



for MANAGEMENT

Volume 1 of 2 September 2014 edition

Because the book is so large, the entire Matrices for Management course has been split into two volumes.



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Grant Shene

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LESSON 1: SYSTEMS OF LINEAR EQUATIONS

Warning: The following lesson is intended as a review of and introduction to basic concepts of linear systems. I think you will find this lesson helpful to give you context for this course, but it is quite possible you will never be tested on the material and methods taught here. It will, however, give you the necessary background to understand and appreciate the later lessons.

A linear equation has one or more variables (like x or y) raised to the power of 1. For example, 2x + 3y = 6 is a linear equation; both x and y have understood powers of 1. An equation is nonlinear if it has any variables raised to other powers (like x^2 or y^3); if the variables are under roots (like \sqrt{x} or $\sqrt[3]{y}$); if the variables are in denominators (like $\frac{6}{x}$); if the variables are part of a transcendental function (examples of transcendental functions are trigonometric functions like $\sin x$; exponential functions like e^x or 2^y ; logarithmic functions like $\ln x$ or $\log x$). A term that contains more than one variable is nonlinear (6xy is a nonlinear term because it has two variables multiplying together even though both of those variable are raised to the understood power of 1). The coefficients (the numbers in front of the variables) can come in all shapes and sizes, however. There is also no limit on the amount of variables in a linear equation, so long as the variables are strictly and only raised to the power of 1.

Here are some examples:

- 2x+3y+4z=7 is a **linear** equation. Although, there are three variables (x, y, z), they are all raised to the power of 1, and so are linear.
- $\sqrt{3}x + \frac{2}{5}y = 12$ is a **linear** equation. Even though it has weird coefficients like " $\sqrt{3}$ "

and " $\frac{2}{5}$ ", its variables are raised to the power of 1 ("x" and "y") making it linear.

- $3x 4\sqrt{y} = 7$ is a **nonlinear** equation because of the " \sqrt{y} " term.
- 3x 4xy + 5y = 10 is a **nonlinear** equation because of the "*xy*" term.
- $4x^2 5x + 4y = 8$ is a **nonlinear** equation because of the " x^2 " term.
- $6\sin x + 3\cos y \log_3 x = 10$ is a **nonlinear** equation. You've got to be kidding me! It's not even close; it has trigonometric and logarithmic functions in it.

GRAPHING A LINEAR EQUATION

The fundamental linear equation has two variables (we usually designate them by *x* and *y*, but any symbols could be used). **Linear equations are so-called because they graph as a line.** The **standard form** of a linear equation is ax + by = c where *a*, *b* and *c* are any real number constants. For example, 2x + 3y = 6 is a linear equation in standard form.

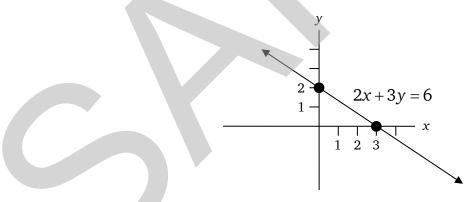
To quickly graph a line, we need only plot two points. The easiest points to plot are the intercepts. To get the *y*-intercept, sub in x = 0. To get the *x*-intercept, sub in y = 0. If I wanted to graph 2x + 3y = 6, I would make a table-of-values like so:

x	y
0	sub $x = 0$ into $2x + 3y = 6$ to solve y
sub $y = 0$ into $2x + 3y = 6$ to solve x	0

Therefore, the table of values for 2x + 3y = 6 would be:

$ \mathcal{X} $	y
0	2
3	0

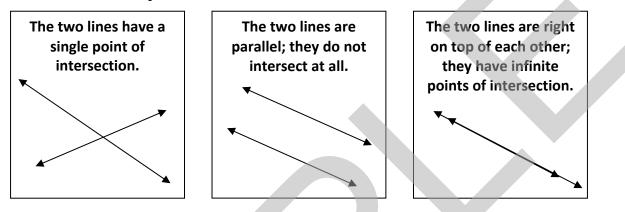
We could now plot these two points and draw a line through them to make our graph.



If you have two or more equations, you have a **system of equations**. The goal is to then find the solution or solutions that satisfy <u>all</u> the equations. **Geometrically speaking** (i.e. if we were looking at a graph of the system), **we are trying to find the intersection of the graphs**; the point or points where the separate graphs contact each other.

LINEAR SYSTEMS WITH TWO VARIABLES

Let's first focus on the most straightforward system of equations: two linear equations with two variables. Geometrically speaking, we have two lines and want to find where they intersect. There are three possibilities:



- 1. Solve the system of equations below using the elimination method, and interpret the solution geometrically.
 - 2x + 3y = 65x + 2y = -7

SOLUTION

In the elimination method we <u>add</u> the columns in such a way that one of the variables is <u>eliminated</u>.^{*} Essentially, the terms to be eliminated must have identical coefficients, but with the opposite sign. We can multiply an equation by any number we want to accomplish this (just make sure you multiply both sides of the equation to maintain balance).

For no particular reason, I will eliminate the "*y*" terms (I could just as easily eliminate the "*x*" terms). I will multiply every term in the first equation by -2 to create a "-6y" term and multiply every term in the second equation by 3 to create a "+6y" term.

$$2x + 3y = 6 \rightarrow \text{multiply by } -2 \rightarrow -4x - 6y = -12$$

$$5x + 2y = -7 \rightarrow \text{multiply by } 3 \rightarrow \frac{15x + 6y = -21}{11x}$$

Add the columns $\rightarrow \frac{11x}{11x} = -33$

$$x = \frac{-33}{11} = -3$$

^{*} Some people prefer to <u>subtract</u> the columns to eliminate a variable. I strongly advise against this as many students often carelessly losing track of negative signs while performing the math.

Now that we have solved x, we can substitute this value back into either one of the original equations to solve y. I will sub it into the first equation, but I could just as easily use the second one (either equation better produce the same value for y, or we have definitely made a mistake).

Sub x = -3 into 2x + 3y = 6:

$$2(-3)+3y=6 \rightarrow -6+3y=6 \rightarrow 3y=12 \rightarrow y=\frac{12}{3}=4$$

We have established the solution to this system is x = -3, y = 4. Put another way, we have found both lines intersect at the point (-3, 4).

We can check our answer by confirming (-3, 4) satisfies both equations.

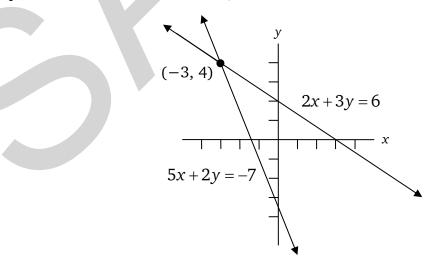
Subbing (-3, 4) into 2x + 3y = 6, we get $2(-3) + 3(4) = 6 \rightarrow -6 + 12 = 6 \rightarrow 6 = 6 \checkmark$

Subbing (-3, 4) into 5x + 2y = -7, we get $5(-3) + 2(4) = -7 \rightarrow -15 + 8 = -7 \rightarrow -7 = -7 \checkmark$

Thus, both lines pass through the point (-3, 4).

The solution to this system of equations is x = -3, y = 4. Interpreting this solution geometrically, we have discovered a graph of these two lines intersects at the point (-3, 4).

Although the question does not ask us to display the graphs, let's do so just to visualize what we mean by interpreting the solution geometrically. As our check confirmed, the two lines cross at the point (-3, 4) verifying that is the one and only solution to this system of linear equations.



2. Solve the system of equations below using the elimination method, and interpret the solution geometrically.

$$\begin{vmatrix} \frac{x}{4} + y = 1 \\ \frac{x}{6} - \frac{5y}{3} = 3 \end{vmatrix}$$

SOLUTION

If they are nasty enough to put fractions in an equation, get rid of them! (The fractions, not the people who put them there.) Multiply the equation by the common denominator. The first equation has a denominator of 4, so I will multiply every term by 4 to get rid of it. The second equation has denominators of 6 and 3, so the common denominator is 6. I will multiply every term by 6 to get rid of them.

$$\frac{x}{4} + y = 1 \rightarrow \text{multiply by } 4 \rightarrow \frac{\cancel{4}x}{\cancel{4}} + 4y = 4 \rightarrow x + 4y = 4$$
$$\frac{x}{6} - \frac{5y}{3} = 3 \rightarrow \text{multiply by } 6 \rightarrow \frac{\cancel{6}x}{\cancel{6}} - \frac{\cancel{6} \times 5y}{\cancel{6}} = 6 \times 3 \rightarrow x - 10y = 18$$

Thus, the given system of equations is equivalent to the system: $\begin{cases} x + 4y = 4 \\ x - 10y = 18 \end{cases}$

$$x + 4y = 4 \quad \rightarrow \text{ leave it alone } \rightarrow \cancel{x} + 4y = 4$$
$$x - 10y = 18 \quad \rightarrow \text{ multiply by } -1 \rightarrow \underbrace{-\cancel{x} + 10y = -18}_{\text{Add the columns }} \rightarrow 14y = -14$$
$$y = \frac{-14}{14} = -1$$

Sub y = -1 into either one of the two equations to get x. I will use x + 4y = 4:

$$x+4(-1)=4 \rightarrow x-4=4 \rightarrow x=8$$

Sub (8, -1) into both of the original equations to check the answer:

$$\frac{x}{4} + y = 1 \quad \rightarrow \quad \text{sub in } (8, -1) \quad \rightarrow \quad \frac{8}{4} + (-1) = 1 \quad \rightarrow \quad 2 - 1 = 1 \quad \rightarrow \quad 1 = 1 \checkmark$$
$$\frac{x}{6} - \frac{5y}{3} = 3 \quad \rightarrow \quad \text{sub in } (8, -1) \quad \rightarrow \quad \frac{8}{6} - \frac{5(-1)}{3} = 3 \quad \rightarrow \quad \frac{4}{3} + \frac{5}{3} = 3 \quad \rightarrow \quad \frac{9}{3} = 3 \checkmark$$

The solution to this system of equations is x = 8, y = -1. These two lines intersect at the point (8, -1).

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3. Solve the system of equations below using the elimination method, and interpret the solution geometrically.

$$\begin{cases} 3x + 4y = 5 \\ 5x - 2y = 12 \end{cases}$$

SOLUTION

$$3x + 4y = 5 \quad \rightarrow \text{ leave it alone } \rightarrow 3x + 4y = 5$$

$$5x - 2y = 12 \quad \rightarrow \text{ multiply by } 2 \quad \rightarrow 10x - 4y = 24$$

Add the columns $\rightarrow 13x = 29$

$$x = \frac{29}{13}$$

<u>Tip</u>: Rather than go through the ordeal of fraction math to solve y by substitution, go back to the original system and eliminate x this time.

$$3x + 4y = 5 \rightarrow \text{multiply by } 5 \rightarrow 15x + 20y = 25$$

$$5x - 2y = 12 \rightarrow \text{multiply by } -3 \rightarrow -15x + 6y = -36$$

Add the columns $\rightarrow 26y = -11$

$$y = -\frac{11}{26}$$

Check (29/13, -11/26) is the correct solution.*

Subbing (29/13, -11/26) into 3x + 4y = 5, we get :

$$3\left(\frac{29}{13}\right) + 4\left(-\frac{11}{26}\right) = 5 \rightarrow \frac{87}{13} - \frac{\frac{22}{44}}{\frac{13}{26}} = 5 \rightarrow \frac{87}{13} - \frac{22}{13} = 5 \rightarrow \frac{65}{13} = 5 \checkmark$$

Subbing (29/13, -11/26) into 5x - 2y = 12, we get :

$$5\left(\frac{29}{13}\right) - 2\left(-\frac{11}{26}\right) = 12 \rightarrow \frac{145}{13} + \frac{\frac{11}{22}}{\frac{13}{26}} = 12 \rightarrow \frac{145}{13} + \frac{11}{13} = 12 \rightarrow \frac{156}{13} = 12 \checkmark$$

The solution to this system of equations is x = 29/13, y = -11/26. These two lines intersect at the point (29/13, -11/26).

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^{*} Never check your solutions to exam questions until you have completed the entire exam. **Don't waste time checking answers when you have other questions to do.** If you're right, you just wasted precious time proving it; if you are wrong, you don't want to know! Get the test finished first, then check if time allows.

4.	Solve the system of equations below using the elimination method, and
	interpret the solution geometrically.
	(2x+3y=6)

$$4x + 6y = 6$$

SOLUTION

2x + 3y = 6	\rightarrow	multiply by -2	\rightarrow	-4x - 6y = -12
4x + 6y = 6	\rightarrow	leave it alone	\rightarrow	4x + 6y = 6
	1	Add the columns	\rightarrow	0 = -6?

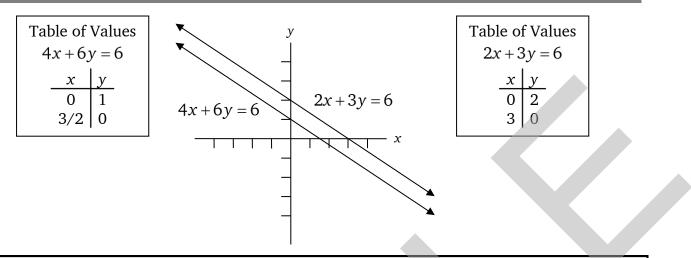
Whoa! What happened here? Both variables got eliminated at the same time! That left us with just "0" on the left hand side of the equation after we added the columns. Specifically, we got "0 = -6". This is clearly a false statement; 0 and -6 are not equal at all!

If, when performing the elimination method on a system of two linear equations with two variables, you end up eliminating both variables at the same time, there are two possibilities:

- You end up with a <u>false equation "0 = k</u>" where k is a nonzero number. The false statement tells us there is <u>no solution</u> to the system; the lines must be parallel.
- You end up with the <u>true equation "0 = 0"</u>. This true statement tells us there are <u>infinite solutions</u> to the system; the lines must be right on top of each other; any point on the first line will also be on the second line.

There is no solution to this system of equations since $0 \neq -6$. Interpreting this solution geometrically, we have discovered the two lines are parallel and, therefore, do not intersect.

Although the question does not ask us to display the graphs, let's do so. As we can see on the next page, the two lines are indeed parallel.



5. Solve the system of equations below using the elimination method, and interpret the solution geometrically.

$$x-4y=4$$
$$-2x+8y=-8$$

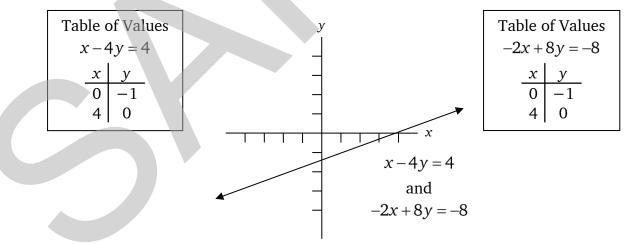
SOLUTION

$$x - 4y = 4 \rightarrow \text{multiply by } 2 \rightarrow 2x - 8y = 8$$

$$-2x + 8y = -8 \rightarrow \text{ leave it alone } \rightarrow -2x + 8y = -8$$

Add the columns $\rightarrow 0 = 0$

Since the elimination has resulted in "0 = 0", we discover this system has infinite solutions. In fact, we have discovered these two equations are actually multiples of each other and, therefore, really the same line.



