

Systems of Equations and Matrices

D. H. Luecking

19 Jan 2024

Variables will typically be denoted by the letters x , y or z .

Variables will typically be denoted by the letters x , y or z . Often, especially if we need more than three variables, we will use subscripts: x_1 , x_2 , x_3 , \dots

Variables will typically be denoted by the letters x , y or z . Often, especially if we need more than three variables, we will use subscripts: x_1 , x_2 , x_3 , \dots

Assuming the variables are x_1 through x_k , a *linear equation* is one that can be put into the following form

$$a_1x_1 + a_2x_2 + \dots + a_kx_k = b$$

Variables will typically be denoted by the letters x , y or z . Often, especially if we need more than three variables, we will use subscripts: x_1 , x_2 , x_3 , \dots

Assuming the variables are x_1 through x_k , a *linear equation* is one that can be put into the following form

$$a_1x_1 + a_2x_2 + \dots + a_kx_k = b$$

where a_1 through a_k and b are numbers.

Variables will typically be denoted by the letters x , y or z . Often, especially if we need more than three variables, we will use subscripts: x_1 , x_2 , x_3 , \dots

Assuming the variables are x_1 through x_k , a *linear equation* is one that can be put into the following form

$$a_1x_1 + a_2x_2 + \dots + a_kx_k = b$$

where a_1 through a_k and b are numbers. Some examples are

$$x_1 + 2x_2 = 6 + 3x_3 \quad \longrightarrow \quad 1x_1 + 2x_2 + (-3)x_3 = 6$$

$$2(x_1 + x_3) - 4 = 0 \quad \longrightarrow \quad 2x_1 + 0x_2 + 2x_3 = 4$$

Variables will typically be denoted by the letters x , y or z . Often, especially if we need more than three variables, we will use subscripts: x_1 , x_2 , x_3 , \dots

Assuming the variables are x_1 through x_k , a *linear equation* is one that can be put into the following form

$$a_1x_1 + a_2x_2 + \dots + a_kx_k = b$$

where a_1 through a_k and b are numbers. Some examples are

$$x_1 + 2x_2 = 6 + 3x_3 \quad \longrightarrow \quad 1x_1 + 2x_2 + (-3)x_3 = 6$$

$$2(x_1 + x_3) - 4 = 0 \quad \longrightarrow \quad 2x_1 + 0x_2 + 2x_3 = 4$$

The following are not linear

$$e^{x_1} + 2x_2 - 3x_3 = 6$$

$$(x_1 + x_2)^2 = 4$$

Note that sometimes linear equations can help us with nonlinear equations.

Note that sometimes linear equations can help us with nonlinear equations. For example, the nonlinear $e^{x_1} + 2x_2 - 3x_3 = 6$ becomes the linear $y_1 + 2y_2 - 3y_3 = 6$ if we change variables with $y_1 = e^{x_1}$, $y_2 = x_2$, $y_3 = x_3$. However, we must remember that y_1 must be positive.

Note that sometimes linear equations can help us with nonlinear equations. For example, the nonlinear $e^{x_1} + 2x_2 - 3x_3 = 6$ becomes the linear $y_1 + 2y_2 - 3y_3 = 6$ if we change variables with $y_1 = e^{x_1}$, $y_2 = x_2$, $y_3 = x_3$. However, we must remember that y_1 must be positive.

Also, the nonlinear $(x_1 + x_2)^2 = 4$ is equivalent to two linear equations: $x_1 + x_2 = 2$ or $x_1 + x_2 = -2$. However, we must remember that they cannot both be true at the same time.

Note that sometimes linear equations can help us with nonlinear equations. For example, the nonlinear $e^{x_1} + 2x_2 - 3x_3 = 6$ becomes the linear $y_1 + 2y_2 - 3y_3 = 6$ if we change variables with $y_1 = e^{x_1}$, $y_2 = x_2$, $y_3 = x_3$. However, we must remember that y_1 must be positive.

