- We identify \mathbb{R}^3 with the 3-D space and identify each vector $\vec{v} = \begin{bmatrix} a \\ b \\ c \end{bmatrix} \in \mathbb{R}^3$ with the arrow \vec{OP} from the origin O to the point $P = (a, b, c)$. e.g. $\vec{v} = \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix}$  \leftrightarrow
- We also identify arrows with the same direction and length as equal vectors.

· (Parallelogram law) For $\vec{u}, \vec{v} \in \mathbb{R}^2$ or \mathbb{R}^3 , $\vec{u} + \vec{v}$ corresponds to the (arrow from the origin to) the fourth vertex of the parallelogram (\square) whose other vertices are 0 , \vec{u} , and \vec{v} .

eg.

$$\begin{matrix} \begin{bmatrix} 2 \\ 1 \end{bmatrix} + \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 3 \\ 1 \end{bmatrix} \\ \vec{u} \quad \quad \vec{v} \end{matrix}$$

\leftrightarrow

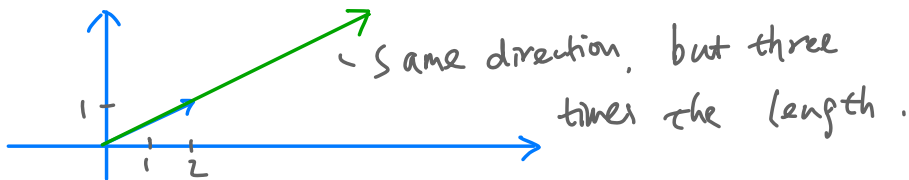


· Scaling a vector scales the length without changing its direction.

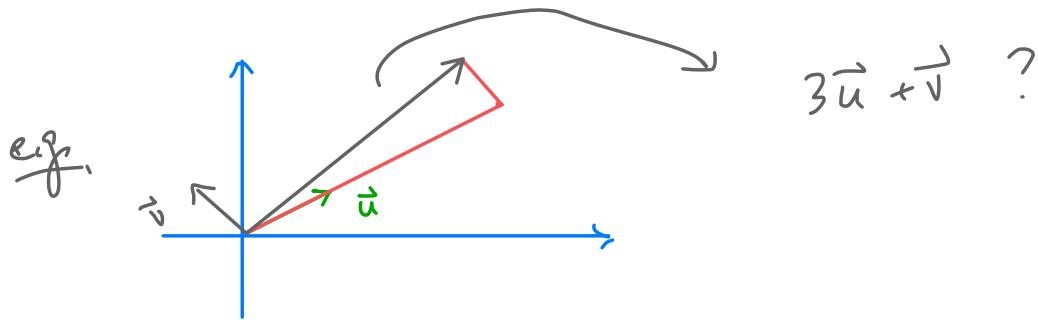
eg.

$$3 \cdot \begin{bmatrix} 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 6 \\ 3 \end{bmatrix}$$

\leftrightarrow



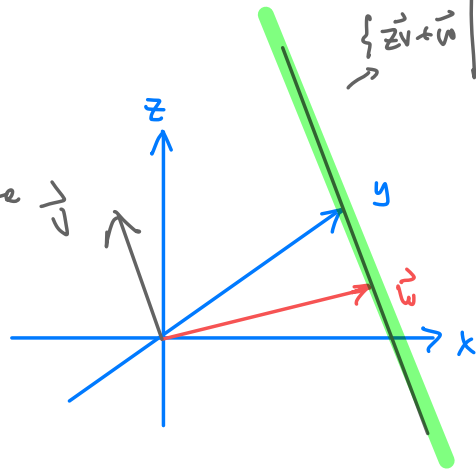
· (Linear combinations) Now that we can add and scale vectors, we can draw their linear comb. as well.



E.g. Given a vector two vectors \vec{v} and \vec{w} in \mathbb{R}^3 , the set $\{\vec{z}\vec{v} + \vec{w} \mid z \in \mathbb{R}\}$

can be described as the line in \mathbb{R}^3 that passes through \vec{w} in/opposite \vec{v} the direction of \vec{v} .

More drawings in homework...



2. Homogeneous vs. Non-homogeneous systems.

Def. An LES of the form (*) $\left\{ \begin{array}{l} a_{11}x_1 + \dots + a_{1n}x_n = b_1 \\ \vdots \\ a_{m1}x_1 + \dots + a_{mn}x_n = b_m \end{array} \right.$ is called

homogeneous if $b_1 = b_2 = \dots = b_m = 0$. Similarly, we say a vec eq.