Just because there are infinite solutions does not mean everything is a solution. **Infinite does not mean everything.** For example, as we can see on the graph of this system above, (0, 0) is not a solution to this system since it is not on the lines. Only points on

the lines are solutions to this system. Admittedly, there are infinite points on the lines, but that is nothing compared to the amount of points <u>not</u> on the lines.

When there are infinite solutions, we must tell people what all the solutions are. They have to be clear which points are solutions and which are not. One way is to pick whichever of the two equations you like (since they are describing the same line anyway), and tell them the solutions are all the points on that line. So, I could say, the solution to this system is the infinite number of points on the line x - 4y = 4. But that's not good enough. Especially by the time we get to Lesson 2 and encounter larger, more complicated systems of linear equations, we need a more thorough way of describing the infinite solutions.

We introduce a parameter and state all the variables in terms of it. A parameter is a free variable, free to be any real number. The most common letter we use to represent a parameter is t; another commonly used symbol is s, but you could really use any letter you want. This problem has two variables, x and y. We can pick whichever one we want and simply let it equal t. I will let y = t, which is to say, y can be any real number; y has infinite values. (I could just as easily let x = t.) We know all the solutions satisfy the equation x - 4y = 4.

Sub y = t into x - 4y = 4 and solve for x: $x - 4t = 4 \rightarrow x = 4 + 4t$

We now have a "recipe" for all the solutions to the system: x = 4 + 4t, y = t. Any real number we choose for t will produce a solution to the system. For example, if we let t = 0, we get x = 4, y = 0. If we let t = 3, we get x = 16, y = 3. There are infinite choices for t (we could let t = -7, t = 1/3, $t = \sqrt{5}$, any real number we can think of), producing infinite solutions to this system.

There are infinite solutions to this system of equations since 0 = 0. The solutions are x = 4 + 4t, y = t where t is any real number. Interpreting this solution geometrically, we have discovered the two lines are, in fact, the same line. All points in the form (4 + 4t, t) are solutions to this system.^{*}

Thus, x = s, $y = -1 - \frac{s}{4}$ or $\left(s, -1 - \frac{s}{4}\right)$ is an equivalent answer (it generates all the same points).

^{*} If you let x = s instead (I could have used *t* again, but I don't want this answer to be confused with the answer above), and sub that into x - 4y = 4, we get $s - 4y = 4 \rightarrow -4y = 4 - s \rightarrow y = \frac{4-s}{-4} = \frac{4}{-4} + \frac{-s}{-4} \rightarrow y = -1 - \frac{s}{4}$

LINEAR SYSTEMS WITH THREE VARIABLES

If you have a linear equation with three variables, ax + by + cz = d, you actually have a **plane** rather than a line. For example, x + 2y + 3z = 6 is a plane in standard form. A plane is a flat, two-dimensional surface; i.e. it has length and width. A table-top is a plane; the floor is a plane; the walls are planes; the slanted roof on the outside of a typical home is a plane. The equation of a plane is still considered a linear equation because all its variables are raised to the power of 1.^{*}

We are now dealing with three-dimensional coordinate geometry. Assuming you are in a nice ordinary rectangular room right now, take a look at a corner on the floor. Visualize the *x*-axis and *y*-axis starting at that corner and running along the edges of the floor. Say the *x*-axis runs along the north-south edge of the floor, and the *y*-axis runs along the east-west edge of the floor (you don't need a compass; decide for yourself what is north, west, east, and south). Now, in that same corner where the *x*-axis and *y*-axis started, the vertical line running up from the floor to the ceiling is the *z*-axis; i.e. the *z*-axis is that seam where the "north" wall and the "west" wall meet.

Essentially, up to now, we have been restricted to drawing graphs on the floor, the *xy*-plane. With the addition of the *z*-variable, we can now rise up off the floor into the third dimension. **Don't worry! This is not a course about trying to draw three-dimensional graphs.** But, it might help to try to visualize what we are dealing with here.

Just as we do for lines, we can graph a plane by plotting the intercepts. Since we are dealing with three variables, x, y, z, set two of them equal to 0 and sub in to the plane equation to compute the remaining variable's intercept.

The table of values for x + 2y + 3z = 6 would be:

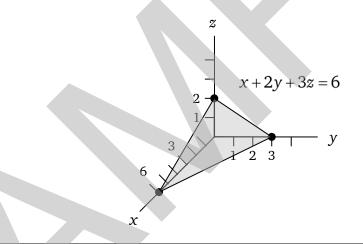
x	у	z
0	0	2
0	3	0
6	0	0

We could now plot these three points and connect the dots to form a triangle. That triangle becomes the base we can rest the entire plane on. Again, look at that corner of the

^{*} By the way, a linear equation with 4 variables or more is called a **hyperplane**. This is impossible for the ordinary person to visualize since we are dealing with four dimensions or more in space.

floor where you are visualizing the three axes. The point (6, 0, 0) in our table above tells us to go 6 units along the *x*-axis and plot a point there (let's say we go 6 inches along our north-south edge); (0, 3, 0) tells us to plot a point 3 units along the *y*-axis (3 inches along our east-west line); (0, 0, 2) plots a point 2 units up the *z*-axis (2 inches up the seam where the "north" and "west" walls meet. If you want, pull out a tape measure and actually try marking those points on the floor and walls (if you don't have a life, I mean). If you were to connect those three dots with some string, you have formed the triangular base that supports the plane. Note, the plane would be making an angle with the floor and walls; it is not parallel to any of them.

Below is how we would attempt to depict this on paper. Note that we only draw the triangle connecting the three intercepts, but it is understood the plane is extending infinitely in all directions from this triangular base it rests upon. Understand we are trying to show three dimensions on two-dimensional paper, so always try to hold on to the image of the walls and floor to properly see this.



Let me stress, this is not a course about drawing graphs in threedimensional space. I am merely doing this as an exercise, so that you might grasp visually what we are dealing with. It is unlikely you will have to draw a graph like this on your exam (it has happened once or twice though, so never say never). 6. Solve the system of equations below using the elimination method, and interpret the solution geometrically.

 $\begin{cases} x+2y+3z=6\\ 2x+3y+5z=9\\ 5x+2y-z=-2 \end{cases}$

SOLUTION

There is a two-stage process to the elimination method when three equations are involved. It helps to keep track of things if we number the original equations (1), (2) and (3).

- **<u>Stage 1</u>**: Select a pair of equations and eliminate whichever variable strikes your fancy to create an equation that has only two variables. Number that new equation (4). Then, select a second pair of equations and eliminate the *same* variable. This is a must! If you eliminated x in the first pair, you must eliminate x in the second pair. Number that new equation (5).
- <u>Stage 2</u>: Now equations (4) and (5) form a system of equations with two variables. Solve that system by elimination. Once you have solved those two variables, you can sub them into any one of (1), (2) or (3) to solve the remaining variable.

Number the original equations:

$$\begin{cases} (1) & x + 2y + 3z = 6 \\ (2) & 2x + 3y + 5z = 9 \\ (3) & 5x + 2y - z = -2 \end{cases}$$

I like that "-z" term in equation (3), so I will exploit it to eliminate the "z" terms in my pairs. (Another good choice would be to exploit the "x" term in equation (1) to eliminate the "x" terms in the pairs.)

My first pair will be equations (1) and (3):

(1)
$$x+2y+3z=6 \rightarrow \text{ leave it alone } x+2y+3z=6$$

(3) $5x+2y-z=-2 \rightarrow \text{ multiply by } 3 \rightarrow \underbrace{15x+6y-3z=-6}_{16x+8y} = 0$
Equation (4) $16x+8y=0$

My second pair will be equations (2) and (3):

(2)
$$2x + 3y + 5z = 9 \rightarrow \text{leave it alone} \rightarrow 2x + 3y + 5z = 9$$

(3) $5x + 2y - z = -2 \rightarrow \text{multiply by 5} \rightarrow \frac{25x + 10y - 5z = -10}{27x + 13y} = -1$
Equation (5) $27x + 13y = -1$

Equations (4) and (5) now form a system of two equations with two variables:

$$\begin{cases} (4) & 16x + 8y = 0 \\ (5) & 27x + 13y = -1 \end{cases}$$

Here's a good idea: Divide equation (4) by 8 to make the coefficients smaller and easier to work with. (Note: $0 \div 8 = 0$.)

(4)
$$16x + 8y = 0 \rightarrow \text{divide by } 8 \rightarrow 2x + y = 0$$

(5) $27x + 13y = -1 \rightarrow \text{leave it alone} \rightarrow 27x + 13y = -1$

Now I will eliminate *y* from this system:

		x = -1
	Add the columns \rightarrow	x = -1
27x + 13y = -1	\rightarrow leave it alone \rightarrow	27x + 13y = -1
2x + y = 0	\rightarrow multiply by $-13 \rightarrow$	-26x - 13y = 0

Sub x = -1 into 2x + y = 0:

$$2(-1) + y = 0 \rightarrow -2 + y = 0 \rightarrow \mathbf{y} = \mathbf{2}$$

We have established so far x = -1, y = 2. Sub these into any one of the original three equations to solve *z*. I will use equation (3) 5x + 2y - z = -2:

$$5(-1)+2(2)-z=-2 \rightarrow -5+4-z=-2 \rightarrow -1-z=-2 \rightarrow -z=-1 \rightarrow z=1$$

Thus, x = -1, y = 2, z = 1 or (-1, 2, 1) is the solution to this system. By the way, don't get confused and say this system has three solutions; this system has <u>one</u> solution. That one solution contains values for all three variables.

If time allows, we can check our answer by confirming (-1, 2, 1) satisfies all three of the original equations in the system. If the check fails in any single one of the equations, we have made a mistake.

Subbing (-1, 2, 1) into equation (1) x + 2y + 3z = 6, we get:

$$-1+2(2)+3(1)=6 \rightarrow -1+4+3=6 \rightarrow 6=6\checkmark$$

Subbing (-1, 2, 1) into equation (2) 2x + 3y + 5z = 9, we get:

$$2(-1)+3(2)+5(1)=9 \rightarrow -2+6+5=9 \rightarrow 9=9\checkmark$$

Subbing (-1, 2, 1) into equation (3) 5x + 2y - z = -2, we get:

$$5(-1)+2(2)-1=-2 \rightarrow -5+4-1=-2 \rightarrow -2=-2\checkmark$$

Thus, all three planes pass through the point (-1, 2, 1).

The solution to this system of equations is x = -1, y = 2, z = 1. Interpreting this solution geometrically, we have discovered a graph of these three planes intersects at the point (-1, 2, 1).

Don't even think about trying to draw a graph of these three planes to visualize them intersecting at this one point. It isn't worth the effort, and your picture is probably going to look like somebody spilled the uncooked spaghetti.

Here is a way to get a grasp of this visually. Look at the "north" wall of your room. That's sort of like plane (1). Now look at the "west" wall of your room. That's sort of like plane (2). Note these two planes intersect along the infinite number of points on the line running up the seam where the two walls meet (that seam in the "northwest" corner running from the floor up to the ceiling). Admittedly, these two walls make a right angle with each other, while the two planes in our system may make some other angle, but who cares? Visualize swinging the two walls using that "northwest" seam as a hinge, like swinging the covers of a textbook. The planes can make any angle you want, but they still intersect along that line running up the seam. Finally, look at the floor. That's sort of like plane (3). Note the floor shares a seam with the "north" wall (infinite points along their line of intersection). The floor also shares a seam with the "west" wall (infinite points along their line of intersection). But, there is only one point where the floor meets both the "north" and "west" walls, and that is that point in the corner of the floor at the "northwest" seam. The three planes have a single point of intersection, just as our three planes meet at the point (-1, 2, 1). (-1, 2, 1) is sort of like that corner where the floor meets both the north wall and the south wall.

7. Solve the system of equations below using the elimination method, and interpret the solution geometrically. $\begin{cases}
2x - y - 4z = 0 \\
x + 2y + 3z = 1
\end{cases}$

2x + y + 5z = 2

SOLUTION

Number the original equations:

 $\begin{cases} (1) & 2x - y - 4z = 0 \\ (2) & x + 2y + 3z = 1 \\ (3) & 2x + y + 5z = 2 \end{cases}$

I like that "-y" term in equation (1), so I will exploit it to eliminate the "y" terms in my pairs. (Another good choice would be to exploit the "x" term in equation (2) to eliminate the "x" terms in the pairs.)

My first pair will be equations (1) and (2):

		Equation (4)	5x-5z=1
		Add the columns \rightarrow	$5x \qquad -5z = 1$
(2)	x + 2y + 3z = 1	\rightarrow leave it alone \rightarrow	$\frac{x+2y+3z=1}{2}$
(1)	2x - y - 4z = 0	\rightarrow multiply by 2 \rightarrow	4x - 2y - 8z = 0

My second pair will be equations (1) and (3):

			Equation	(5)		4x + z = 2
		Ad	ld the columns	\rightarrow	4x	+z = 2
(3) 2	x + y + 5z = 2	\rightarrow	leave it alone	\rightarrow	2 <i>x</i> +	$-\cancel{y}+5z=2$
(1) 2	x-y-4z=0	\rightarrow	leave it alone	\rightarrow	2 <i>x</i> –	$-\not / -4z=0$

We now have a system of two equations with two variables:

$$\begin{cases} (4) & 5x - 5z = 1 \\ (5) & 4x + z = 2 \end{cases}$$

I will eliminate *z* from this system:

(4)
$$5x - 5z = 1 \rightarrow \text{leave it alone} \rightarrow 5x - 5z = 1$$

(5) $4x + z = 2 \rightarrow \text{multiply by } 5 \rightarrow 20x + 5z = 10$
Add the columns $\rightarrow 25x = 11$
 $x = \frac{11}{25}$

Since x = 11/25 is too annoying to sub into one of equations (4) or (5) to solve z, I will perform elimination again; this time eliminating x:

(4)
$$5x - 5z = 1 \rightarrow \text{multiply by } -4 \rightarrow -20x + 20z = -4$$

(5) $4x + z = 2 \rightarrow \text{multiply by } 5 \rightarrow 20x + 5z = 10$
Add the columns $\rightarrow 25z = 6$
 $z = \frac{6}{25}$

We have established so far x = 11/25, z = 6/25. Sub these into any one of the original three equations to solve y. I will use equation (1) 2x - y - 4z = 0:

$$2\left(\frac{11}{25}\right) - y - 4\left(\frac{6}{25}\right) = 0 \rightarrow \frac{22}{25} - y - \frac{24}{25} = 0 \rightarrow -y - \frac{2}{25} = 0 \rightarrow -y = \frac{2}{25} \rightarrow y = -\frac{2}{25}$$

Thus, x = 11/25, y = -2/25, z = 6/25 or (11/25, -2/25, 6/25) is the solution to this system.