Also, the nonlinear $(x_1 + x_2)^2 = 4$ is equivalent to two linear equations: $x_1 + x_2 = 2$ or $x_1 + x_2 = -2$. However, we must remember that they cannot both be true at the same time.

A *system of linear equations* (“system” for short) is any number of simultaneous linear equations.

Note that sometimes linear equations can help us with nonlinear equations. For example, the nonlinear $e^{x_1} + 2x_2 - 3x_3 = 6$ becomes the linear $y_1 + 2y_2 - 3y_3 = 6$ if we change variables with $y_1 = e^{x_1}$, $y_2 = x_2$, $y_3 = x_3$. However, we must remember that y_1 must be positive.

Also, the nonlinear $(x_1 + x_2)^2 = 4$ is equivalent to two linear equations: $x_1 + x_2 = 2$ or $x_1 + x_2 = -2$. However, we must remember that they cannot both be true at the same time.

A *system of linear equations* (“system” for short) is any number of simultaneous linear equations. An example is

$$2x_1 + 3x_2 - 4x_3 = 0$$

$$3x_1 + 4x_2 = 2$$

Note that sometimes linear equations can help us with nonlinear equations. For example, the nonlinear $e^{x_1} + 2x_2 - 3x_3 = 6$ becomes the linear $y_1 + 2y_2 - 3y_3 = 6$ if we change variables with $y_1 = e^{x_1}$, $y_2 = x_2$, $y_3 = x_3$. However, we must remember that y_1 must be positive.

Also, the nonlinear $(x_1 + x_2)^2 = 4$ is equivalent to two linear equations: $x_1 + x_2 = 2$ or $x_1 + x_2 = -2$. However, we must remember that they cannot both be true at the same time.

A *system of linear equations* (“system” for short) is any number of simultaneous linear equations. An example is

$$2x_1 + 3x_2 - 4x_3 = 0$$

$$3x_1 + 4x_2 = 2$$

The above is referred to as a 2×3 *system*: 2 equations and 3 variables.

A *solution* of an $n \times k$ system with variables x_1 through x_k is a k -tuple of numbers (s_1, s_2, \dots, s_k) such that the substitutions $x_1 = s_1$ through $x_k = s_k$ make all the equations true.

A *solution* of an $n \times k$ system with variables x_1 through x_k is a k -tuple of numbers (s_1, s_2, \dots, s_k) such that the substitutions $x_1 = s_1$ through $x_k = s_k$ make all the equations true. Thus,

$$(6, -4, 0) \quad \text{and} \quad (-10, 8, 1)$$

are solutions of the system on the previous slide:

$$2x_1 + 3x_2 - 4x_3 = 0$$

$$3x_1 + 4x_2 = 2$$

A *solution* of an $n \times k$ system with variables x_1 through x_k is a k -tuple of numbers (s_1, s_2, \dots, s_k) such that the substitutions $x_1 = s_1$ through $x_k = s_k$ make all the equations true. Thus,

$$(6, -4, 0) \quad \text{and} \quad (-10, 8, 1)$$

are solutions of the system on the previous slide:

$$2x_1 + 3x_2 - 4x_3 = 0$$

$$3x_1 + 4x_2 = 2$$

We can get an idea as to what is possible for solutions by considering 2×2 systems:

$$S1: \begin{cases} 2x_1 - x_2 = 3 \\ 3x_1 + 2x_2 = 1 \end{cases} \quad S2: \begin{cases} 2x_1 - x_2 = 3 \\ 4x_1 - 2x_2 = 6 \end{cases} \quad S3: \begin{cases} 2x_1 - x_2 = 3 \\ 4x_1 - 2x_2 = 0 \end{cases}$$

In all 3 systems, the first equation is the same as $y = 2x - 3$. The graph of that is a line with slope 2 and y -intercept -3 .

In all 3 systems, the first equation is the same as $y = 2x - 3$. The graph of that is a line with slope 2 and y -intercept -3 . In system S1, the second equation graphs as a line with slope $-3/2$.

