

§ 2.1 Solutions

2. Planes in row picture have changed.
 the vectors in column picture have changed.
 the coefficient matrix has changed.
 the solution remains the same.

5. Because x, y, z satisfy the 1st 2 equations,
 then they also intersect.

the line L of solutions is found by
 solving the 2×3 system

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

Subtracting them shows that $y = 1$. the
 new system is

$$x + z = 1$$

which defines all solutions to the system.

Three solutions are:

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix}, \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 2 \\ 1 \\ -1 \end{pmatrix}.$$

Later, we will write the infinite number of
 solutions as

$$\begin{pmatrix} 1-z \\ 1 \\ z \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix} + z \begin{pmatrix} -1 \\ 0 \\ 1 \end{pmatrix}.$$

7. No solution because there is no interactions
to all ≥ 3 planes

9. (a) $\begin{pmatrix} 18 \\ 5 \\ 0 \end{pmatrix}$

(b) $\begin{pmatrix} 2 \\ 4 \\ 5 \\ 5 \\ 5 \end{pmatrix}$

10. The linear combination of columns is $\begin{pmatrix} 15 \\ 5 \\ 0 \end{pmatrix}$.

In an $n \times n$ matrix, there are n^2 multiplications!

12. (a) $\begin{pmatrix} z \\ y \\ x \end{pmatrix}$ (b) $\begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$ (c) $\begin{pmatrix} 3 \\ 3 \\ 6 \end{pmatrix}$.

13. n components to get m components

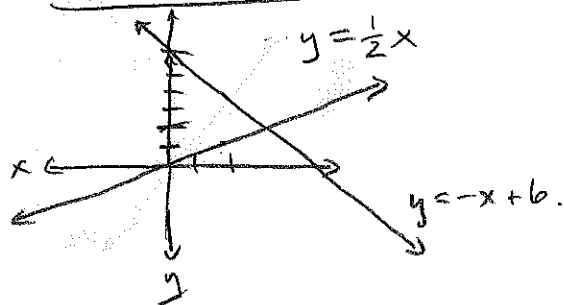
15. (a) $I = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$

(b) $I = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$.

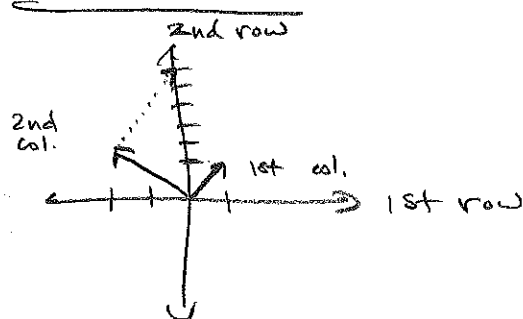
16. In general, the 2×2 matrix that rotates by θ is $\begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$.

17. $P = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix}$, $Q = \begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$

26. Row PIC:



Column PIC.



27. Row PIC has 2 planes in 3D

Col. PIC is in 2-D.

The solutions lie on a line.