If time allows, we can check our answer by confirming (11/25, -2/25, 6/25) satisfies all three of the original equations in the system. If the check fails in any single one of the equations, we have made a mistake. I will leave you to perform the check yourself.

The solution to this system of equations is $x = \frac{11}{25}$, $y = -\frac{2}{25}$, $z = \frac{6}{25}$.
Interpreting this solution geometrically, we have discovered a graph of
these three planes intersects at the point $\left(\frac{11}{25}, -\frac{2}{25}, \frac{6}{25}\right)$.

8. Solve the system of equations below using the elimination method, and interpret the solution geometrically.

$$2x - y + 3z = 3$$
$$-3x + 2y - z = 8$$

SOLUTION

Wait a minute! There are only two equations here! All we can do then is eliminate one of the variables. I like that "-y" term in equation (1), so I will exploit it to eliminate the "y" terms. (Another good choice would be to exploit the "-z" term in equation (2) to eliminate the "z" terms.)

(1)
$$2x - y + 3z = 3 \rightarrow \text{multiply by } 2 \rightarrow 4x - 2y + 6z = 6$$

(2) $-3x + 2y - z = 8 \rightarrow \text{leave it alone} \rightarrow \frac{-3x + 2y}{x} - z = 8$
Add the columns $\rightarrow x + 5z = 14$
Equation (3) $x + 5z = 14$

That's as far as we can go. The solution to this system of two equations is the equation x + 5z = 14. Note: this is a linear equation with two variables in it. That means it graphs as a line! This makes perfect sense. The original system was two planes, and we have discovered these planes have a **line of intersection**. Again, just like the "north" wall and the "west" wall intersect along that seam running up the northwest corner of your room, two planes can intersect along an infinite line. There are infinite points of intersection between these two planes, all of them lying on the line x + 5z = 14.

Just as we did in question 5 above, whenever we have infinite solutions to a system of equations, we will introduce a parameter. The easiest thing here is to make z the parameter (but you could make x the parameter if you prefer).

I will let z = t, a parameter. Subbing z = t into x + 5z = 14, we get:

$$x + 5t = 14 \rightarrow x = 14 - 5t$$

We have established so far x = 14 - 5t, z = t. Sub these into either one of the original two equations to solve *y*. I will use equation (1) 2x - y + 3z = 3:

$$2(14-5t) - y + 3(t) = 3 \rightarrow 28 - 10t - y + 3t = 3 \rightarrow 28 - 7t - y = 3$$

Move everything over to the right side of the equation except the "-y" term:

 $-y = 3 - 28 + 7t \rightarrow -y = -25 + 7t \rightarrow$ multiply both sides by $-1 \rightarrow y = 25 - 7t$

Thus, x = 14 - 5t, y = 25 - 7t, z = t or (14 - 5t, 25 - 7t, t) is the solution to this system. We have given people a "recipe" to generate the infinite number of points that satisfy this system of equations. By selecting different values of the parameter t, we generate different solutions. For example, if t = 0, we get the solution (14, 25, 0); if t = 1, we get the solution (9, 18, 1); if t = 2, we get (4, 11, 2); etc.

That is the beauty of using parameters to describe infinite solutions: we get an easy recipe to generate all the solutions. We can let *t* be any real number. (The parameter *t* doesn't have to be just counting numbers like 0, 1, 2, ...; we can let *t* be 1/3, $\sqrt{5}$, -4.72, whatever, and they all generate solutions to the system.)

Let's prove (14 - 5t, 25 - 7t, t) is the solution to the system by showing it satisfies both of the equations.

Subbing (14 - 5t, 25 - 7t, t) into equation (1) 2x - y + 3z = 3, we get:

$$2(14-5t) - (25-7t) + 3(t) = 3 \rightarrow 28 - 10t - 25 + 7t + 3t = 3 \rightarrow 3 = 3 \checkmark$$

Note, the *t* terms cancel out.

Subbing (14 - 5t, 25 - 7t, t) into equation (2) -3x + 2y - z = 8, we get:

$$-3(14-5t)+2(25-7t)-(t) = 8 \rightarrow -42+15t+50-14t-t = 8 \rightarrow 8 = 8 \checkmark$$

Note, the *t* terms cancel out.

The solution to this system of equations is x = 14 - 5t, y = 25 - 7t, z = t where t is any real number.^{*} Interpreting this solution geometrically, we have discovered a graph of these two planes has a <u>line of intersection</u>. All the points in the form (14 - 5t, 25 - 7t, t) are on this line.

^{*} Be sure to point out that *t* is any real number. It is generally taken for granted that *t*, being a parameter, is any real number, but some profs will deduct marks if you don't specifically say this in your answer.

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LECTURE PROBLEMS

For your convenience, here are the 8 questions I used as examples in this lesson. Do <u>not</u> make any marks or notes on these questions below. You want to keep these questions untouched, so that you can look back at them without any hints. Instead, make any necessary notes, highlights, etc. in the lecture in Lesson 1 above.

For questions 1 to 8 below, solve the system using the elimination method, and interpret the solution geometrically.

1.
$$\begin{cases} 2x + 3y = 6\\ 5x + 2y = -7 \end{cases}$$

2.
$$\begin{cases} \frac{x}{4} + y = 1\\ \frac{x}{6} - \frac{5y}{3} = 3 \end{cases}$$

3.
$$\begin{cases} 3x + 4y = 5\\ 5x - 2y = 12 \end{cases}$$

$$4. \quad \begin{cases} 2x + 3y = 6\\ 4x + 6y = 6 \end{cases}$$

$$\mathbf{5.} \begin{cases} x - 4y = 4\\ -2x + 8y = -8 \end{cases}$$

6.
$$\begin{cases} x + 2y + 3z = 6\\ 2x + 3y + 5z = 9\\ 5x + 2y - z = -2 \end{cases}$$

7.
$$\begin{cases} 2x - y - 4z = 0\\ x + 2y + 3z = 1\\ 2x + y + 5z = 2 \end{cases}$$

8.
$$\begin{cases} 2x - y + 3z = 3 \\ -3x + 2y - z = 8 \end{cases}$$

Lesson 2: Cost & Revenue

Lecture Problems:

(Each of the questions below will be discussed and solved in the lecture that follows.)

- **1.** Find the equations of the following lines:
 - (a) The line with a slope of 5/3 and a *y*-intercept of -2.
 - **(b)** The line passing through the points (2, -3) and (6, 7).
 - (c) The line passing through the point (1, 1) and perpendicular to the line 2x 7y = 5.
 - (d) The line passing through the point (1, -1) and parallel to the line y = 4x + 6.
- **2.** The cost *C* (in thousands of dollars) of a company that produces *q* widgets is given by C = 12q + 40.
 - (a) What is the cost of producing 50 widgets?
 - (b) How many widgets would cause a cost of \$124,000?
- **3.** The table below shows the number of inhabitants n (in thousands) in three cities and the amount of garbage produced each week g (in hundreds of metric tons).

n	20	25	40
g	17	35	89

- (a) Does this data show a linear trend?
- **(b)** Use this data to state *g* as a function of *n*.
- **4.** In 1990, a company's sales were 20 million dollars. In 2000, they were 27 million dollars. Assuming the trend is linear, predict the sales in 2003.
- **5.** A theatre has a fixed cost of \$3,000 per day and a variable cost of \$2 per customer. The admission fee is \$6 per customer.
 - (a) Find the cost and revenue functions. How many customers are needed to break even?
 - **(b)** Find the profit function and illustrate the break even point calculated in part (a) by sketching a graph of the profit function.
 - (c) What is the marginal cost, marginal revenue and marginal profit?

Equations of Lines y=mx+b is the equation of a straight line. m = the slope of the line (= Rise b = the y-intercept (where the line crosses the y-axis) y= 3×+1 ->m=3= = Qg. らこ To graph this line Plot 6 m the y-apis then count Rise from b to get a and point. Run m= King= 3 4=3x+1 Rizeza lip 3 over 1 h=1-We can, of course, graph any line by simply plotting 2 points.

To get the equation of a line we need: A point on the line (xo, yo) and the slope of the line "m". We can then use the point-s lope formula to get the equation: [y-y_= m (x-x_) Menoinge We then can rearrange This formula into one of these forms: 1. Slope - intercept form y=mx+b (b is the y-intercept) 2. Standard form a + by = c (This form is rarely used in this course.)

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ecture Problems: 1.(a) Given: m= 3 and b=-2 This is perfect for y=mx+b form! Answer: y= = x - 2 To convert to standard form, simply move the x term to the LHS 1-3×+4=-9 Traditionally, we remove fraction when using standard form, so multiply everyterm by 3: $3(-\frac{5}{2}\times)+3/y)=3(-2) \rightarrow [-5\times+3y=-6]$ **1.(b)** Given: points (2,-3) and (6,7) bet the slope: m= $\frac{\Delta y}{\Delta x} = \frac{y_2 - y_1}{x_1 - x}$ $m = \frac{7 - (-3)}{(-3)} = \frac{10}{4} = \frac{5}{2}$ Use point-slope formula: y-y,=m(x-x,) $y - (-3) = \frac{1}{2}(x - a) \rightarrow y + 3 = \frac{1}{2}x - 5$ y==x-8 or -=x+y=-8->-5x+2y=-16

1.(c) Note: If 2 lines (1, and L2) are perpendicular, then their slopes (m, and m,) are negative recipricals. ie. If LILL, then M= m. Oriven: point (1,1) and the line 2x-7y=5 convert the line to y=mx+b form in order to read off m: $ax - 7y = 5 \rightarrow -7y = -ax + 5 \rightarrow divide by 7$ $\frac{Ay}{A} = \frac{-ax}{-7} + \frac{5}{-7} \rightarrow y = \frac{3}{7} \times -\frac{5}{7}$ This line has m= =; our line is perpendicular, so its slope is m= - = (The negative reuprical) Thus: (x, y,)=(1,1); m=-== y-y,=m(x-x,)→ y-1=-====(x-1)

1.(d) Given:
$$(1,-1)$$
 and parallel line $y=4x+6$
If 2 lines are parallel they have the
same $\leq lope$. \dot{e} . L_1/lL_2 then $m_1=m_2$
Given $y=4x+6 \rightarrow \underline{m=4}$
 $(x_1,y_1)=(1,-1)$
 $y-y_1=m(x-x_1) \rightarrow y-(-1)=4(x-1)$
 $y+1=4x-4 \rightarrow y=4x-5$
OR $[-4x+y=-5]$
2.(a) $C=lag+40$
 $g=50 \rightarrow C=(2(50)+40=640$
The cost is 640 thousand dollars.
2.(b) $C=la4$ (C is in thousand 1)
 $la4=lag+40$
 $84=lag \rightarrow \frac{12}{12} = \frac{84}{12} = 7$
Furidgets would cost #lay,000.

20 25 40 17 35 89 3.(a) We have been given three points If this is linear, the slipe of any 2 of these points should be the same. Use the first point as an anchor". Find "m" for that first point together with all the other point. In must be the same every time to be linear. $lst x and point: m = \frac{y_2 - y_1}{x_1 - x_1} = \frac{35 - 17}{25 - 20} = \frac{18}{5}$ (st & 31d: m= 33-21 = 89-17 = 72:4 18 x2-x1 = 40-20 = 20:4 5 yes, thi data is linear (all 3 points fall on the same line).

3.(b) g as a function of n Note: y=mx+b state y as a function of X (y depends on X) Since y is isolated, we are giving y as a function of x. eg. y=2x+3 In problem 2, C= 129+40 Cisa function of 2. g is sort of our y n is sort of our x $(x_1,y_1) = (20,17); m = \frac{18}{5}$ y-y,=m(x-x,) > y-17= = (x-20) y-17= 18 x - 360 72 y= 18 x -55 g as a function of n

Predict the sales -> "y y=mx+b is perfect for fredicting y Let x = the year, y= the sales (riven: ((1990, 20)) and (2000, 27) $m = \frac{y_2 - y_1}{x_2 - x_1} = \frac{27 - 20}{2000 - 1990} = (\frac{7}{10} - m)$ $y - y_1 = m(x - x_1) \rightarrow y - 20 = \overline{f_0}(x - 1990)$ y-20= 7 x- 7(199) Wait a minute, it would have been easier to use the point (2000, 27) y-27= == (x-2000) → y-27===x-14000 y = = x - 13 73 predict the Sales for any year "x x=2003 > y= 7; (2003)-1373 STOP HERE if time is an issue Sales will be 7 (2003) - 1373 million dollars (ie 14021 -1373 = 1402.1-1373 = 29.1 millin

In word problems they will often give you a fixed # and a variable rate eg. The cost of manufacturing a product has a fixed cost of \$500 and has a Variable cost of \$10 per unit produced. -> fixed cost = b, the y-interry variable cost = m, the slope X=# of units produced. cost per unit - C = the cost (#) y=mx+b $C = 10 \times + 500$ Jote: The Fixed cost is the cost during x= O cents!