In all 3 systems, the first equation is the same as $y = 2x - 3$. The graph of that is a line with slope 2 and y -intercept -3 . In system S1, the second equation graphs as a line with slope $-3/2$. Therefore, the two lines cross, and the crossing point $(1, -1)$ is the only solution of the system.

In all 3 systems, the first equation is the same as $y = 2x - 3$. The graph of that is a line with slope 2 and y -intercept -3 . In system S1, the second equation graphs as a line with slope $-3/2$. Therefore, the two lines cross, and the crossing point $(1, -1)$ is the only solution of the system.

In system S2, the second equation is just the first multiplied by 2. So its graph is the same line.

In all 3 systems, the first equation is the same as $y = 2x - 3$. The graph of that is a line with slope 2 and y -intercept -3 . In system S1, the second equation graphs as a line with slope $-3/2$. Therefore, the two lines cross, and the crossing point $(1, -1)$ is the only solution of the system.

In system S2, the second equation is just the first multiplied by 2. So its graph is the same line. Therefore, every point on that line (e.g., $(0, -3)$, $(3/2, 0)$, etc.) is a solution of the system.

In all 3 systems, the first equation is the same as $y = 2x - 3$. The graph of that is a line with slope 2 and y -intercept -3 . In system S1, the second equation graphs as a line with slope $-3/2$. Therefore, the two lines cross, and the crossing point $(1, -1)$ is the only solution of the system.

In system S2, the second equation is just the first multiplied by 2. So its graph is the same line. Therefore, every point on that line (e.g., $(0, -3)$, $(3/2, 0)$, etc.) is a solution of the system.

In system S3, the second equation represents a line with the same slope but y -intercept 0. Therefore, the two lines are parallel and never cross, so the system has no solutions.

In all 3 systems, the first equation is the same as $y = 2x - 3$. The graph of that is a line with slope 2 and y -intercept -3 . In system S1, the second equation graphs as a line with slope $-3/2$. Therefore, the two lines cross, and the crossing point $(1, -1)$ is the only solution of the system.

In system S2, the second equation is just the first multiplied by 2. So its graph is the same line. Therefore, every point on that line (e.g., $(0, -3)$, $(3/2, 0)$, etc.) is a solution of the system.

In system S3, the second equation represents a line with the same slope but y -intercept 0. Therefore, the two lines are parallel and never cross, so the system has no solutions.

We will see that this pattern holds for any linear system: there is either no solution, 1 solution, or infinitely many solutions.

Two systems are called equivalent if they have the same solutions.

Two systems are called equivalent if they have the same solutions. The standard methods for solving a system all rely on performing transformations on the system that keep the solutions the same.

Two systems are called equivalent if they have the same solutions. The standard methods for solving a system all rely on performing transformations on the system that keep the solutions the same. The most efficient methods of solution all start with rewriting the equations into standard form:

Two systems are called equivalent if they have the same solutions. The standard methods for solving a system all rely on performing transformations on the system that keep the solutions the same. The most efficient methods of solution all start with rewriting the equations into standard form: All terms of the form $a_j x_j$ are moved to the left side of the equal sign and all constant terms are moved to the right side.

Two systems are called equivalent if they have the same solutions. The standard methods for solving a system all rely on performing transformations on the system that keep the solutions the same. The most efficient methods of solution all start with rewriting the equations into standard form: All terms of the form $a_j x_j$ are moved to the left side of the equal sign and all constant terms are moved to the right side. Then like terms are combined, and the variables written in order.

Two systems are called equivalent if they have the same solutions. The standard methods for solving a system all rely on performing transformations on the system that keep the solutions the same. The most efficient methods of solution all start with rewriting the equations into standard form: All terms of the form $a_j x_j$ are moved to the left side of the equal sign and all constant terms are moved to the right side. Then like terms are combined, and the variables written in order. The following is in standard form:

$$2x_1 + 4x_2 - 6x_3 = 2$$

$$3x_1 + 5x_2 - 5x_3 = 0$$

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

Things you can do that leave the solutions unchanged:

1. Write the equations in a different order.

Things you can do that leave the solutions unchanged:

