

MA162: Finite mathematics

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University of Kentucky

September 7, 2011

SCHEDULE:

- HW 2.1-2.2 are due Friday, Sep 9th, 2011.
- HW 2.3-2.4 are due Friday, Sep 16th, 2011.
- HW 2.5-2.6 are due Friday, Sep 23rd, 2011.
- Exam 1 is Monday, Sep 26th, 5:00pm-7:00pm in CB106.

Today we will cover 2.2, augmented matrices, and the elimination algorithm

2.2: Do we already know this?

- You and the crew have lunch at Fried-ees most days
- Day 1: you got the Zesty meal for \$5
- Day 2: You and a pal got the Yummy bunch, and your apprentice got the Zesty; one check for \$17
- Day 3: Your pal got the Xtra crispy, your apprentice got the Yummy, and you got the Zesty for \$18
- How much does the Xtra, the Yummy, and the Zesty each cost?

2.2: Do it with equations

$$X + Y + Z = 18$$

$$2Y + Z = 17$$

$$Z = 5$$

- If $Z = 5$, then we know Z :

$$X + Y + 5 = 18$$

$$2Y + 5 = 17$$

- If $2y + 5 = 17$, then $2y = 12$ and $y = 6$

$$X + 6 + 5 = 18$$

- If $x + 6 + 5 = 18$, then $x = 7$.

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2.2: Efficiently solving systems

- We solved systems last time with two variables
- Real decisions involve balancing half a dozen variables
- Two main changes to handle this:
- Write down less so that we can see the important parts clearly
- Use a **systematic** method to solve

2.2: Efficient notation

- We worked some equations with the variables x, y
- We could have used M and T
- The letters we used did not matter; just placeholders
- Why do we even write them down?
- The plus signs and equals are pretty boring too.
- The only part we need are the numbers
(and where the numbers are)

2.2: Augmented matrices

$$x + 2y + 3z = 4$$

$$y + 5z = 7$$

$$8x + y = 9$$

$$\left[\begin{array}{ccc|c} 1 & 2 & 3 & 4 \\ 0 & 1 & 5 & 7 \\ 8 & 1 & 0 & 9 \end{array} \right]$$

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2.2: More examples

$$\begin{array}{rcl} 2x + 3z = 4 & 2x & + 0y & + 3z & = & 4 \\ 6z + 5y = 7 & 0x & + 5y & + 6z & = & 7 \\ 8x + 9y = 1 & 8x & + 9y & + 0z & = & 1 \end{array} \quad \left[\begin{array}{ccc|c} 2 & 0 & 3 & 4 \\ 0 & 5 & 6 & 7 \\ 8 & 9 & 0 & 1 \end{array} \right]$$

$$\begin{array}{rcl} 4x + 3z = 2 & 4x & + 0y & + 3z & = & 2 \\ 8z - y = 7 & 0x & - 1y & + 8z & = & 7 \\ 5x - 9y = 6 & 5x & - 9y & + 0z & = & 6 \end{array} \quad \left[\begin{array}{ccc|c} 4 & 0 & 3 & 2 \\ 0 & -1 & 8 & 7 \\ 5 & -9 & 0 & 6 \end{array} \right]$$

$$\begin{array}{rcl} y = 3 - 2x & 2x & + 1y & + 0z & = & 3 \\ z = 7 + 4y & 0x & - 4y & + 1z & = & 7 \\ x = 6 + 5z & x & + 0y & - 5z & = & 6 \end{array} \quad \left[\begin{array}{ccc|c} 2 & 1 & 0 & 3 \\ 0 & -4 & 1 & 7 \\ 1 & 0 & -5 & 6 \end{array} \right]$$

2.2: Efficient notation

- We now have a very clean way to write down systems of equations
- Make sure you can convert from a system of equations to the **augmented matrix**
- Make sure you can convert from an augmented matrix to a system of equations

2.2: A systematic procedure

- Now we will learn a method of solving systems
- We will transform the equations until they look like (REF):

$$\begin{aligned}x + 2y + 3z &= 4 \\5y + 6z &= 7 \\8z &= 9\end{aligned}$$

- Next time, we will transform them until they look like (RREF):

$$\begin{aligned}x &= 1 \\y &= 2 \\z &= 3\end{aligned}$$

- We will do this by following a set of rules
- Your work on the exam is graded **strictly**

2.2: First step: Find pivots

- The 0th step is to make sure you have got an augmented matrix
- Once you do we look for **pivots**
- Each row should have a pivot;
it is the **first nonzero** number in the row

$$\left[\begin{array}{ccc|c} 1 & 2 & 3 & 4 \\ 5 & 0 & 0 & 0 \\ 0 & 0 & 6 & 7 \end{array} \right]$$

- We want **one pivot per column**
- We are usually **disappointed**

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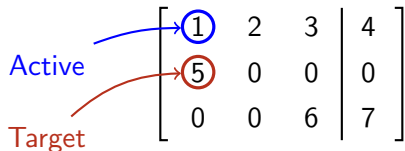
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2.2: Second step: Choose target

- If there are two pivots in one column, we **eliminate** one of them
- The **active pivot** is the first pivot in the first bad column
- The **target pivot** is the next pivot in the first bad column