Cost and Revenue Problems

C=Cost = amount of money (\$) we spend in producing a product R= Revenue = amount of money (\$) we get for selling the product Breakeven Point Revenue = Cost Profit = Revenue - Cost 5.(a) fixed cost of \$3000 > b variable cost of \$2000 > b x = # of customers $y = m \times + b$ $C = 2 \times + 3000$ OR Function Notation C(x) = 2x + 3000Revenue: \$6 per customer (variable sevenne $\rightarrow m=6$) <u>No</u> fixed revenue $\rightarrow b=0$ $y = m \times +b$ $l = 6 \times l or R(x) = 6 \times$

Breakeven? Revenue = Cost R=6x > Set R=C $C = 2 \times + 3000$ 6x= 2x+3000 4x = 3000 $\frac{\chi}{\chi} = \frac{3000}{4} = \frac{1500}{2} = 750$ We need 750 customero 2 break even. rofit **5.**(b Revenue - Cost - (2x+3000) Bradsets? 1 is the profit function -3000 Plot 2 pruts Plot intercept → b=-3000
Plot Breakeven point → x= 750
X | P
P=0 b/c it is
F=0 b/c it is
Breakeven
D=4x-3000 Prifit = Owhen yet 750 (Break Even)

Let's Graph the Cost & Revenue Line and illustrate the Breakeven point. [Cost = Revenue when the 2 line Cross C= 2x+3000 R= 6x x=750 (is breakers C: 6=3000; x=750, C=4500 R: b=0; x=750, R=4500v (equals () C=2x+3000 ŀ\$ +50 4500) 3000 267 750 5.(c) Marginal Cost (MC) is the rate of change of the cost. MC is the cost of producing the "next unit Mc is the slope of the Cost line

Similarly Marginal Revenue (MR) is the expected revenue for the "next unit" sold MR is the slipe of the Revenue Marginal Profit (MP or MTC) is the slope of the propit line (expected profit from selling the next unit.) C= 2x+3000 >m=2 We have $R = 6 \times \rightarrow m = 6$ = 4x - 3000> m=4 Marginal Cost = #2 per customer (marginal values are & percinit) Marginal Revenue = *6 perceratomes Marginal Profit = *4 per customes

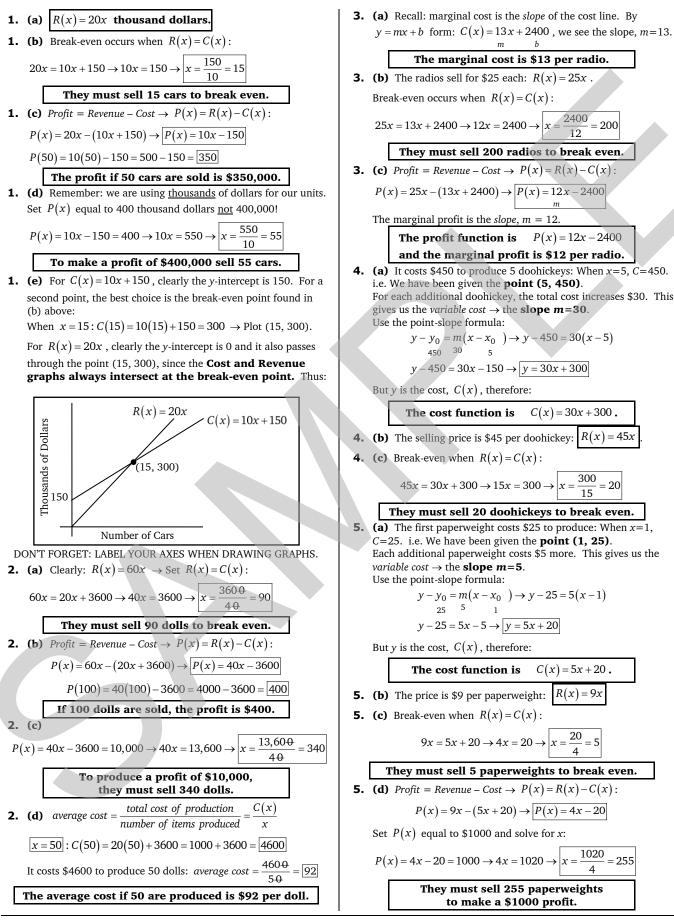
Homework:

- Study the lesson thoroughly until you can do <u>all</u> of **questions 1 to 5** on page 20 from start to finish without any assistance.
- ➔ Do <u>all</u> of the **Practise Problems** below (solutions are on page 36).

Practise Problems:

- **1.** Producing x cars costs C(x) = 10x + 150 thousand dollars. Each car is sold for 20 thousand dollars.
 - (a) Find the revenue function R(x).
 - (b) How many cars must be sold to break even?
 - (c) What is the profit if 50 cars are sold?
 - (d) How many must be sold for a profit of \$400,000?
 - (e) Sketch C(x) and R(x) on the same graph.
- **2.** A firm producing the Latest Craze kid's doll finds the total cost of producing and selling x dolls is given by C(x) = 20x + 3600. They will charge \$60 per doll.
 - (a) How many dolls must be sold to break even?
 - **(b)** What is the profit if 100 dolls are sold?
 - (c) How many must be sold to produce a profit of \$10,000?
 - (d) What is the average cost per doll if 50 are produced?
- **3.** A factory produces radios. The cost of producing *x* radios is C(x) = 13x + 2400 dollars, and they are sold for \$25 each.
 - (a) What is the marginal cost?
 - (b) Find the revenue (income) function R(x). What is the break-even point?
 - (c) Find the profit function P(x). What is the marginal profit?

- **4.** A small company produces doohickeys. It costs \$450 to produce 5 doohickeys, and for each additional doohickey, the total cost increases \$30.
 - (a) Find a linear function C(x) for producing x doohickeys.
 - (b) If the selling price is \$45 per doohickey, find the revenue function R(x).
 - (c) Find the break-even quantity if all doohickeys produced are sold.
- **5.** A small firm produces paperweights. The first paperweight costs \$25 to produce, and each additional paperweight costs \$5 more.
 - (a) Find the linear cost function C(x) for producing x paperweights.
 - **(b)** If the price is \$9 per paperweight, find the revenue function.
 - (c) Find the **break-even** quantity, if all paperweights produced are sold.
 - (d) How many paperweights must be sold to make a profit of \$1000?



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Lesson 3: Row-Reduction and Linear Systems

The Rank of a Matrix:

- ☑ The rank of a matrix equals the number of leading 1's it would have in its row-reduced echelon form.
- ☑ If a system is <u>consistent</u> (one or infinite solutions), the rank of the coefficient matrix is <u>equal to</u> the rank of the augmented matrix.
- If a system is <u>inconsistent</u>, the rank of the coefficient matrix is <u>less than</u> the rank of the augmented matrix. (The augmented matrix will have a rank that is one higher than the coefficient matrix.)
- ☑ The rank of the coefficient matrix <u>could never be more than</u> the rank of the augmented matrix.

Lecture Problems:

(Each of the questions below will be discussed and solved in the lecture that follows.)

- **1.** Suppose that the following matrices are the row echelon form of the augmented matrix of a system of linear equations. For each matrix answer the following questions:
 - (i) How many equations and how many variables were in the original system?
 - (ii) What is the rank of the coefficient matrix and the augmented matrix?
 - (iii) How many parameters are in the solution?
 - **(iv)** List the solution(s), if possible.

(a)
$$\begin{pmatrix} 1 & 0 & 0 & | & 3 \\ 0 & 1 & 0 & | & 5 \\ 0 & 0 & 1 & | & -2 \end{pmatrix}$$
 (b) $\begin{pmatrix} 1 & 2 & 0 & 3 & 0 & | & 4 \\ 0 & 0 & 1 & -2 & 0 & | & -3 \\ 0 & 0 & 0 & 0 & 1 & | & 0 \end{pmatrix}$
(c) $\begin{pmatrix} 1 & 0 & 2 & 0 & | & 3 \\ 0 & 1 & 3 & 4 & | & -5 \\ 0 & 0 & 0 & 0 & | & 1 \end{pmatrix}$

2x + 3y +z = aConsider the system х +z = b. y - 2z = c

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2.

4.

Suppose (1, 2, -1) is a solution to this system, find *a*, *b* and *c*.

Solve the following systems of equations using Gauss-Jordan elimination. 3.

$$\begin{aligned} 2x_1 + 2x_2 - x_3 + x_5 &= 2\\ (a) \begin{array}{c} -x_1 - x_2 + 2x_3 - 3x_4 + x_5 &= 5\\ x_1 + x_2 - 2x_3 & - x_5 &= -2\\ x_3 + x_4 + x_5 &= 1 \end{aligned}$$

$$\begin{aligned} 3x + 7y + 2z &= 9\\ (b) \begin{array}{c} 3x + 7y + 2z &= 9\\ 2x + 4y + 2z &= 4\\ x + 3y - z &= 4 \end{aligned}$$

$$\begin{aligned} (c) \begin{array}{c} x_1 + x_2 + x_3 + x_4 &= 1\\ -x_1 - 2x_2 - 2x_3 + x_4 &= 0\\ - x_2 - x_3 + 2x_4 &= 1 \end{aligned}$$

$$\begin{aligned} (d) \begin{array}{c} 2x + y + z &= 2\\ y - z &= -1\\ x + z &= 1 \end{aligned}$$
Solve the system of equations
$$\begin{array}{c} -y + z &= 3\\ x - y - z &= -3 \end{aligned}$$

using Gaussian elimination and back substitution.

-x

5. Solve the two systems of equations below simultaneously:

6. Given the system of equations

find, if possible, the value of k if

- (a) the system has infinite solutions.
- (b) the system has a unique solution.
- (c) the system has no solution.
- 7. Given the augmented matrix

(1	0	1	1	
0	1	1	2	,
0	2	а	b	

find conditions on real numbers *a* and *b* such that:

- (a) the system has no solution.
- **(b)** the system has a unique solution.
- (c) the system has infinitely many solutions.

8. A linear system of equations has been row-reduced into this augmented matrix (it is not necessarily in RREF)

$$\begin{pmatrix} 1 & 0 & a+1 & | & 7 \\ 0 & 1 & -5 & | & 6 \\ 0 & 0 & a^2 - 4a & | & a-4 \end{pmatrix},$$

find all real numbers *a* such that:

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- (a) the system has infinitely many solutions.
- **(b)** the system has no solution.
- (c) the system has a unique solution.
- **9.** Anne, Betty and Carol went to their local produce store to purchase some fruit. Anne bought one pound of apples and two pounds of bananas and paid \$1.85. Betty bought two pounds of apples and one pound of grapes and paid \$3.65. Carol bought one pound of bananas and two pounds of grapes and paid \$3.95. Find the price per pound for each of the three fruits.
- **10.** A company owns three types of trucks. These trucks are equipped to haul two different types of machines per load. Truck 1 can haul 2 of machine A and 3 of machine B. Truck 2 can haul 1 of machine A and 2 of machine B. Truck 3 can haul 3 of machine A and 4 of machine B. Assuming each truck is fully loaded, how many trucks of each type should be sent to haul exactly 18 of machine A and 26 of machine B. If there is more than one possible solution provide all possible solutions, keeping in mind that the company can use no more than 4 of any particular type of truck.
- **11.** List <u>all</u> 3×2 row-reduced echelon form matrices.
- **12.** Consider the linear equation with three variables: ax + by + cz = d (1)

where *a*, *b*, *c*, and *d* are any real number but $d \neq 0$.

Then, the associated homogeneous equation would be: ax + by + cz = 0 (2).

Let (x_1, y_1, z_1) and (x_2, y_2, z_2) be two solutions to equation (1), and let (x_0, y_0, z_0) be a solution to equation (2).

- (a) Show $(x_1 x_2, y_1 y_2, z_1 z_2)$ is a solution to equation (2).
- **(b)** Show $(x_1 x_0, y_1 y_0, z_1 z_0)$ is a solution to equation (1).
- (c) Show (kx_0, ky_0, kz_0) is a solution to equation (2) where k is any real number.

ROW-REDUCED ECHELON FORM (RREF) A matrix is in row-reduced echolon form (RREF for short) if it satisfies these four conditions. (Note that rows are horizontal (=>) and columns are vertical (I). 1. A row consisting strictly of 0's is called a "Zero Row". If a RREF matrix has any zero rows at all, they must be the last rows in the matrix. There does not have to be any zero row at alling RREF matrix 2. As you read from left to right, the first non-zero entry in each row must be a "I". This is called a leading I" 3. As you go down the rows, each leading I must appear further to the right then all preceding leading I's. 4. Any column that contains a leading I must have "O" for every other entry in that column above and below the "1" () is a RREF matrix (I have circled the leading I & so you can see how all form conditions ahe met.)

Note: Row Echelon Form (REF) is identical to RREF except, in the 4th condition we only require 0's below The leading 1's. 5 6 REF We will never use REF, warrant RREF. Solving Lineas Systems of Equations Our goal is to express the system as an augmenter matrix and then inter RREF. row-reduce it $2 \times + 3 = 5$ $(2 \times 3) = 5$ $4 \times - 7 = 10$ (4 - 7) = 109. coefficient cons matrix mat augmented The Beauty of RREF can read off the solution of a system $R_1: X = d$ $R_2: y = 3$ $R_3: z = 4$ 003

DO NOT RECOPY

A linear system will either be consistent (have one or more solutions) sistent (have no solution) OR men Specifically, a consistent system has either a unique solution (one specie avour) OR infinitely many solution (due to the existence of one parameters -> c D, r, etc. A system is monsistent and only if at any tis Now - reduction we get with strictly 0's in the coeffi matrix but nonzers in the -> (000 (nonzero) constant natrix 0006 inconsistent no solution blc 076 (000 0) io Fine -> 0=0 Voli : (00610) is Fine 6 = 0 This is not saying it is saying 6 Z - 0 ー ティーロ in the solution

(0000 nonzero) is inconsistent A mything else is consistent. If a system is consistent, be sure you have put it into RREF Then, circle every column in the coefficient matrix that has a leading 1. If any col in the coefficient matrix lacks a leading 1, then that colum variable is a parameter free variable -> can have any rea me ~ infinite possibilit 0 メューム、メッユゼ el their Colum X, + 2 A + 3 t = 2 Iselate X,: x,= 2 - 22 - 3 t メューナニーろ solate X: -3 -=5

A 0 7 0 7 A 0 1 0 7 O 0 0 1 5 x,= ill in The parameter $X_3 = A$ **t**.v Xz = Xy=t X5= they unlander is forend Then, each by isolating the leading ! in each rit X3 + X5 0 3 0 X3 <u>(</u>**(**) R. 2-20 $X_1 =$ R2 will give us X3 (2) (0) (0) (-3+ill give no Xr Rz (0000115) X5 = 2 = 2-20-3+ or, vector -TOLW: (2-20-3t, D, -3-t pand t are am

RREF X2 XX4 are parameter, X= 6-20+427 / Vector form: メ2=ア-3の-5と7(6-20+4t, 7-30-5t, 0, t) where s and t are メュニム any real number. Xいって Let's look at the Question No parameter 35 0) 1.a) -runique solution (i) 3 equations b/c 3 rows 3 variables (x, y, Z) ble there are 3 columno in coefficient matrix. (ii) Rank = # of leading 1's in RREF matrix Rank of coefficient matrix (8:3) is 3. Ranks of augmented matrix 0 0 5) is still 3 iii) No parameters x=3 y=5 OR (3,5,-2)