1. Write the equations in a different order.
2. Multiply both sides of any equation by a nonzero number. The previous system is equivalent to

$$\begin{aligned}x_1 + 2x_2 - 3x_3 &= 1 && [(1/2)E_1] \\3x_1 + 5x_2 - 5x_3 &= 0 \\-2x_1 - 3x_2 + 3x_3 &= 4\end{aligned}$$

Things you can do that leave the solutions unchanged:

1. Write the equations in a different order.
2. Multiply both sides of any equation by a nonzero number. The previous system is equivalent to

$$\begin{aligned}x_1 + 2x_2 - 3x_3 &= 1 && [(1/2)E_1] \\3x_1 + 5x_2 - 5x_3 &= 0 \\-2x_1 - 3x_2 + 3x_3 &= 4\end{aligned}$$

3. Add a multiple of one equation to another (replacing the second one).

Things you can do that leave the solutions unchanged:

1. Write the equations in a different order.
2. Multiply both sides of any equation by a nonzero number. The previous system is equivalent to

$$\begin{aligned}x_1 + 2x_2 - 3x_3 &= 1 && [(1/2)E_1] \\3x_1 + 5x_2 - 5x_3 &= 0 \\-2x_1 - 3x_2 + 3x_3 &= 4\end{aligned}$$

3. Add a multiple of one equation to another (replacing the second one). The following is equivalent to the previous:

$$\begin{aligned}x_1 + 2x_2 - 3x_3 &= 1 \\-x_2 + 4x_3 &= -3 && [E_2 - 3E_1] \\x_2 - 3x_3 &= 6 && [E_3 + 2E_1]\end{aligned}$$

If we do the third type of operation one more time we will get a particularly useful form:

If we do the third type of operation one more time we will get a particularly useful form: *strict triangular form*:

$$x_1 + 2x_2 - 3x_3 = 1$$

$$-x_2 + 4x_3 = -3$$

$$x_3 = 3 \quad [E_3 + E_2]$$

If we do the third type of operation one more time we will get a particularly useful form: *strict triangular form*:

$$x_1 + 2x_2 - 3x_3 = 1$$

$$-x_2 + 4x_3 = -3$$

$$x_3 = 3 \quad [E_3 + E_2]$$

Once we have strict triangular form we can solve the system by *back substitution*.

If we do the third type of operation one more time we will get a particularly useful form: *strict triangular form*:

$$x_1 + 2x_2 - 3x_3 = 1$$

$$-x_2 + 4x_3 = -3$$

$$x_3 = 3 \quad [E_3 + E_2]$$

Once we have strict triangular form we can solve the system by *back substitution*.

- From the last equation: $x_3 = 3$.

If we do the third type of operation one more time we will get a particularly useful form: *strict triangular form*:

$$x_1 + 2x_2 - 3x_3 = 1$$

$$-x_2 + 4x_3 = -3$$

$$x_3 = 3 \quad [E_3 + E_2]$$

Once we have strict triangular form we can solve the system by *back substitution*.

- From the last equation: $x_3 = 3$.
- Substitute this in the second-last equation: $-x_2 + 4(3) = -3$ to get $x_2 = 15$.

If we do the third type of operation one more time we will get a particularly useful form: *strict triangular form*:

$$x_1 + 2x_2 - 3x_3 = 1$$

$$-x_2 + 4x_3 = -3$$

$$x_3 = 3 \quad [E_3 + E_2]$$

Once we have strict triangular form we can solve the system by *back substitution*.

- From the last equation: $x_3 = 3$.
- Substitute this in the second-last equation: $-x_2 + 4(3) = -3$ to get $x_2 = 15$.
- Substitute both in the first equation: $x_1 + 2(15) - 3(3) = 1$ to get $x_1 = -20$.

If we do the third type of operation one more time we will get a particularly useful form: *strict triangular form*:

$$x_1 + 2x_2 - 3x_3 = 1$$

$$-x_2 + 4x_3 = -3$$

$$x_3 = 3 \quad [E_3 + E_2]$$

Once we have strict triangular form we can solve the system by *back substitution*.

