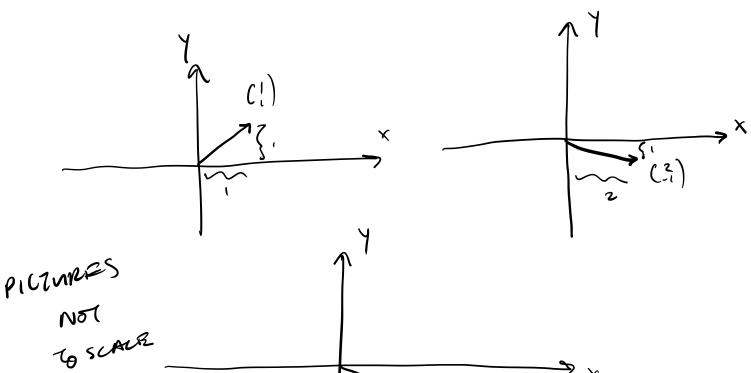
$$x + 2y = 2$$
 $x - y = -1$
 $= -1$

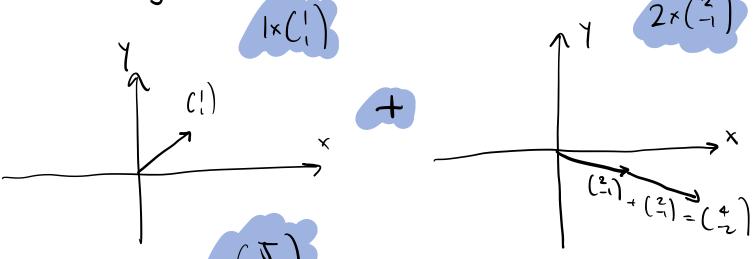
We remote linear systems of equations as "anguerded" waterlo

Write like this:

- How lamberoland the vectors? Geometrically is helpful:



Kon reduce los du liher ogslem:



THEM UP

= Can rephrase linear system

as how much of
$$\binom{1}{1}\binom{2}{-1}$$
 make $\binom{5}{-1}$

Veclor operations

(everything is componenture)

Scalar Mullipliation

$$C \cdot \begin{pmatrix} 1 \\ 2 \end{pmatrix} = \begin{pmatrix} c \\ 2c \end{pmatrix}$$

c some number

$$\left(\begin{array}{c} 1 \\ 1 \end{array}\right) \uparrow \left(\begin{array}{c} 1 \\ 0 \end{array}\right) = \left(\begin{array}{c} 2 \\ 1 \end{array}\right)$$

Vector Addrton $\begin{array}{c} \begin{array}{c} \begin{array}{c} \begin{array}{c} \begin{array}{c} \\ \\ \end{array} \end{array} \end{array} \end{array} \begin{array}{c} \begin{array}{c} \\ \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \end{array} \end{array} \begin{array}{c}$

Definition A linear continution of rectors is the sum of scalar multiples of vectors Y= d, x, + d2 x2 + ---where d_{1}, d_{2}, \dots are numbers, X_{1}, X_{2}, \dots are vectors of the same size e.g. $1 \cdot \binom{1}{1} + 2 \cdot \binom{2}{-1}$ is a linear containation of vectors erg. $2 \cdot \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} + 4 \cdot \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} + 5 \cdot \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$ is another valid lin. carb. ergi (7) + (0) NO.

- Only rectors of same
size can be added

ext: (T) is in the span of $\{(1), (2)\}$.

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How to find if a vector is in the sport of rector?

eg. 1s
$$\begin{pmatrix} \tau \\ 2 \end{pmatrix}$$
 in sport $\begin{pmatrix} 1 \\ 2 \\ 0 \end{pmatrix}$, $\begin{pmatrix} 0 \\ 2 \\ 1 \end{pmatrix}$?

- This means is then α_{1}, α_{2} such that

This is a linear system.

___ Ron reduce!

$$\begin{pmatrix}
1 & 0 & | & 5 \\
2 & 2 & | & 2 \\
0 & 1 & | & -4
\end{pmatrix}$$

$$\sim
\begin{pmatrix}
1 & 0 & | & 5 \\
0 & 2 & | & -8 \\
0 & 1 & | & -4
\end{pmatrix}$$

$$\sim
\begin{pmatrix}
1 & 0 & | & 5 \\
0 & 2 & | & -8 \\
0 & 1 & | & -4
\end{pmatrix}$$

=> d1 = 5, d2 = -4. Cheek:

$$\mathcal{T}\begin{pmatrix} 1 \\ 7 \\ 0 \end{pmatrix} - 4 \begin{pmatrix} 0 \\ 2 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 10-8 \\ -4 \end{pmatrix} = \begin{pmatrix} 7 \\ 2 \\ -4 \end{pmatrix}, \text{ so yes.}$$

ent
$$[0]$$
 (0) in span $\{(0), (\frac{1}{2})\}$?

$$= \sum_{n=0}^{\infty} \{(0), (\frac{1}{2})\}$$

$$= \{(0),$$

pirot in solution

- Sydem in considerat.

So it is not in the span.

ANOTHER WAY TO WRITE THE SYSTEM:

$$\times \begin{pmatrix} 1 \\ 2 \end{pmatrix} + \lambda \begin{pmatrix} 1 \\ 3 \end{pmatrix} = \begin{pmatrix} 2 \\ 2 \end{pmatrix} \begin{pmatrix} 2 \\ 3 \end{pmatrix} \begin{pmatrix} 1 \\ 3 \end{pmatrix} \begin{pmatrix} 2 \\ 3 \end{pmatrix}$$

Vector Equation

Matrix - Veclor Mulliplication

$$\begin{pmatrix} 2 \\ 2 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 5 \\ 3 \end{pmatrix}$$

$$|SP = \text{entry } h |SP = \text{entr$$

$$\begin{pmatrix} 1 & 2 \\ 2 & 1 \end{pmatrix} \begin{pmatrix} x \\ Y \end{pmatrix} = \begin{pmatrix} 5 \\ 3 \end{pmatrix}$$

Meranix - Vector Mulliplization

" A bil wind antil gan get used to it"

2 rous => 2×3 mortispo 3 chums

4 rous _ 4×2 mothers 2 clus

$$\begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}$$

3-ovs =7 3x/ motivo/ 3 dentemprector

(vectors are just l'column modurces)

$$\begin{pmatrix} 2 & 3 & 4 \\ 2 & 1 & 2 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

2×3 2×1

NOT DEFINED, there 2 must be the same

$$\begin{pmatrix} 2 & 2 \\ 1 & 4 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \end{pmatrix} = \begin{pmatrix} 2 \times 1 + 2 \times 2 \\ 1 \times 1 + 4 \times 2 \end{pmatrix}$$

$$\begin{pmatrix} 2 & 2 \\ 1 & 4 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \end{pmatrix} = \begin{pmatrix} 2 \times 1 + 2 \times 2 \\ 1 \times 1 + 4 \times 2 \end{pmatrix}$$

$$= \left(\begin{array}{c} \zeta \\ q \end{array}\right)$$

 $-\left(\begin{array}{c}2\\3\\4\end{array}\right)$ unthough

this is called the

identify morthis as it does nothing & the vector