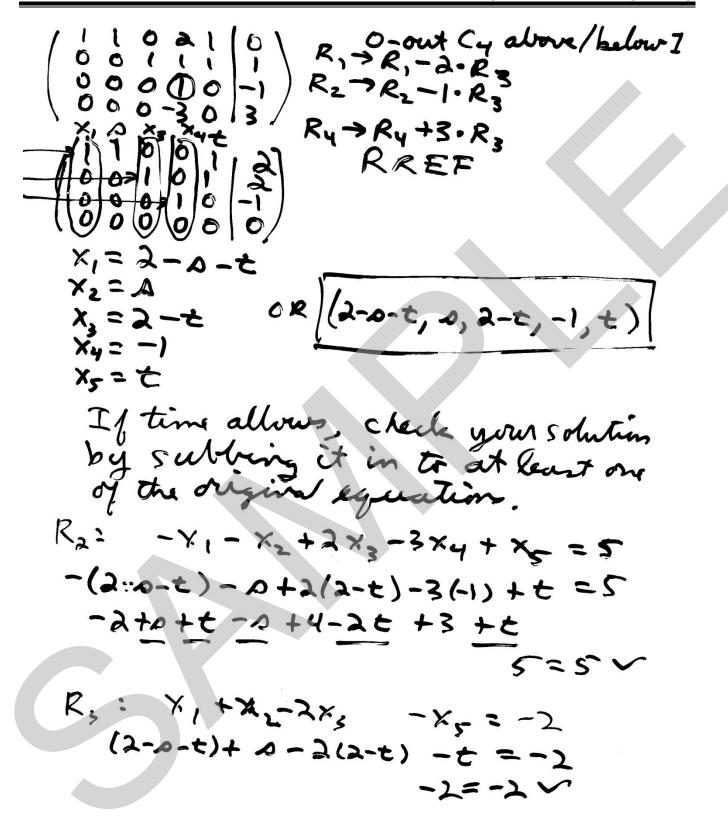
1. (b) (i) 3 equations (3 rows) 5 variable (5 columns in coefficient matrix) (ii) Ranke of Coeff. Matrix = 3 (3 leading 1's) Ranke of Aug. Mattin = 3 (iii) 2 parameters (sx2) (iv) x,=4-20-3+ $X_2 = \Delta$ $X_3 = -3 + \lambda t$ (4-20-3t, 0,-3+2t, t, 0) $X = \Delta$ Xy=セ Xc=C <u>].(c)</u> (i) 3 equations (3 rows) 4 variables [4 columns in coeff. matrix) (ii) Rank of coeff. matrix = 2 700 2 leading 1' Rank of augmenter matrix = 3 (I vionalitent systems are where Rank of augmenter matrix > Rank of Coefficient matrix.) (iii) There are no parameter ble there is no solution. (iv) Nosolution

How do we achieve RREF? First get a leading I in Top Left , then Corner 0-orit The column below that I. Then, get a leading 1 in R. (preferably in <2, if possible) then 0-out the column above and below that 1 Proceed in this faction until your last possible row has a leading I and its column haske O-ed out above & below How do we get a leading I ? 1. Perhaps a 1 is already there, all we have to do is switch hows $\frac{\left(\begin{array}{c}1\\0\end{array}\right)}{\left(\begin{array}{c}1\\0\end{array}\right)} \begin{array}{c}3\\1\\2\\5\end{array}\right)} \begin{array}{c}2\\7\\7\end{array}\right)} \begin{array}{c}2\\7\\7\end{array}\right) \begin{array}{c}2\\7\\7\end{array}\right) \begin{array}{c}2\\7\\7\end{array}\right) \begin{array}{c}2\\7\\7\end{array}$ Note: Not R' R 2 b/c R, is off Limit

If a 1 is not present, any nonzero number can be changed into 1 by multiplying ನ. by its reciprical. • tiply the now my recipical 5 -> 1 -> multiply by 5 appropri → f·R2 Ô. 0 1 2 -1 0 6 7 3 1 3 7 1-1 0 (4) 12 3 0 6 3 5 0 -2 8 4) R2 + 4. R2 But we will get fraction we could also we R. nider Rz t. OR Ry - - - Ry Perfect Ry COR2

 $\begin{pmatrix} 1 & 3 & + \\ 0 & 4 & 12 & 3 \\ 0 & 6 & 3 & 5 \\ 0 & -2 & 8 & 4 \end{pmatrix} R_{4}$ 0412 1 -> Multiply by Reijsteil Leading we 0-out above + below the 1? How do at the appropriate inly Add/Subt ultiple of leading 1 Row where you a 1 Row to -2 -5 R, \rightarrow eg. $R_3 \rightarrow R_3 + 3 \cdot R_2$ $R_{4} \Rightarrow R_{4} - 5 \cdot R_{2}$ 1 0-2 8 Shorten as ålre Also, trust that your duced to leade out the to this colu change

Back to the Questions If x=1, y=2, z--1 is a solution then it should work in the equal. 2. $a_{x+3y+2} = a \rightarrow a+6-1 = a$ (1) (2) (-1) a=71+2 = 6 -> 1-1= X (-1) (1) 1C=4] 2-101 -12-31 1-20-1 3. (a) 0-out 5, below 1 $|-2|_{R_{3} \to R_{2} + 1 \cdot R_{1}}$ $|-2|_{R_{3} \to R_{3} - 2 \cdot R_{1}}$ R2 C>Ry -36- $= 2 \left(\frac{0 - out C_3 about / below 1}{R_1 \rightarrow R_1 + 2 \cdot R_2} \right)$ $= 8 R_3 \rightarrow R_2 - 2$ 0 % -0 0001000 →R3-3·R2 ading 1 in <4 1000 $R_2 \rightarrow - \frac{1}{2} \cdot R_-$



 $\frac{3(b)}{2} R_{1} \leftrightarrow R_{3} \begin{pmatrix} 0 & 3 & -1 & | & Y \\ 2 & 4 & 2 & | & Y \\ 2 & 7 & 2 & | & 9 \end{pmatrix} R_{2} \rightarrow R_{1} - 2 \cdot R_{1}$ $\begin{pmatrix} 1 & 3 & -1 & | 4 \\ 0 & -2 & 4 & | -4 \\ 0 & -2 & 5 & | -3 \end{pmatrix} R_2 \xrightarrow{3} - \frac{1}{3} \cdot R_2$ $\begin{pmatrix} 1 & 3 & -1 & | 4 \\ 0 & 1 & -2 & | 2 \\ 0 & -2 & 5 & | -3 \end{pmatrix} \xrightarrow{R_1 \to R_2} \xrightarrow{R_1 \to R_2} \xrightarrow{R_2 \to$ $\begin{pmatrix} 1 & 0 & 5 & |-2 \\ 0 & 1 & -2 & | \\ 0 & 0 & 0 & | \\ 1 & | \\ 1 & | \\ 1 & | \\ R_2 \rightarrow R_2 + 2 \cdot R_3 \end{pmatrix}$ 0 | -7 | x = -70 | 4 | y = 4 0 R (-7, 4, 1)1 = 1cometrical Interpretation Note: These 3 equation were 3 planes in standard form. The system is checking where the planes intersect. We found they intersect at one point (-7,4,1).

Inconsistent (No solution) -> Planes do not intersect at a common place nique Solution -> One point of Intersection. Infinite Solutions with I Parameter "Line of Intersection (you just got parametric equation for that live.) Infinite Solution with 2 Parameter "and "" -> Plane of Intersection (All on the same plane) Infinite solutions with more Than 2 parameters > Hyperplane of intersection If 3 parameters, we would say it is a 3 dimensional hyperplane. 4 parameters -> 4 dimensional hyperplane eti.

Question 3 told up to solve the systems Using Gauss-Jordan elimination. Unless specifically told otherwise, This is the method we will always use. GAUSS- JONDAN ELIMINATION Step 1: Express the system of equation. as an Augmented Matrix. Stopa: Row-reduce the system to RREF. Step3: State the solution to the system Question 4 Tello us to solve The system using Gaussian elimination and back substitution. This method can be guite impleasant, especially if there are parameters in the solution. GAUSSIAN ELIMINATION: Step 1: Express the system as an Augmented Matrix. Step 2: Row-reduce the system to REF. Step 3: Use back substitution to complete the solution to the system Evenil you are told to use Gaussian elimination, use Gauss-Jordan elimination anyway. (A matrix reduced to RREF is also in REF so you've done nothing wrong.) Only if told to use back substitution or Toreduce the matrix to REF, but not RREF, must you use true Gaussian elimination.

4. We have to use true Gaussian elimination here, so row-reduce the system to REForky. $) R_1 \leftrightarrow R_2 \begin{pmatrix} 1 & -i & -i \\ 0 & -i & i \\ -i & 0 & -i \\ \begin{pmatrix} |-1| - | & 0 \\ 0 & -1 & | & 3 \\ 0 & -1 & -2 \\ -3 \end{pmatrix} R_2 \rightarrow -R_2 \begin{pmatrix} |-1| & -1 & 0 \\ 0 & | & -1 \\ 0 & -1 & -3 \\ 0 & -1 & -3 \\ -3 \end{pmatrix} \mathcal{R}_3 \rightarrow \mathcal{R}_3 + \mathcal{R}_2$ $\begin{pmatrix} 1 - 1 & -1 & | & 0 \\ 0 & 1 & -1 & | & -3 \\ 0 & 0 & -3 & | & -6 \end{pmatrix} R_3 \rightarrow -\frac{1}{3} R_2 \begin{pmatrix} 0 - 1 & -1 & | & 0 \\ 0 & 0 & -1 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0 & 0 & 0 & | & -3 \\ 0$ REFV Isolate x"in Row I: メ゠ ダ ナ チ Isolate "y" in Row 2: 4 = -3+2 z = aI solate "2" in Row 3: Only "z" has truly been solved so tar. (That's what happens if you only get REF.) But, sul "z=2" into the "y" equation and ัฐ you will solve y". Then, take your values y" and "z" and sut them int for both to the to solve "x". That is what we X" equation back substitution mean by ⇒×=-|+7 + 24 y=-3+2 → (y=-1) 3+24 Solution is x=1, y=-1, z=2 or (1,-1, 2) This seems not bad at all, but back substitution can be quite annoying if you have fractions or parameters cluttering up the problem. Some profo like it because they are good at mental math, but I say always use Gauss - Jordan of you can.

ANOTE FOR THOSE OF YOU IN MATH 1310 The textbook used in Math 1310 refers to the "Elimination Method" which is a very stupid and awkward approach unlike the elimination method I teach in Lesson I. If, God forbid, you are asked to solve a system by elimination in Moth 1310 (this has nothing to do with Math 1300), you are being asked to solve a problem using Gaussian climination but where you never express the system as an Augmented matrix. you leave the variables in the equation Again, I stress, this is only if you are in Math 1310, and only if you are told to solve a system by the "Elimination Method" (as opposed to Gause Jordan elimination or Gaussian elimination) In the unlikely event that those of you in Math 1300 are asked to solve a system by elimination, you would use the good old high school approach I taught in Lesson I.

to those of you in Math 1310: If told to solve asystem by elimination, first, on scrap paper, row-reduce the system to REF (not RREF). Now, on your exam, rewrite all the steps as equation. Finish the problem with back substitution, Here is how I would solve Question 4 by "elimination". First, on scrap paper, I would tow-reduce the system to REF just like I already did when using Gaussian elimination. On my test, however, I would write everything in equation form. For example, the first thing I did earlier was: $\begin{array}{c|c} 0 & -i & j & 3 \\ 1 & -i & -i & 0 \\ 1 & 0 & -1 & -3 \end{array}) R_1 \longleftrightarrow R_2 \begin{pmatrix} 1 & -i & -i & 0 \\ 0 & -i & i & 3 \\ -i & 0 & -i & -3 \end{array})$ Instead, we will write this - y + z = 3 $x - y - z = 0 (Eqn 1 \leftrightarrow Eqn d)$ - x - z = -3- x - -3-(Note that we call these "equations", "Egn", rather than rows.) Continue to translate the entire now-reduction we did earlier back into equations: x - y - z = 0 y + z = 3 Eqn a = -Eqn a -y - az = -3Egn 3→ Egn 3+ Egn 1

(X-y-Z=0 y-Z=-3 -y-dZ=-3) Eqn 3 = Eqn 3 + Eqn 2 -y - z = 0y - z = -3-3z = -6x -y -Z= Eqn 3 - - + Eqn 3 -52-y -2 = 07y -2 = -37= 2Note: I am using French braces [3" just for clarity. your prof night do something different. Now we can solve by back substitution X=-1+2 > (X= x= y+= -> y=-3+z)-> 4=-3+2 Of course, our solution is the same. or ((1,-1, 2) x=1, y=-1, z=2 Personally, I think this elimination method is pretty pointless, but I didn't write your textbook so don't blamene. This has been on 1310 exams, so be ready to doit. You guys in 1300 can stop smiling. They'll get you later.

5. We can solve both systems simultaneously because they both have the same coefficient matrix. Simply put two columns in the constant matrix to represent the two different systems. $\begin{pmatrix} 1 & 6 & 3 & 34 & 30 \\ 0 & 2 & 3 & 14 & 16 \\ 0 & 0 & -1 & -4 & -6 \end{pmatrix} R_2 \rightarrow \pm R_2 \begin{pmatrix} 1 & 6 & 3 & 34 & 30 \\ 0 & 1 & 1 & 7 & 8 \\ 0 & 0 & -1 & -4 & -6 \end{pmatrix} R_1 \rightarrow R_1 \rightarrow$ $R_{3} \begin{pmatrix} 1 & 0 & -3 \\ 0 & -3 \\ 0 & 1 \\ 0 & 1 \\ 0 & 0 \\ 4 & 6 \end{pmatrix} = R_{1} + 3R_{3}$ $\begin{pmatrix} 1 & 0 & -3 & | -8 & -18 \\ 0 & 1 & | & 7 & 8 \\ 0 & 0 & -1 & | & -4 & -6 \end{pmatrix} \mathcal{R}_3 \rightarrow \mathcal{R}_3$ Ignore the fifth column to read off the solution to the first system. $\begin{pmatrix} 1 & 0 & 0 & | & 4 & 0 \\ 0 & 1 & 0 & | & 3 & 2 \\ 0 & 0 & 1 & | & 4 & 6 \end{pmatrix}$ at system; OR (4,3,4) Ignore the fourth column to read off the solutions of the second system. x=07 y=27 or (0,2,6) z=67Second system: he solutions to the two systems (4,3,4) and (0,2,6), respective

How Many Solutions does a System Have? you can't really tell how many solutions a system will have until it is in RREF (or at least REF). The Key is to compare the number of leading I's in your coefficient matrix (ie. the Rank of the coefficient matrix) to the number of variables myoursystem. First, is the system consistent? Recall: (000 nonzero) is an inconsistent system (no solution) (ie. If the Rank of the coefficient matrix is less than the Ranh of the augmented matrix, the system is inconsistent. Then, assuming the system is consistent. 1. A system has a unique solution if and only if you have as many leading 1's as there variables (if the Rank = the member of variables). 2. Asystem has infinite solutions of there are more variables than leading to. (Y the Rank < mundrer of variables)

eg. If a system has 3 variables, it must have a rank of 3 (3 leading 1') in its coefficient matrix in order to have a unique solution Casseming the system is consistent, of course). If its rank is only 2, it will have one parameter (infénite solutions). If it rank is only I, it will have two parameters (infinite solutions). If you look back at the systems we Solved in question 3, notice: The augmented matrix for 3. (a) is $\begin{pmatrix} 2 & 2 & -1 & 0 & 1 & 2 \\ -1 & -1 & 2 & -3 & 1 & 5 \\ 1 & 1 & -2 & 0 & -1 & -2 \\ 0 & 0 & 1 & 1 & 1 & 1 \end{pmatrix}$ I can immediately see this system cannot have a unique solution. It only has 4 Rows so, even assuming each now ended up with a leading ! after now-reduction, the best it can do is 4 leading 1's (Rank of 4). But, it has 5 variables. Thus, it is qualanted To and up with at least one parameter. Of course, the system could even be inconsistent and have no solutionatall.