- From the last equation: $x_3 = 3$.
- Substitute this in the second-last equation: $-x_2 + 4(3) = -3$ to get $x_2 = 15$.
- Substitute both in the first equation: $x_1 + 2(15) - 3(3) = 1$ to get $x_1 = -20$.

The solution is $(-20, 15, 3)$.

If we do the third type of operation one more time we will get a particularly useful form: *strict triangular form*:

$$\begin{aligned}x_1 + 2x_2 - 3x_3 &= 1 \\-x_2 + 4x_3 &= -3 \\x_3 &= 3 \quad [E_3 + E_2]\end{aligned}$$

Once we have strict triangular form we can solve the system by *back substitution*.

- From the last equation: $x_3 = 3$.
- Substitute this in the second-last equation: $-x_2 + 4(3) = -3$ to get $x_2 = 15$.
- Substitute both in the first equation: $x_1 + 2(15) - 3(3) = 1$ to get $x_1 = -20$.

The solution is $(-20, 15, 3)$. Systems in strict triangular form always have exactly one solution. Therefore, not every system can be put in this form.

Consider the three 2×2 systems from before:

$$\text{S1: } \begin{cases} 2x_1 - x_2 = 3 \\ 3x_1 + 2x_2 = 1 \end{cases} \quad \text{S2: } \begin{cases} 2x_1 - x_2 = 3 \\ 4x_1 - 2x_2 = 6 \end{cases} \quad \text{S3: } \begin{cases} 2x_1 - x_2 = 3 \\ 4x_1 - 2x_2 = 0 \end{cases}$$

Consider the three 2×2 systems from before:

$$S1: \begin{cases} 2x_1 - x_2 = 3 \\ 3x_1 + 2x_2 = 1 \end{cases} \quad S2: \begin{cases} 2x_1 - x_2 = 3 \\ 4x_1 - 2x_2 = 6 \end{cases} \quad S3: \begin{cases} 2x_1 - x_2 = 3 \\ 4x_1 - 2x_2 = 0 \end{cases}$$

Following nearly the same process from before (take $1/2$ the first equation and then adding appropriate multiples of that to the second) we get:

$$\begin{cases} x_1 - \frac{1}{2}x_2 = \frac{3}{2} \\ \frac{7}{2}x_2 = -\frac{7}{2} \end{cases} \quad \begin{cases} x_1 - \frac{1}{2}x_2 = \frac{3}{2} \\ 0x_2 = 0 \end{cases} \quad \begin{cases} x_1 - \frac{1}{2}x_2 = \frac{3}{2} \\ 0x_2 = -6 \end{cases}$$

The back substitution method on S1 gives $x_2 = -1$ and then $x_1 - (1/2)(-1) = 3/2$ gives $x_1 = 1$ for the solution $(1, -1)$.

Consider the three 2×2 systems from before:

$$S1: \begin{cases} 2x_1 - x_2 = 3 \\ 3x_1 + 2x_2 = 1 \end{cases} \quad S2: \begin{cases} 2x_1 - x_2 = 3 \\ 4x_1 - 2x_2 = 6 \end{cases} \quad S3: \begin{cases} 2x_1 - x_2 = 3 \\ 4x_1 - 2x_2 = 0 \end{cases}$$

Following nearly the same process from before (take $1/2$ the first equation and then adding appropriate multiples of that to the second) we get:

$$\begin{cases} x_1 - \frac{1}{2}x_2 = \frac{3}{2} \\ \frac{7}{2}x_2 = -\frac{7}{2} \end{cases} \quad \begin{cases} x_1 - \frac{1}{2}x_2 = \frac{3}{2} \\ 0x_2 = 0 \end{cases} \quad \begin{cases} x_1 - \frac{1}{2}x_2 = \frac{3}{2} \\ 0x_2 = -6 \end{cases}$$

The back substitution method on S1 gives $x_2 = -1$ and then $x_1 - (1/2)(-1) = 3/2$ gives $x_1 = 1$ for the solution $(1, -1)$.