$x_1\vec{v}_1 + \dots + x_k\vec{v}_k = \vec{v}$ if $\vec{v} = \vec{0}$ and say a matrix eq. ($\vec{x} = \vec{v}$)
is homogeneous

\square homogeneous if $\vec{v} = \vec{0}$. (So, a LES is hom. iff its vec eq. is hom., iff its matrix eq. is hom.)

Note: $\vec{x} = \vec{0} = \begin{bmatrix} 0 \\ \vdots \\ 0 \end{bmatrix}$ is a soln of (*) iff (*) is homogeneous.

E.g.

$$\begin{cases} x+2y+3z=4 \\ 5x+6y+7z=8 \\ 9x+10y+11z=12 \end{cases}$$

$$\leftrightarrow \left[\begin{array}{ccc|c} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{array} \right]$$

\uparrow \downarrow
 \vec{c} \vec{b}

$$\rightarrow \left[\begin{array}{ccc|c} 1 & 0 & -1 & -2 \\ 0 & 1 & 2 & 3 \\ 0 & 0 & 0 & 0 \end{array} \right]$$

\downarrow
R.E.F.

(1) The eq. $C\vec{x} = \vec{b}$ is not hom. geneous.

$$\vec{v} = \begin{bmatrix} -2 \\ 3 \\ 0 \end{bmatrix} \text{ is a soln of } C\vec{x} = \vec{b}.$$

Recall its soln set is $\left\{ z \cdot \begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix} + \begin{bmatrix} -2 \\ 3 \\ 0 \end{bmatrix} : z \in \mathbb{R} \right\}$ - i.e., it's

the line in \mathbb{R}^3 that passes the point $\begin{bmatrix} -2 \\ 3 \\ 0 \end{bmatrix}$ in the direction of $\begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix}$.

(2). The eq. $C\vec{x} = \vec{0}$ is homogeneoues.

$$\left[\begin{array}{ccc|c} 1 & 2 & 3 & 0 \\ 5 & 6 & 7 & 0 \\ 9 & 10 & 11 & 0 \end{array} \right] \rightarrow \left[\begin{array}{ccc|c} 1 & 0 & -1 & 0 \\ 0 & 1 & 2 & 0 \\ 0 & 0 & 0 & 0 \end{array} \right]$$

It has soln set $\left\{ \begin{bmatrix} x \\ y \\ z \end{bmatrix} : \begin{array}{l} x-z=0 \\ y+2z=0 \\ z \in \mathbb{R} \end{array} \right\} = \left\{ \begin{bmatrix} z \\ -2z \\ z \end{bmatrix} : z \in \mathbb{R} \right\} = \left\{ z \begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix} : z \in \mathbb{R} \right\}$,

i.e., it's the line in \mathbb{R}^3 that goes through the origin in the direction $\begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix}$.

Thm. Consider a hom. matrix equation $\underline{C\vec{x} = \vec{0}}$ and a non-hom eq. $\underline{C\vec{x} = \vec{b}}$ ($\vec{b} \neq \vec{0}$)

Suppose that both equations are consistent. Let $S_{\vec{0}}$ be the soln set of $C\vec{x} = \vec{0}$, let $S_{\vec{b}}$ be the soln set of $C\vec{x} = \vec{b}$, and let \vec{v} be a particular soln of $C\vec{x} = \vec{b}$.

Then we have $S_{\vec{b}} = S_{\vec{0}} + \vec{v}$, i.e.,

$$S_{\vec{b}} = \{ \vec{w} + \vec{v} \mid \vec{w} \in S_{\vec{0}} \}. \text{ So geometrically}$$

$S_{\vec{b}}$ is a shift of $S_{\vec{0}}$.

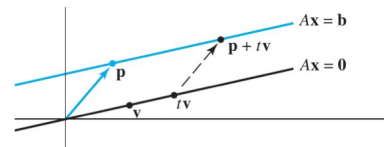


FIGURE 5 Parallel solution sets of $Ax = b$ and $Ax = 0$.

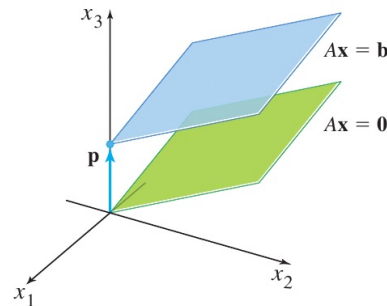


FIGURE 6 Parallel solution sets of $Ax = b$ and $Ax = 0$.

Ex. Work out the soln sets of
$$\begin{cases} x + 2y - z = 4 \\ x - y + z = 0 \end{cases}$$

and
$$\begin{cases} x + 2y - z = 0 \\ x - y + z = 0 \end{cases}$$
. Draw them, compare them and note that they

fit the description of the theorem.

Next time:

linear transformations