In fact, the RREF of this system is 710012 as we found above in 3. (a) 5 variables but the Rank=3, so there will be 5-3 = 2 parameters (infinite solutions). 3.(b) had the augmented matrix (3729). This matrix has 3 Rows, so it could conceivably end up with a Rank of 3. There are 3 variable so, if its Rank is 3, it will have a unique solution. If its Rank is less than 3, The system could end up being inconsistent (no solution) or it will have parameters (infinite solutions). We don't Know what will be the case until it is now-reduced. In fact, we found the system reduced to) which is Rank 3. It 7000-7 does have a unique solution.

Note: you never know for sure how many solutions a system will have until you have row-reduced it and identified its Rank. 3(d) had a similar format to 3(b) Its augmented matrix is (21-1-1) so it, too, could have a Rank of 3 (because it has 3 Rows). 3 Variable, > If Rank=3 > unique solution > If Rank < 3 > either infinite solutions or none. In fact, it now -reduced to (0001) an inconsistent system (Rank of coefficient matrix = 2 Rank of augmented matrix = 3). Some systems can immediately rule out a unique solution (Their hand could never equal the number of variables in the system because there aren't enough rows). But, that's about all we can say before a System is now-reduced.

Homogeneous Systems If every single equation in a system equals O, the system is homogeneous. eg. X + y + z = 0 is a homogeneou $\lambda - y + 3z = 0$ is a homogeneou $X + \lambda y + 5z = 0$ system (all 3 equations = 0) The augmented matrix world be: $\begin{pmatrix} 1 & -1 & 3 & 0 \\ 1 & 2 & 5 & 0 \end{pmatrix}$ Tip: A "O" column (like column 4 above) will never change as you row-reduce. That means a homogeneous system will never reduce to (000 monzero) because the last column will always be O. Homogeneous systems will always be consistent. We stil must establish the Rank of the matrix before we know if the system will have a unique solution or infinite solutions.

Let's get back to the questions. 6. If you are ever asked how many solutions a system has, make sure you now-reduce it first. (you can go for RREF or REF.) If they ever introduce letters like "K" and ask you to find K to achieve a certain number of Solutions: First, Row-reduce the augmented matrix. (But, don't bother to row-reduce the last row. Get all your leading 1's, etc as usual, but, when it comes time to get the leading I in the last row, QUIT!) Then, Focus on that last now and subject it to the three Cases I outline below. Case I quarantees an inconsistent system. Cases 2 and 3 guarantee a consistent system, but you must compare the Rank to the number of variables to see how many solutions

Case I: Can you choose value (0) of K, of whatever, to make that last (000 nongero)! row If so, as always, those values of K will cause the system to have no solution (the system is inconsistent). Case 2: Are there value(s) of K, or whatever, that make the last now all 010 -> (00010)? Then, the system is consistent but compare the Rank of the coefficient matrix to the member of variables to decide if it is a unique solution or infinite solution. Case 3: Are there value (s) of K that make the last row (00 nonzero (irrelevant) u. Can you get a nonzero in the coefficient matrix. That means you have added I more to the Rank of the matrix. Again, as in Cased, compare the Rank to the number of Variables to determine the number, solutions (unique or insinite).

The augmented matrix is 6. $\begin{pmatrix} 1 & -1 & 2 & 0 \\ 0 & 1 & -1 & k \\ -1 & 2 & -3 & 1 \end{pmatrix} R_3 \rightarrow R_3 + R_1$ $\begin{pmatrix} 1 & -1 & 2 & 0 \ 0 & -1 & K \ 0 & 0 & -1 & K \ 0 & 1 & -1 & 1 & R_3 = R_3 = R_2 \end{pmatrix}$ (I could justget $\begin{pmatrix} 1 & -1 & 2 & 0 \ 0 & R_1 = R_1 + R_2 & (I could justget) \\ REF and leaveR_1 & alone. \end{pmatrix}$ (101 K 01-1 K (000-K+1) QUIT (Don't get a leading (in the last row.) Subject that last now (000 |- K+1) to the three cases. (It is of no importance that there are K's in rows land 2. As long as you have row-reduced those rows, the last row is all that matters in determining the number of solutions.) Case 1: Can we make (000 |-K+1) into (000 nonzero)? Obviously! Make -K+1" nonzero (70) -K+1 70 -> K+1 satisfies Case] If K \$ 1, the system has no solution.)

Case 2: Can we make (0 00 - K + 1)into (0000)? Obviously! Make ~- K+1 = 0"-> K=1 If K=1, the system has Rank=2 (2 leading 1's in Rows land 2), but it has 3 variables -> infinite solutions (with one parameter to be precise.) If K=1, there are infinite solution.] Care 3: Can we make (000/-K+1) into (00 nonzero/inelevant)? NO! We have a "O" row in the coefficient matrix so we'll never be able to change that. No value of K will satisfy Case 3. Answering their questions then: 6. (a) If K=1, the system has infinite solutions. (b) No value of K will cause a unique solution. (C) II K#1, the system has no solution.

7. Again, now-reduce but don't get a leading I in the last now. $\begin{pmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & a & b \end{pmatrix}$ $R_3 \rightarrow R_3 - a R_3$ $\begin{pmatrix} 1 & 0 & 1 & | \\ 0 & 1 & | \\ 0 & 0 & a - a & | \\ b - 4 \end{pmatrix}$ Quit! Subject (0 0 a-2 (b-4) to the three cases. Case 1: (000/nonzero) Let a-2=0 and b-4 = 0. If a=2 and b = 4, the system is inconsistent and has no solution. (0 0 0 0 0)a-2 b-4Case 2: Let a-2=0 and b-4=0. Then, the system is consistent with Rank = 2 (2 leading 1's, one in R, and one in R2). But, there are 3 variables, so the system will have one parameter (3 variables - Rank of 2 = 1 parameter) If a= 2 and b=4, the system has infinite solutions with one parameter.

(0 0 nonzero [irrelevant) Case 3: If a-270, then b-4 could be anything. The system would then have a Rank of 3 (the nonzero in Rz is guaranteed to become a 3rd leading I if we continued to row-reduce). 3 Variables, Ranke 3 -> unique solution If at 2, the system would have a unique solution (b could be any real number) Answeing their questions: 7. (a) The system has no solution of a=2 and 674. (b) The system has a unique solution if a # 2. (c) The system has infinitely many solutions if a=2 and b=4. Do not make the mistake of thinking Case 2 always makes infinite solution and Case 3 always makes a unique solution. All we can say is both Case 2 and Case 3 make consistent systems. The Rank tell you how man

) Already Row-reduced except for the last Row. $\frac{8.}{0} \begin{pmatrix} 1 & 0 & a+1 & | 7 \\ 0 & 1 & -5 & | 6 \\ 0 & 0 & a^2 - 4a & | a-4 \\ 0 & 0 & a^2 - 4a & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\ 0 & 0 & 0 & | a-4 \\$ Case I: (0 0 0 | nonzero) a=1a a-4 a2-4a=0 and a-4≠0 Eactorout a" a(a-4) = 0n-4=0 a=0 or but a = 4 a=4 Obviously a can't = 4 and ≠ 4 at the same time. Put this all Together and we come up with: If a= 0 and a = 4 we will get (0 00 (nonzero). But, that really boils down to a=0 will be the only way to get (000 nonzero) (specifically, it creates (00014). If a is any other number, you would end up with (0 0 nonzero etc.) (Case 3). Exception if a= 4, you endup with (00010) > Case 2.

Summarizing: If a=0, we get (000/4) causing no solution (inconsistent). If a= 4, we get (00000), a consistent system of Rank= 2. With 3 Variables and Rank 2, the System has infinite solutions with one parameter. If at 0 and at 4 (ie. yais any other number besides Oor 4) we get (00 nonzero/irrelevont), a consistent system with Kank=3. 3 Variables, Ranke 3 -> unique solution. Answers 8. (a) The system has infinite solutions y a=4. (b) The system has no solution of a=0. (c) The system has a unique solution if a ≠ 0 and a ≠ 4.

WORD PROBLEMS It is highly unlikely you will have a word problem in a Math 1300 exam (it hasn't happened in decades to my Knowledge). It might happen on a example the Distance version, though (and is on the hand-in assignments). Those of you in Math 1310 must certainly be able to do word problems and be tready for them on exams. There is nothing to fear! Thanks to matrices, it is quite easy to set up a Word Problem. Each problem will break up the info into 2 categories. Each of those categories is then split into two or more levels". The levels of one category will be the columns of your matrix, and the levels of the other category will be the rows. Key: The columns must always represent the unknowns you want to solve. Make sure you figure out which are the Columns and which are the forus.

DO NOT RECOPY

Tip: you will always be given Totals for the levels of one of the categories The levels that have Totals will become the ROWS of your matrix Obviously, the other category's levels will be the columns of your matrix (and will become the unknowns or variables in your system). your matrix will look something like this the number of rows and columns will vary, of course). ey. Category I has 2 levels (A and B) and we were given the Total amount of A and Total amount of B. Category & has 3 levels (P, Q and R) Therefore: Category 2 R Total Cotegory 1 > R given They will then give you all the numbers to feed into the matrix. Just match the number to the proper location.

Important: Once you define the variables you are going to use (let's say X1, X2 and X3) Then always state the variables are 20 $(X_1 \ge 0, X_2 \ge 0, X_3 \ge 0).$ Unlike math problems where are solutions can be any Kind of numbers (positine, negative, 0, whatever), word problems are generally dealing with practical things that could never be negative. X, might be the number of chickens you can't have a regative amount of chickens! I bought -3 chickens (huh?). That's why X, 20. you could be Ochickens, Ichicken, à, etc. you could even buy 2 a chicken (if you're eating it; not as a pet). Then, Keep this limitation in mind when you state your solution.

9. We have 3 People (Anne, Betty, Carol) and 3 Kinds of Fruit (Apples, Baranas, and Grapes). We were told the total price Anne, Betty and Carol paid so they will be the rows. Apples Bananas Grapes Total 1 2 0 1.85 Anne 3.65 Betty 2 0 13.95 Carol O Note: I put (1 2 0 11.85) in Amis Row because we were told A me bought I pound of apples (I put 1 in the Anne, Apple cell), 2 pounds of bararas (I put 2 in the Ame, Banana cell), she bought no gropes (O in the Anne, Grape cell) and paid a Total of # 1.85. Define your variables (and make sure you tell the marker the variables are =0 or you will lose marks!). Don't say a = apples! Be more preise Here, a= price per parend for apples. (Remember, the columns are the variables.)

Of corrise, you could use any letters you want. I'll use: a= price per pound for apples b = price per pound for banances g = price per pound for grapes. a≥0, b≥0, g≥0 (you can't have negative prices.) If they ask you to set up a system of equations for the problem (they didn'there), simply translate the augmented matrix above into the actual equations: $\begin{pmatrix} 1 & 2 & 0 & | .85 \\ 2 & 0 & | & 3.65 \\ 0 & 1 & 2 & | 3.95 \end{pmatrix} = \begin{cases} a + ab \\ 2a \\ b + ab \\ b$ =].85 +9 = 3.65b + 2g = 3.95I will solve the system by rowreduction (The Gauss-Jordan elimination method if you want to talk like a prof.)

$$\begin{pmatrix} 1 & 2 & 0 & | 1.85 \\ 0 & -4 & | & | & -.05 \\ 0 & 1 & 2 & | & 3.95 \\ 0 & -4 & | & | & -.05 \\ \end{pmatrix} R_2 \neq R_3$$

$$\begin{pmatrix} 1 & 2 & 0 & | & .85 \\ 0 & 0 & 2 & | & .295 \\ 0 & -4 & | & | & -.05 \\ \end{pmatrix} R_3 \Rightarrow R_3 + 4R_2$$

$$\begin{pmatrix} 1 & 0 & -4 & | & -6.05 \\ 0 & 1 & 2 & 3.95 \\ 0 & 0 & 0 & | & 1.75 \\ \end{pmatrix} R_3 \Rightarrow \frac{1}{7}R_3$$

$$\begin{pmatrix} Noti: & \frac{15.75}{9} \\ = 1.75 \\ \end{pmatrix}$$

$$\begin{pmatrix} 1 & 0 & -4 & | & -6.05 \\ 0 & 1 & 2 & 3.95 \\ 0 & 0 & 0 & | & 1.75 \\ \end{pmatrix} R_1 \Rightarrow R_2 = 2R_3$$

$$\begin{pmatrix} 1 & 0 & 0 & 0.95 \\ 0 & 1 & 0 & 0.45 \\ 0 & 0 & 1 & | & 1.75 \\ \end{pmatrix} Therefore: b = 0.45 \\ g = 1.75 \\ Always give your solution to a \\ word problem in the form of a \\ sentence.$$

$$Apples are # 0.95 perpound, baranas \\ #0.45 perpound, and grapes #1.75 \\ perpound.$$

Sometimes there is no avoiding fractions when you are row -reducing. your prof may show you some fancy maneouver using a different row operation or two to avoid a fraction, but Try this at your peril. There is too much time wasted in thinking (and it might not work anyway) DON'T TRY IT! (If you must, look at 9. (n) in the Practise Problems at The end of this lesson to see an example of avoiding fractions.) I say you will probably be faster if you just deal with the fractions. How to ADD/SUBTRACT Fraction: A.D ± B.C & Multiply the B.D diagional to get the Top Multiply the Bottoms together $\frac{10+12}{2}$ 2.5=10 3.5=15 4.3=12 $=\frac{14-3}{21}=\frac{11}{21}$ 21 누 $= \frac{20-37}{30} = \frac{-19}{30}$ る N = $\frac{20+15}{50} = \frac{35}{50} = \frac{7}{10}$ +

(0. Truchs (1,2×3) vs Machine (A×B) Total of 18 of A, 26 of B - PROWS! • Tot 18 Markine A / 2 81 Machine B X, = Number of Truck #1's use X= " I Truck #2's " \times , \leq 4, \times , \leq 4 $X_1 \geq 0$, $X_2 \geq 0$ $R_{1} \neq \frac{1}{2} R_{1} \left(\frac{1}{2} \frac{1}{2} \frac{3}{2} \frac{9}{26} \right)$ 2 1 3 18 R2→R2-3:R 3+2=-3+4=4 ->2.R2 4 = -9+8 = -1 $R_1 \rightarrow R_1 - 4 \cdot R_2$ えた WORD PROBLEM -> give all feasible solution x; 20, x; 54

Sub in t=0, t=1, etc togenerale actual solution. Note since x_=t and since x_2 20, t 20 てこの X,=10-2(0)=10 七=1 x,= 10-2(1)=8 m ところ Nog $x_{1} = 10 - 2(2) = 6$ t=3 x,=10-2(3)=4 4,1,3 $x_{1} = -2 + 3 =$ $X_3 = 3$ t = 4X, = 10-2(4) = $\frac{3}{2}$ 1(2, 2,4) x2=-2+4 = <u>a</u> X3 = 4 t=54m causes X3=5 × on No good! ... We can use 4 of Truck #1, 1 Truck # 2 and 3 of Truck #3 0] OR 2 of Truck #1, 2 of Truck #2 and 4 of Truck #3.