However, in system S2 we cannot solve for x_2 : any number will satisfy the second equation and the best we can do with the first equation is $x_1 = (1/2)x_2 + 3/2$. This means that pairs of the form $((1/2)\alpha + 3/2, \alpha)$ are all solutions.

Consider the three 2×2 systems from before:

$$S1: \begin{cases} 2x_1 - x_2 = 3 \\ 3x_1 + 2x_2 = 1 \end{cases} \quad S2: \begin{cases} 2x_1 - x_2 = 3 \\ 4x_1 - 2x_2 = 6 \end{cases} \quad S3: \begin{cases} 2x_1 - x_2 = 3 \\ 4x_1 - 2x_2 = 0 \end{cases}$$

Following nearly the same process from before (take $1/2$ the first equation and then adding appropriate multiples of that to the second) we get:

$$\begin{cases} x_1 - \frac{1}{2}x_2 = \frac{3}{2} \\ \frac{7}{2}x_2 = -\frac{7}{2} \end{cases} \quad \begin{cases} x_1 - \frac{1}{2}x_2 = \frac{3}{2} \\ 0x_2 = 0 \end{cases} \quad \begin{cases} x_1 - \frac{1}{2}x_2 = \frac{3}{2} \\ 0x_2 = -6 \end{cases}$$

The back substitution method on S1 gives $x_2 = -1$ and then $x_1 - (1/2)(-1) = 3/2$ gives $x_1 = 1$ for the solution $(1, -1)$.

However, in system S2 we cannot solve for x_2 : any number will satisfy the second equation and the best we can do with the first equation is $x_1 = (1/2)x_2 + 3/2$. This means that pairs of the form $((1/2)\alpha + 3/2, \alpha)$ are all solutions.

Finally, S3 has no solutions because no values of x_2 make $0x_2$ equal to -6 .

Consider the three 2×2 systems from before:

$$S1: \begin{cases} 2x_1 - x_2 = 3 \\ 3x_1 + 2x_2 = 1 \end{cases} \quad S2: \begin{cases} 2x_1 - x_2 = 3 \\ 4x_1 - 2x_2 = 6 \end{cases} \quad S3: \begin{cases} 2x_1 - x_2 = 3 \\ 4x_1 - 2x_2 = 0 \end{cases}$$

Following nearly the same process from before (take $1/2$ the first equation and then adding appropriate multiples of that to the second) we get:

$$\begin{cases} x_1 - \frac{1}{2}x_2 = \frac{3}{2} \\ \frac{7}{2}x_2 = -\frac{7}{2} \end{cases} \quad \begin{cases} x_1 - \frac{1}{2}x_2 = \frac{3}{2} \\ 0x_2 = 0 \end{cases} \quad \begin{cases} x_1 - \frac{1}{2}x_2 = \frac{3}{2} \\ 0x_2 = -6 \end{cases}$$

The back substitution method on S1 gives $x_2 = -1$ and then $x_1 - (1/2)(-1) = 3/2$ gives $x_1 = 1$ for the solution $(1, -1)$.

However, in system S2 we cannot solve for x_2 : any number will satisfy the second equation and the best we can do with the first equation is $x_1 = (1/2)x_2 + 3/2$. This means that pairs of the form $((1/2)\alpha + 3/2, \alpha)$ are all solutions.

Finally, S3 has no solutions because no values of x_2 make $0x_2$ equal to -6 . Still, the method works in that it allows us to reach these conclusions.

Matrices associated with a system

We have a *system matrix*, which consists of all the numbers that are multiplied by the variables,

Matrices associated with a system

We have a *system matrix*, which consists of all the numbers that are multiplied by the variables, and an *augmented matrix*, which is the system matrix augmented with the numbers on the right side of the equations.

