Old HW3 Solutions Problems are slightly different Problem 1: (a) Let a, b, c, d be constants and consider the linear equation axtby 102 = d. [This represents a plane in 3D]. Now suppose we have two points (x1, y1, 21) and (x2, 12, 22) such that · ax1+ by1+cz,=d · ax2+by2+cz2=d. Then we must also have $\alpha\left(\frac{\pi_1+\pi_2}{2}\right)+b\left(\frac{y_1+y_2}{2}\right)+c\left(\frac{z_1+z_2}{2}\right)$ $= \frac{1}{2} \left[\alpha (\chi_1 + \chi_2) + k (y_1 + y_2) + c (2_1 + 2_2) \right]$ = 1 [ax1+ ax2 + by1+ by2 + cz1 + cz2

= - [(ax1+by1+cz1) + (c1x2+by2+c22) = 1 [d+d]= - [2d] = d. Hence the midpoint is also a solution. Geometrically, if two points live on a plane in 3D then their midpoint also lies on the plane. This is why we Say a plane is " flat" (b) IF 25 hyperplanes in 12-dimensional space meet at two given points men they must also meet at the milpoint of those two points. The reason is the same as in part (a), i.e., because hyperplanes are "flat". [We will give a quick algebraic proof later in the longuage of "matrix algebra".

Problem 2: Consider the lincor system (1) x + y + 2 = 2 x + 2y + 2 = 3 x + 3y + 22 = 5(2) (3) (a) We write the system as an augmented matrix and then perform Gaussian elimination as follows $(1) \rightarrow (1)$ 2 1 1 00001 @-)@-0 3--> (3)-(1) $(1) \rightarrow (1)$ (2)-)(2) (3-)(3)-2(2) 1 1 0 10 0 0 1 $\begin{array}{c} (1) & - \rightarrow (1) - (3) \\ (2) & - \rightarrow (2) \end{array}$ (3) -> (3) 0 \bigcirc 1

Now we translate this back into a linear system x + 0 + 0 = 0 y + 0 + 10 = 1 y + 0 + 2 = 1(6) Row Picture : The three original planes intersect at the single point (x, y, z) = (0, 1, 1).(c) Column Picture: We can reach the target vector (2,3,5) with the following linear combingtion : $O\left(\begin{array}{c}1\\1\end{array}\right) + 1\left(\begin{array}{c}2\\2\end{array}\right) + 1\left(\begin{array}{c}1\\1\end{array}\right) = \left(\begin{array}{c}2\\3\end{array}\right)$ [Pictures omitted []]

Problem 3. Let c be a constant and consider the linear system $\begin{array}{c}
 (x) + y + z = 2 \\
 x + 2y + z = 3 \\
 2y + 3y + 2z = c
\end{array}$ (1) (2) (3) (a) To put the system in staircase form we first eliminate below the x pivot to get $(1 \rightarrow (1)$ $\begin{cases} (a) + y + z = 2 \\ 0 + (g) + 0 = 1 \\ 0 + (g) + 0 = c - 4 \end{cases}$ (2 → (2 - (1) (3)-) (3)-2(1) Then we eliminate below the y pivot to get Note that we obtain the equation 0= C-5. If c ≠ 5 then the system will have NO SOLUTION,

(b) The first two planes meet in a line Call it L. When c= 5 then we have as many solutions because the third plane contains the line L, but when c=6 (more generally for any (= 5) we have O solutions because the third plane does not intersect (i.e. is parallel to) the Line L. Picture: 2) 2) 6 (3) $c \neq 5$

(c) It is impossible for the system to have exactly 1 solution because if we have one solution $\begin{array}{c} \chi_1 \begin{pmatrix} 1 \\ 2 \end{pmatrix} + \frac{y_1}{2} \begin{pmatrix} 1 \\ 2 \end{pmatrix} + \frac{z_1}{2} \begin{pmatrix} 1 \\ 2 \end{pmatrix} = \begin{pmatrix} 2 \\ 3 \\ c \end{pmatrix}$ (\mathbf{x}) Then we also have another solution, (x1+k, y1, Z1-k) for any k. Proof: Assume & is true. Then we have $(x_1 + k) \begin{pmatrix} 1 \\ 1 \\ 2 \end{pmatrix} + \frac{y_1}{\begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}} + (\frac{z_1 - k}{2}) \begin{pmatrix} 1 \\ 2 \\ 2 \end{pmatrix}$ $= \chi_{1}\begin{pmatrix} 1 \\ 1 \end{pmatrix} + \frac{y_{1}\begin{pmatrix} 1 \\ 2 \end{pmatrix}}{3} + \frac{z_{1}\begin{pmatrix} 1 \\ 1 \end{pmatrix}}{2} + \frac{k\binom{1}{1}}{2} - \frac{k\binom{1}{1}}{2}$ $= \begin{pmatrix} 2 \\ 3 \\ c \end{pmatrix} + \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 2 \\ 3 \\ c \end{pmatrix}$

Problem 4. Consider the linear system (1) $0 + x_2 + 0 + x_4 - x_5 - 4x_6 = -1$ (2)5 x1+2x2-x3+4x4-x5-4x6= 3 (x1+2x2-x3+4x4+0-x6=5 (3) (a) We write the system as an augmented matrix and then perform Gaussian elimination to obtain the RREF (1) 0101-1-4 -1 2) (1)-)2) (D 2 -1 4 -1 -4 3 $\begin{bmatrix} 0 & 1 & 0 & 1 & -1 & -1 \\ 1 & 2 & -1 & 4 & 0 & -1 \end{bmatrix} \begin{bmatrix} -1 & -1 & -1 \\ 5 \end{bmatrix}$ $() \rightarrow ()$ $(3) \rightarrow (3)$ (D2-14-1-4 3 0(1)01-1-4 -1 (1)-) (1) $(2 \rightarrow (2))$ RFF (3) -) (3) - (1) 0000003 2 2 (3-)(3) 0000003

(1) -) (1) - 2(2) 0000003 Then we turn This back into a linear system. $\begin{cases} x_1 + 0 - x_3 + 2x_4 + 0 + x_6 = 3 \\ x_2 + 0 + x_4 + 0 - x_6 = 1 \\ \hline x_5 + 3x_6 = 2 \end{cases}$ (75) + 3×6 = 2 The pirot variables are x1, x2, x5 and the free variables are x3, x4, x6. Let's define parameters r:= x3, S:= xy, t:= x6. Then the solution is / 3 + r - 2s - t γ_1 1 - s + tX2 $\chi_3 = r$ S 2-3t Ny 75 XL We get a better of the solution if we write it like this !

=1 1 -2 3 χ_1 1 Ó -1 γ_{2} 1 1 0 \bigcirc 0 X3 |+t| +5 ٥ +r o 1 -0 Xy - 3 0 0 2 π_5 \bigcirc 0 \Diamond XC This is a 3-dimensional plane living in 6- dimensional space, which is what we expected because # variables - # equations 6 - 3 = 2 1