11. This is a logic problem. First A Zero Matrix (a matrix consisting of strictly O's) is in RREF. (There is no requirement that you have to have non zero numbers. Only if there are non zero numbers must you have leading 1's, etc. to be in RREF.) 3x2 means 3rows by 2 columns $S_{\circ} \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$ is a 3×2 metrix in RREF. Now, start introducing leading I's. (° °) is in RREF. In fact, (° °) where Kisany real number works. Note: something like (10) is no good (Zero rows must be below leading 1. nows. you can'thave a leading I in R2 if you have a Zero row in R,). o is in RREF. There is no law that says the Top left corner must be the first leading (it is just unusual for that to not be the case).

That exhausts all the possibilities where there is a leading 1 only in R. We could also have leading I's in both R, and Rz. (Kemember, though, leading 1's must be deeper in the rows as you go down.) i)) is in RREF but that is the only I way that would work if we have two leading 1's. It is impossible to have 3 leading 1's because they wouldn't be able to get deeper in each time. Again, we can't have leading I's in Riand Rz, For example because that would mean a O-row is above a leading 1 row (a no-no for RREF). Summarizing All 3×2 RREF matrices are: $\begin{pmatrix} 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 0 & 0 \\ 0 & 0 \end{pmatrix}, \begin{pmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{pmatrix}, and \begin{pmatrix} 1 & K \\ 0 & 0 \\ 0 & 0 \end{pmatrix}$ where K= any real number.

B. This question looks scary because there are no numbers, just a gaggle of letters. RELAX! you are told (x, y, z,) is a solution to ax+by+cz=d so that means you can sub in x=x, y=x, z=z We know: lax, + log, + cz, = d Similarly, we are told (X, 1 2, Z,) is a solution to equation (1). We Know: /ax2 + by2 + cz2 = d Finally, we are told (Xo, yo, Zo) is a solution to equation (2). Weknow: ax + by + czo = 01 Keep these three facts in mind as you attack the questions. 12. (a) We have to show (x,-x2, y,-y2, Z,-Z) is a solution to equation (2). ie, If we sub x=x,-x2, y=y,-y2=Z,-Z, into ax+by+cz=0 will it prove true? Focus on the Left Hand Side (LHS) and see if it simplifies into "O", the Right Hand Side. $LHS = ax+by+cz \rightarrow subin(x,-x_2,y,-y_2,z,-z)$ $=a(x_1-x_2)+b(y_1-y_2)+c(z_1-z_2)$ Multiply everything to remove the brackets. LAS= ax, -ax2+by, -by2+cz,-cz2 Separate the X, y, Z, terms from the X2, Y2, Z2 terms.

LHS =
$$ax_1 + by_1 + cz_1 - ax_2 - by_2 - cz_2$$

Factor the $-$ "sign out of those
last three torms.
LHS = $ax_1 + by_1 + cz_1 - (ax_2 + by_2 + cz_2)$
We know We know
 $ax_1 + by_1 + cz_1 = d$ $ax_2 + by_2 + cz_2 = d$
LHS = $d - d \rightarrow (LHS = 0)$
We have proven
 $a(x_1 - x_2) + b(y_1 - y_2) + c(z_1 - z_1) = 0$
Proving $(x_1 - x_2, y_1 - y_2, z_1 - z_2)$ is
a solution to equation z .
12(b) Attacke this problem the same way.
We must prove $(x_1 - x_0, y_1 - y_0, z_1 - z_0)$
is a solution to $a x + by_1 + cz_1 = d$
LHS = $ax_1 + by_1 + cz_1$
Sub in $x = x_1 - x_0, y = y_1 - y_0, z_1 - z_0$
LHS = $a(x_1 - x_0) + b(y_1 - y_0) + c(z_1 - z_0)$
LHS = $a(x_1 - x_0) + b(y_1 - y_0) + c(z_1 - cz_0)$
LHS = $a(x_1 - ax_0 + by_1 - by_0 + cz_1 - cz_0)$
LHS = $ax_1 + by_1 + cz_1 - (ax_0 - by_0 - cz_0)$
LHS = $ax_1 + by_1 + cz_1 - (ax_0 - by_0 - cz_0)$
LHS = $ax_1 + by_1 + cz_1 - (ax_0 + by_0 + cz_0)$
We know $ax_1 + by_1 + cz_1 - (ax_0 + by_0 + cz_0)$
LHS = $d - 0 \rightarrow (ZHS = d)$

We have proven

$$a(x_1 - x_0) + b(y_1 - y_0) + c(z_1 - z_0) = d$$

proving $(x_1 - x_0, y_1 - y_0, z_1 - z_0)$ is
a solution to equation (1).
 $\frac{12.(c)}{12.(c)}$ Prove (Kx_0, Ky_0, Kz_0) is a
solution to $ax + by + cz = 0$
 $2Hs = ax + by + cz$
Sub in $x = Kx_0, y = Ky_0, z = Kz_0$
 $2Hs = a(Kx_0) + b(Ky_0) + c(Kz_0)$
Tidy this up.
 $2Hs = aKx_0 + bKy_0 + cKz_0$
 $K'' is a common factor.$
Factor $K'' out.$
 $2HS = K(ax_0 + by_0 + cz_0)$
We know $ax_0 + by_0 + cz_0 = 0$
 $2HS = K(0) \longrightarrow ILHS = 0$
We know $ax_0 + by_0 + cz_0 = 0$
 Me have proven
 $a(Kx_0) + b(Ky_0) + c(Kz_0) = 0$
proving (Kx_0, Ky_0, Kz_0) is a
Solution to $ax + by + cz = 0$.

Homework:

- Memorize the facts about **The Rank of a Matrix** on page 37.
- Study the lesson thoroughly until you can do <u>all</u> of **questions 1 to 12** on pages 37 to 40 from start to finish without any assistance.
- ➔ Do <u>all</u> of the **Practise Problems** below (solutions are on pages 97 to 101).

Practise Problems:

In each of the following parts (a) – (c) of this question, you are given the row-reduced echelon form of the augmented matrix of a system of linear equations. In each case, say whether the system is inconsistent, has a unique solution, or has infinitely many solutions. If the system is inconsistent, explain why. If the system is consistent, state the solution(s).

$$\textbf{(a)} \begin{pmatrix} 1 & 0 & 0 & | & 0 \\ 0 & 0 & 1 & | & 3 \end{pmatrix} \qquad \textbf{(b)} \begin{pmatrix} 1 & 0 & 0 & | & 2 \\ 0 & 1 & 0 & | & -5 \\ 0 & 0 & 1 & | & 6 \\ 0 & 0 & 0 & | & 1 \\ 0 & 0 & 0 & | & 0 \end{pmatrix} \qquad \textbf{(c)} \begin{pmatrix} 1 & 5 & 0 & 0 & | & 0 \\ 0 & 0 & 1 & 0 & | & 0 \\ 0 & 0 & 0 & 1 & | & 0 \\ 0 & 0 & 0 & 0 & | & 0 \end{pmatrix}$$

2. (a) Write the augmented matrix for the system:

$x_1 - $	$2x_2$	+	x_3	+	$2x_4$	=	-3
$-2x_1 +$							
			x_3	+	$2x_4$	=	-4

- (b) Find the reduced row-echelon form for the augmented matrix in (a).
- (c) Write all solutions to the system in (a).

	x	_	у	+	3z	=	-1
3. A system of linear equations is given by	-x	+	у	—	2z	=	0
3. A system of linear equations is given by	3 <i>x</i>	—	3у	+	5z	=	1
	x	-	у			=	2

- (a) Find the <u>reduced</u> row echelon form of the augmented matrix of the system.
- (b) Write all the solutions to the system.
- (c) Find the solution set which has x = 3.

4. The augmented matrix of a system of linear equations has the following row-reduced echelon form matrix:

$$R = \begin{bmatrix} 1 & 0 & 1 & 0 & | & 0 \\ 0 & 1 & 1 & 0 & | & 0 \\ 0 & 0 & 0 & 1 & | & 0 \\ 0 & 0 & 0 & 0 & | & 1 \\ 0 & 0 & 0 & 0 & | & 0 \end{bmatrix}$$

- (a) How many equations are there in the original system of linear equations?
- (b) How many variables does the system of linear equations contain?
- (c) How many solutions does the system have? Explain.
- (d) How many leading 1's does *R* contain?
- (e) What is the rank of the coefficient matrix?
- **5.** Determine the number of solutions the following linear system of homogeneous equations has **without** solving the system. Give a reason for your answer.

$3x_1$	+	$5x_2$	$-7x_{3}$	+	<i>x</i> ₄	=	0
\boldsymbol{x}_1	_	$3x_{2}$	$+ x_{3}$			=	0

- **6.** Each matrix A and B below is the augmented matrix of a system of linear equations in x_1 , x_2 , x_3 , and x_4 . For **each** of A and B do the following.
 - (i) Put the matrix into reduced row echelon form, while stating exactly which elementary row operations you are using.
 - (ii) State how many solutions the system has: none, one, or infinitely many.
 - (iii) If the system has solutions, give the **general solution** in vector form, using parameters *s*, *t*, *u*, *v*,... (as necessary).

(a)
$$A = \begin{bmatrix} 1 & 2 & 1 & -3 & | & 2 \\ 0 & 0 & 1 & 1 & | & 4 \\ 2 & 4 & 2 & -6 & | & 4 \end{bmatrix}$$

(b) $B = \begin{bmatrix} 1 & 2 & 2 & 3 & | & -5 \\ 0 & 1 & 0 & 1 & | & -4 \\ 2 & 4 & 4 & 6 & | & 5 \end{bmatrix}$

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- (a) Solve the system of equations above by completely reducing the augmented matrix to row-reduced echelon form.
- (b) Interpret the solution geometrically (e.g., as a point, line, plane, hyperplane, etc.).
- (c) What is the rank of the augmented matrix?

7.

8. Solve the following systems of equations using Gauss-Jordan or Gaussian elimination:

(a)
$$\begin{array}{c} x_1 + 2x_2 - x_3 = 4 \\ 3x_1 + 4x_2 - 2x_3 = 7 \end{array}$$

(b) $\begin{array}{c} x_1 + x_2 - x_3 = 7 \\ 4x_1 - x_2 + 5x_3 = 4 \\ 2x_1 + 2x_2 - 3x_3 = 0 \end{array}$
(c) $\begin{array}{c} x + y - z = -1 \\ x - y + 5z = 5 \\ 2x + 3y - 5z = -5 \end{array}$
(d) $\begin{array}{c} x + 2y + 3z = 1 \\ 2x + y + 3z = 1 \\ x + y + 2z = 1 \end{array}$
(e) $\begin{array}{c} x_1 + x_2 + x_3 + x_4 + x_5 = 7 \\ 2x_1 + 2x_2 + 3x_3 + 3x_4 + 4x_5 = 18 \end{array}$
(f) $\begin{array}{c} x_1 + x_2 - x_3 = 0 \\ -x_1 - x_2 + 2x_3 - 3x_4 = 0 \\ x_3 + x_4 = 0 \end{array}$
(f) $\begin{array}{c} x_1 + 2x_2 - x_3 = 0 \\ x_1 + x_2 - 2x_3 = 0 \\ x_3 + x_4 = 0 \end{array}$
(g) $\begin{array}{c} x_1 + 2x_2 + 3x_3 - 3x_4 = 0 \\ x_1 + x_2 - 2x_3 = 0 \\ x_2 - x_3 - 3x_4 = 0 \end{array}$
(h) $\begin{array}{c} x_1 + 2x_2 - x_3 = 0 \\ x_3 + x_4 = 0 \end{array}$
(k) $\begin{array}{c} x_1 + 2x_2 - x_3 = 0 \\ x_1 + x_2 - 2x_3 = 0 \\ x_3 + x_4 = 0 \end{array}$
(k) $\begin{array}{c} x_1 + 2x_2 + 3x_3 - 3x_4 = 0 \\ x_1 + x_2 - 2x_3 = 0 \\ x_3 + x_4 = 0 \end{array}$
(k) $\begin{array}{c} x_1 + 2x_2 + 3x_3 - 2x_4 = -2 \\ x_2 - 3x_4 = 0 \end{array}$
(k) $\begin{array}{c} x + y - z = 1 \\ (k) & 2x + y + 2z = 5 \\ 4x + 3y & = 7 \end{array}$

9. Solve the following systems of equations using Gauss-Jordan or Gaussian elimination:

$$x_{1} + 2x_{2} + 2x_{3} + 5x_{4} = 4$$
(a) $2x_{1} + 4x_{2} + 2x_{3} + 5x_{4} = 2$
 $3x_{1} + 6x_{2} + 2x_{3} + 7x_{4} = 6$
(b) $x_{1} + x_{2} + x_{3} + x_{4} + x_{5} = 2$
 $x_{1} + x_{2} + x_{3} + 2x_{4} + 2x_{5} = 3$
 $x_{1} + x_{2} + x_{3} + 2x_{4} + 3x_{5} = 2$
(c) $x + y = 6 - z$
 $(z) z - y = 2 - x$
 $x - z = 4 - y$
(d) $3x + y - z = 3$
 $2y - x + z = -8$
(e) $2x_{1} + 2x_{2} + 2x_{3} + 2x_{4} = 2$
 $x_{1} - x + x_{3} = 3$
 $2x_{1} + x_{2} + 2x_{3} + x_{4} = 4$
(f) $3x_{2} + 3x_{3} = -3$
(f) $x_{1} - 2x_{2} - 3x_{3} = 2$
 $-x_{1} + 4x_{2} + 6x_{3} = 3$
 $(z) -x_{1} + x_{2} - x_{3} = 3$
 $(z) -x_{1} + x_{2} - 5x_{3} = 1$
 $-5x_{1} - 2x_{2} + 5x_{3} = -8$

9. (Continued) Solve the following systems of equations using Gauss-Jordan or Gaussian elimination:

10. Given the following augmented matrix for a system of linear equations:

$$\begin{pmatrix} 1 & 0 & 0 & | & 2 \\ 0 & k+1 & 0 & | & 0 \\ 0 & 0 & k & | & 5 \end{pmatrix}.$$

For what value(s) of *k*, if any, are there:

- (a) a unique solution?
- (b) infinitely many solutions?
- (c) no solution?

Give reasons for your answers.

11. Find all *c* such that the system below has no solutions.

 $\begin{array}{rcl} x & - & 2y & = & 1 \\ \frac{1}{2}x & - & y & = & c \end{array}$

12. Find a value of *p* and *q* so that the system

x + z = 1 y + z = 1py + qz = 1

- (a) has a unique solution.
- (b) has an infinite number of solutions.
- (c) has no solution.