For the system

$$2x_1 + 4x_2 - 6x_3 = 2$$

$$3x_1 + 5x_2 - 5x_3 = 0$$

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

the first matrix below is the augmented matrix and the second is the system matrix:

$$A = \left(\begin{array}{ccc|c} 2 & 4 & -6 & 2 \\ 3 & 5 & -5 & 0 \\ -2 & -3 & 3 & 4 \end{array} \right), \quad B = \left(\begin{array}{ccc} 2 & 4 & -6 \\ 3 & 5 & -5 \\ -2 & -3 & 3 \end{array} \right)$$

Each row corresponds to one of the equations and each column corresponds to one of the variables.

Each row corresponds to one of the equations and each column corresponds to one of the variables. If a system is $n \times k$ then the system matrix has n rows and k columns and we call it an $n \times k$ matrix.

Each row corresponds to one of the equations and each column corresponds to one of the variables. If a system is $n \times k$ then the system matrix has n rows and k columns and we call it an $n \times k$ matrix. The augmented matrix has an extra column and so is $n \times (k + 1)$.

Each row corresponds to one of the equations and each column corresponds to one of the variables. If a system is $n \times k$ then the system matrix has n rows and k columns and we call it an $n \times k$ matrix. The augmented matrix has an extra column and so is $n \times (k + 1)$. The vertical line in the augmented matrix is optional, but helps with keeping track of things.

Each row corresponds to one of the equations and each column corresponds to one of the variables. If a system is $n \times k$ then the system matrix has n rows and k columns and we call it an $n \times k$ matrix. The augmented matrix has an extra column and so is $n \times (k + 1)$. The vertical line in the augmented matrix is optional, but helps with keeping track of things.

The elimination method we used on the system really only needs to keep track of the numbers and their positions (i.e., which variables they are attached to).

Each row corresponds to one of the equations and each column corresponds to one of the variables. If a system is $n \times k$ then the system matrix has n rows and k columns and we call it an $n \times k$ matrix. The augmented matrix has an extra column and so is $n \times (k + 1)$. The vertical line in the augmented matrix is optional, but helps with keeping track of things.

The elimination method we used on the system really only needs to keep track of the numbers and their positions (i.e., which variables they are attached to). As such, we don't need to operate on the system: we can do everything with just the augmented matrix.

Each row corresponds to one of the equations and each column corresponds to one of the variables. If a system is $n \times k$ then the system matrix has n rows and k columns and we call it an $n \times k$ matrix. The augmented matrix has an extra column and so is $n \times (k + 1)$. The vertical line in the augmented matrix is optional, but helps with keeping track of things.

The elimination method we used on the system really only needs to keep track of the numbers and their positions (i.e., which variables they are attached to). As such, we don't need to operate on the system: we can do everything with just the augmented matrix. Instead of manipulating *equations* we manipulate *rows*.

Each row corresponds to one of the equations and each column corresponds to one of the variables. If a system is $n \times k$ then the system matrix has n rows and k columns and we call it an $n \times k$ matrix. The augmented matrix has an extra column and so is $n \times (k + 1)$. The vertical line in the augmented matrix is optional, but helps with keeping track of things.

The elimination method we used on the system really only needs to keep track of the numbers and their positions (i.e., which variables they are attached to). As such, we don't need to operate on the system: we can do everything with just the augmented matrix. Instead of manipulating *equations* we manipulate *rows*. We say that two augmented matrices are *equivalent* if the corresponding systems are equivalent.

Thus we can

1. Write the rows in a different order.

Thus we can

1. Write the rows in a different order.
2. Multiply all the numbers in any row by the same nonzero number.

Thus we can

1. Write the rows in a different order.
2. Multiply all the numbers in any row by the same nonzero number.

The previous augmented matrix is equivalent to

$$\left(\begin{array}{ccc|c} 2 & 4 & -6 & 2 \\ 3 & 5 & -5 & 0 \\ -2 & -3 & 3 & 4 \end{array} \right) \xrightarrow{(1/2)R_1} \left(\begin{array}{ccc|c} 1 & 2 & -3 & 1 \\ 3 & 5 & -5 & 0 \\ -2 & -3 & 3 & 4 \end{array} \right)$$

Thus we can

1. Write the rows in a different order.
2. Multiply all the numbers in any row by the same nonzero number.

The previous augmented matrix is equivalent to

$$\left(\begin{array}{ccc|c} 2 & 4 & -6 & 2 \\ 3 & 5 & -5 & 0 \\ -2 & -3 & 3 & 4 \end{array} \right) \xrightarrow{(1/2)R_1} \left(\begin{array}{ccc|c} 1 & 2 & -3 & 1 \\ 3 & 5 & -5 & 0 \\ -2 & -3 & 3 & 4 \end{array} \right)$$

3. Add a multiple of one row to another (replacing the second one).

Thus we can

1. Write the rows in a different order.
2. Multiply all the numbers in any row by the same nonzero number.

The previous augmented matrix is equivalent to

$$\left(\begin{array}{ccc|c} 2 & 4 & -6 & 2 \\ 3 & 5 & -5 & 0 \\ -2 & -3 & 3 & 4 \end{array} \right) \xrightarrow{(1/2)R_1} \left(\begin{array}{ccc|c} 1 & 2 & -3 & 1 \\ 3 & 5 & -5 & 0 \\ -2 & -3 & 3 & 4 \end{array} \right)$$

3. Add a multiple of one row to another (replacing the second one). The following is equivalent to the previous:

$$\begin{array}{l} R_2 - 3R_1 \\ R_3 + 2R_1 \end{array} \rightarrow \left(\begin{array}{ccc|c} 1 & 2 & -3 & 1 \\ 0 & -1 & 4 & -3 \\ 0 & 1 & -3 & 6 \end{array} \right)$$

If we proceed one more step, replacing R_3 with $R_2 + R_3$ we get the augmented matrix of a strictly triangular system:

$$\left(\begin{array}{ccc|c} 1 & 2 & -3 & 1 \\ 0 & -1 & 4 & -3 \\ 0 & 1 & -3 & 6 \end{array} \right) \xrightarrow{R_3+R_2} \left(\begin{array}{ccc|c} 1 & 2 & -3 & 1 \\ 0 & -1 & 4 & -3 \\ 0 & 0 & 1 & 3 \end{array} \right)$$

If we proceed one more step, replacing R_3 with $R_2 + R_3$ we get the augmented matrix of a strictly triangular system:

$$\left(\begin{array}{ccc|c} 1 & 2 & -3 & 1 \\ 0 & -1 & 4 & -3 \\ 0 & 1 & -3 & 6 \end{array} \right) \xrightarrow{R_3+R_2} \left(\begin{array}{ccc|c} 1 & 2 & -3 & 1 \\ 0 & -1 & 4 & -3 \\ 0 & 0 & 1 & 3 \end{array} \right)$$

Note: Up to here we worked downward. It is useful to now work upwards.

If we proceed one more step, replacing R_3 with $R_2 + R_3$ we get the augmented matrix of a strictly triangular system:

$$\left(\begin{array}{ccc|c} 1 & 2 & -3 & 1 \\ 0 & -1 & 4 & -3 \\ 0 & 1 & -3 & 6 \end{array} \right) \xrightarrow{R_3+R_2} \left(\begin{array}{ccc|c} 1 & 2 & -3 & 1 \\ 0 & -1 & 4 & -3 \\ 0 & 0 & 1 & 3 \end{array} \right)$$

Note: Up to here we worked downward. It is useful to now work upwards. In fact, the following additional operations produce something called a *diagonal system*:

$$\begin{array}{l} \xrightarrow{R_1+3R_3} \\ \xrightarrow{R_2-4R_3} \end{array} \left(\begin{array}{ccc|c} 1 & 2 & 0 & 10 \\ 0 & -1 & 0 & -15 \\ 0 & 0 & 1 & 3 \end{array} \right) \xrightarrow{R_1+2R_2} \left(\begin{array}{ccc|c} 1 & 0 & 0 & -20 \\ 0 & -1 & 0 & -15 \\ 0 & 0 & 1 & 3 \end{array} \right)$$

This last one produces the easy-to-solve system $x_1 = -20$, $-x_2 = -15$, $x_3 = 3$ for the solution $(-20, 15, 3)$.