13. Let $R = \begin{pmatrix} 1 & 0 & 0 & | & 2 \\ 0 & 1 & 0 & | & -1 \\ 0 & 0 & a - 2 & | & b \\ 0 & 0 & 0 & | & 0 \end{pmatrix}$ be a *row-echelon* form of the augmented matrix of a linear

system.

- (a) What are the number of equations and the number of variables in the system?
- (b) Find all of the values of *a* and *b* for which the system has a unique solution.
- (c) Find all of the values of *a* and *b* for which the system has no solution.
- (d) Find all of the values of *a* and *b* for which the system has infinitely many solutions. How many parameters are there in the solution set?

14. Let $\begin{pmatrix} 1 & 0 & -1 & | & 2 \\ 0 & 1 & 2 & | & 3 \\ 0 & 0 & a & | & 0 \\ 0 & 0 & 0 & | & b+1 \end{pmatrix}$ be a row-echelon form of the augmented matrix of a linear

system.

- (a) What are the number of equations and the number of variables in the system?
- (b) Find all values of *a* and *b* such that the system has no solutions.
- (c) Find all of the values of *a* and *b* such that the system has a unique solution.

15. Let $A = \begin{pmatrix} 2 & -3 & 5 & | & a \\ 1 & -1 & 2 & | & 0 \\ -4 & 6 & -10 & | & 1 \end{pmatrix}$ be the augmented matrix of a linear system.

- (a) What are the number of equations and the number of variables in the system?
- (b) Find all values of "*a*" for which the system has no solution.
- (c) Find all of the values of "*a*" for which the system has a infinitely many solutions.

- **16.** Let the augmented matrix of a linear system be given by $\begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix}$
- $\begin{pmatrix} 1 & 0 & 0 & | & 2 \\ 0 & 1 & 0 & | & 3 \\ 0 & 0 & x & | & y \end{pmatrix}.$

For what values of x and y is there

- (a) No solution?
- **(b)** Exactly one solution?
- (c) Infinitely many solutions?
- **17.** Suppose that the augmented matrix of a linear system of equations is given by

[1	-2	3	9	
-1	3	0	-5	•
2	-5	k	3 <i>k</i> + 5	

For what values of k is there

- (a) exactly one solution?
- **(b)** infinitely many solutions?
- **18.** Consider the system $\begin{cases} x + y + 2z = a \\ 2x + by + 4z = 1 \end{cases}$

In each case below, determine all values of a and b which give the indicated number of solutions. If no values of a and b exist, explain why not.

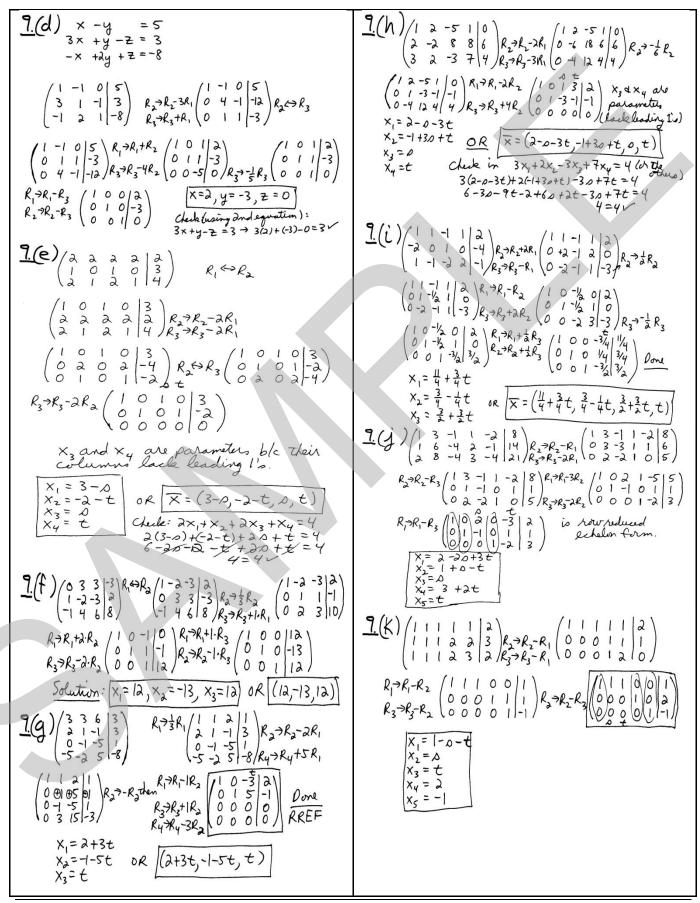
- (a) No solution.
- **(b)** Exactly one solution.
- (c) Infinitely many solutions.

$$\begin{aligned} \int_{a} \left(a\right) \left(\begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} \right) & \text{is a south of space with a starting the space with space with a starting the space with a starti$$

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 $\frac{\&(C)}{1} = \frac{1}{1} = \frac{1}{5} = \frac{1}{5} = \frac{1}{1} = \frac$ <u>8</u>(h) $\begin{pmatrix} 1 & 1 & -1 \\ 2 & 1 & 2 \\ 4 & 3 & 0 \\ 7 \end{pmatrix} R_{3} \xrightarrow{2} R_{2} \xrightarrow{2} R_{1} \begin{pmatrix} 1 & 1 & -1 & 1 \\ 0 & -1 & 4 & 3 \\ R_{2} \xrightarrow{2} - R_{2} \\ 0 & -1 & 4 & 3 \\ 0 & -1 & 4 & 3 \\ \end{pmatrix} R_{2} \xrightarrow{2} - R_{2}$ R2 AR2 $\begin{pmatrix} 1 & 1 - 1 & -1 \\ 0 & 1 - 3 & -3 \\ 0 & -2 & 6 & 6 \end{pmatrix} R_3 \neq R_3 + \Im R_2 \begin{pmatrix} 1 & 0 & 2 & | 2 \\ 0 & 1 & -3 & -3 \\ 0 & 0 & 0 & | 0 \end{pmatrix} alcoding 1$ fut Z = tX=2-2t Check in 2x+3y-5z=-5 2(2-2t)+3(-3+3t)-5t=-5 4-4t-9+9t-5t=-5 -5=-5 V y=-3+3+ Z is a parameter (no leading I init column) z=t Check in 2x+y+2z=5 X= 4-3t y = -3+4t 2(4-3+)+(-3+4+)+2+=5 $\underbrace{\underline{\mathcal{S}}}_{l}(d) \begin{pmatrix} l & 2 & 3 & | l \\ 2 & l & 3 & | l \\ l & l & 2 & | l \\ \end{pmatrix}_{R_{3} \to R_{3} - R_{1}} \begin{pmatrix} l & 2 & 3 & | l \\ 0 & -3 & -3 & | -1 \\ 0 & -1 & -1 & | 0 \end{pmatrix}_{R_{3} \leftrightarrow R_{3}} \underset{run \\ run \\ run \\ R_{3} \to R_{3} - R_{1} \begin{pmatrix} l & 2 & 3 & | l \\ 0 & -3 & -3 & | -1 \\ 0 & -1 & -1 & | 0 \\ run \\ run \\ R_{3} \to R_{3} - R_{1} \end{pmatrix}$ z = t8-68-3+48+28=5 9.(a)/120214 120214 24252 R2=7R2-2R, 0 0 21 -6 R2+2R2 36276/R37R3-3R1 (0021)-6/R37R3-R2 1 2 0 2 4 0 0 1 & -3 0 0 0 0 0 lending 10 X2 XX4 are parameters (they lack leading 26) X2= P, X4=t $\frac{\&(e)}{\begin{pmatrix} 1 & 1 & 1 & 1 & | & 7 \\ 2 & 2 & 3 & 3 & 4 & | & 18 \\ \hline & & & & & & \\ \begin{pmatrix} 1 & 1 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 & 2 \\ \hline & & & & & \\ \begin{pmatrix} 1 & 1 & 0 & 0 & -1 & | & 3 \\ 0 & 0 & 1 & 1 & 2 & | & \\ 1 & 1 & 2 & 4 & 1 \\ \hline & & & & & \\ \end{pmatrix}} \xrightarrow{x_2, x_4 and x_5} are parameters (thurlock loading 1's)$ x,=4-20-2t $X_2 = D$ $X_3 = -3 - 1/2 t$ dut x3=1, X4=D, X5=2) leading 1's X,= 3-r+t X4 = t Vector Form of answer Lequind. = r Xi $x_3 = 4 - p - \lambda t = (3 - r + t, r, 4 - p - \lambda t, p, t)$ $\frac{7.607}{1} \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 2 & 2 \\ 1 & 1 & 2 & 2 \\ 1 & 1 & 2 & 3 \\ 2 & R_3 \neq R_3 = R_1 \end{pmatrix} \begin{pmatrix} 1 & 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & R_3 \neq R_3 = R_2 \end{pmatrix}$ Xy = D Remember to check by subtring solution into an original equation . $x_{5} = t$ $\begin{pmatrix} 7 & 2 & -1 & 0 & 0 \\ -1 & -1 & 2 & -3 & 0 \\ 1 & 1 & -2 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{pmatrix} R_{1} \leftrightarrow R_{3} \begin{pmatrix} 1 & 1 & -2 & 0 & 0 \\ -1 & -1 & 2 & -3 & 0 \\ 3 & 2 & -1 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{pmatrix}$ <u>8.(</u>f)/ $\begin{pmatrix} 1 & | & | & 0 & 0 \\ 0 & 0 & 0 & | & | \\ 0 & 0 & 0 & | & | \\ 0 & 0 & 0 & | & | \\ -1 \end{pmatrix} R_2 \xrightarrow{2} R_2 \xrightarrow{2} R_3$ 0 00010 R_ = R_+R, 0/000 R37R3-2R, 00 X, and X, are parameters (they lack leading 1's) Let X_= D and X_3=t [X_1=1=0=+] $\begin{pmatrix} 1 & 1 & 0 & 2 & | & 0 \\ 0 & 0 & 1 & 1 & | & 0 \\ 0 & 0 & 0 & -3 & | & 0 \\ 0 & 0 & 0 & -3 & | & 0 \\ 0 & 0 & 0 & -3 & | & 0 \\ \end{pmatrix} R_{3} \Rightarrow \frac{-1}{3} R_{3} \begin{pmatrix} 1 & 1 & 0 & 2 & | & 0 \\ 0 & 0 & 1 & | & 0 \\ 0 & 0 & 0 & -1 & | & 0 \\ 0 & 0 & 0 & -3 & | & 0 \\ \end{pmatrix} R_{4} \neg R_{4} \neg R_{4} + 3R_{3}$ $\begin{array}{c} X_1 = 1 - \delta - t \\ X_2 = \delta \\ X_3 = t \end{array}$ 2000 100000 X, lacks a leading 2 - parameter Xy = 2 Let x2=tj X,= -t X5 = -1 X_=t leading 1's 9.(c) bet x's, y's and z's on left in that order, #'s on right: ×3 = 0 ×4 = 0 x + y + z = 6x - y + z = 2x + y - z = 4 $\underbrace{\mathcal{S}}_{(g)} \begin{pmatrix} 1 & 2 & 0 & 2 \\ 3 & 4 & 2 & 4 \\ -1 & -2 & 3 & -2 \\ 0 & 1 & 0 & -3 \\ \end{bmatrix} \begin{pmatrix} 1 & 2 & 0 & 2 \\ -2 & -2 \\ R_3 & -2 \\ R_1 & -2 \\ R_1 & -2 \\ R_1 & -2 \\ R_2 & -2 \\ R_2 & -2 \\ R_1 & -2 \\ R_2 & -2 \\ R_2 & -2 \\ R_1 & -2 \\ R_2 & -2 \\ R_2 & -2 \\ R_1 & -2 \\ R_2 & -2 \\ R_2 & -2 \\ R_2 & -2 \\ R_1 & -2 \\ R_2 &$ $\begin{pmatrix} 1 & l & l & k \\ 1 & -l & l & k \\ 1 & l & -l & 4 \end{pmatrix} \begin{pmatrix} R_2 \rightarrow R_2 - R_1 \\ R_3 \rightarrow R_3 - R_1 \end{pmatrix} \begin{pmatrix} l & l & l & k \\ 0 - 2 & 0 & l - 4 \\ 0 & 0 - 2 & l - 2 \end{pmatrix} \begin{pmatrix} R_2 \rightarrow -1 \\ R_2 \rightarrow -1 \\ R_3 \rightarrow R_3 - R_1 \end{pmatrix}$ $\begin{pmatrix} 1 & 0 & 2 & 5 \\ 0 & 1 & 0 & -3 & 0 \\ 0 & 0 & 3 & 0 & 3 \\ 0 & 0 & 2 & 0 & 2 \\ \end{pmatrix} \begin{pmatrix} 1 & 2 & 0 & 8 & -3 \\ 0 & 1 & 0 & -3 & 0 \\ 0 & 0 & 3 & 0 & 3 \\ 0 & 0 & 2 & 0 & 2 \\ 0 & 0 & 2 & 0 & 2 \\ \end{pmatrix} \begin{pmatrix} 1 & 0 & 0 & 8 & 5 \\ 0 & 1 & 0 & -3 & 0 \\ 0 & 0 & 3 & 0 & 3 \\ 0 & 0 & 2 & 0 & 2 \\ 0 & 0 & 2 & 0 & 2 \\ \end{pmatrix} R_{3}^{-1} \frac{1}{3} R_{3}$ $\begin{pmatrix} 1 & 1 & 1 & 6 \\ 0 & 1 & 0 & 2 \\ 0 & 0 & -2 & -2 \end{pmatrix} \stackrel{R_1 \rightarrow R_1 - R_2}{R_3 \rightarrow -\frac{1}{2}R_3} \begin{pmatrix} 1 & 0 & 1 & | & 4 \\ 0 & 1 & 0 & | & 2 \\ 0 & 0 & 1 & | & 1 \end{pmatrix} \stackrel{R_1 \rightarrow R_1 - R_3}{R_1 \rightarrow R_1 - R_3}$ $\begin{pmatrix} 1 & 0 & 0 & 5 \\ 0 & 1 & 0 & -3 & 0 \\ 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 2 & 0 & 1 \\ 0 & 0 & 2 & 0 & 1 \\ \end{pmatrix} R_{Y2}R_{Y}-2R_{3}$ $\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \\ 1 \end{pmatrix}$ [X = 3, y = 2, z = 1]Xy lacks a leading I and so is a parameter X=t X= 5-8t, X= 3t, X= 1, Xy=t

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$$\begin{array}{c} \underbrace{\mathbf{g}}(\mathbf{k}) \\ | \mathbf{f} | = (-1)^{-1} | \mathbf{f} | \mathbf{g}_{2}^{-1} \mathbf{g}_$$

-2 3 9 1 1 3 4 -1 K-6 3K-13

This system

) which

Nonzero (O O HAVE

)

(a = 1) a Zt.

$$\begin{array}{c} |\frac{1}{2}|\theta| & |\frac{1}{2}|| & |\frac{1}{2}|$$

>(b=2,a=1/2

-2=0->(b=2 OR

ב