The diagram shows a matrix with a vertical bar separating the first three columns from the last one. The first column contains the values 1, 5, and 0. The second column contains 2, 0, and 0. The third column contains 3, 0, and 6. The fourth column contains 4, 0, and 7. A blue circle highlights the value 1 in the first row, first column, with a blue arrow pointing to it from the word "Active". A red circle highlights the value 5 in the second row, first column, with a red arrow pointing to it from the word "Target".

$$\begin{array}{l} \text{Active} \\ \text{Target} \end{array} \begin{bmatrix} \textcircled{1} & 2 & 3 & | & 4 \\ \textcircled{5} & 0 & 0 & | & 0 \\ 0 & 0 & 6 & | & 7 \end{bmatrix}$$

2.2: Third step: Eliminate the target

- We are now going to subtract a multiple of the **active row** from the **target row**
- We choose the multiple: $\frac{\text{target pivot}}{\text{active pivot}}$
- In our example, we choose $\frac{5}{1} = 5$

$$\begin{array}{r} \\ -5 \cdot \left(\right) \\ \hline \\ \\ \\ \end{array}$$

- We changed the old **5** to a zero!
- This **new row** will replace our old target row

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2.2: Fourth step: regroup

- Now we rewrite our new matrix and start over with an **easier** system

$$\left[\begin{array}{ccc|c} 1 & 2 & 3 & 4 \\ 5 & 0 & 0 & 0 \\ 0 & 0 & 6 & 7 \end{array} \right] \longrightarrow \left[\begin{array}{ccc|c} 1 & 2 & 3 & 4 \\ 0 & -10 & -15 & -20 \\ 0 & 0 & 6 & 7 \end{array} \right]$$

- We also need to **show our work** in a **very specific way**

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$$\left[\begin{array}{ccc|c} 1 & 2 & 3 & 4 \\ 5 & 0 & 0 & 0 \\ 0 & 0 & 6 & 7 \end{array} \right] \xrightarrow{R_2 - 5R_1} \left[\begin{array}{ccc|c} 1 & 2 & 3 & 4 \\ 0 & -10 & -15 & -20 \\ 0 & 0 & 6 & 7 \end{array} \right]$$

- We also need to **show our work** in a **very specific way**

2.2: First step again: find pivots

- Now we begin again with our new **simpler** system:

$$\left[\begin{array}{ccc|c} 1 & 2 & 3 & 4 \\ 0 & -10 & -15 & -20 \\ 0 & 0 & 6 & 7 \end{array} \right]$$

- We find the pivots
- Each column left of the bar has at most one pivot!
- This is called **REF** and means that for today we are done
- We can solve this using algebra, first for z , then for y , then for x

2.2: First step again: find pivots

- Now we begin again with our new **simpler** system:

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2.2: Final step: Back substitution

- To finish up, we convert back to a system of equations:

$$\left[\begin{array}{ccc|c} 1 & 2 & 3 & 4 \\ 0 & -10 & -15 & -20 \\ 0 & 0 & 6 & 7 \end{array} \right] \quad \begin{array}{rclcl} x & + 2y & + 3z & = & 4 \\ & -10y & - 15z & = & -20 \\ & & 6z & = & 7 \end{array}$$

- We can solve for z very easily: $6z = 7$ means $z = \frac{7}{6}$

2.2: Final step: Back substitution

- We know $z = \frac{7}{6}$ and

$$\begin{array}{rclcrcl} x & + & 2y & + & 3z & = & 4 \\ & & -10y & - & 15z & = & -20 \end{array}$$

- We can make the second equation easier by plugging in z :

$$\begin{aligned} -20 &= -10y - 15z = -10y - 15\frac{7}{6} = -10y - 17.5 \\ 10y &= 2.5 & y &= 0.25 \end{aligned}$$

- We can make the first equation easier by plugging in both y and z :

$$4 = x + 2y + 3z = x + 2 \cdot 0.5 + 3 \cdot \frac{7}{6} = x + 0.5 + 3.5 \quad x = 0$$

- Our answer is $(x = 0, y = 0.25, z = 7/6)$

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2.2: Real question

- You have three types of workers: packers, cutters, sewers.
- You have three types of products: short-sleeve, sleeveless, long-sleeve.
- It takes the following amount of time to make them:

	Short	Less	Long
Pack	4	3	4
Cut	12	9	15
Sew	24	22	28

- You have 24 hours of packers, 80 hours of cutters, and 160 hours of sewers
- How many of each should you make to keep everyone working?

2.2: As system, as matrix

- As a system of equations:

Make x short-sleeve, y sleeveless, z long-sleeve

$$\begin{cases} 4x + 3y + 4z = 1440 \\ 12x + 9y + 15z = 4800 \\ 24x + 22y + 28z = 9600 \end{cases}$$

- As a matrix:

$$\left(\begin{array}{ccc|c} 4 & 3 & 4 & 1440 \\ 12 & 9 & 15 & 4800 \\ 24 & 22 & 28 & 9600 \end{array} \right)$$

2.2: REF it

$$\left(\begin{array}{ccc|c} 4 & 3 & 4 & 1440 \\ 12 & 9 & 15 & 4800 \\ 24 & 22 & 28 & 9600 \end{array} \right) \xrightarrow[\begin{array}{l} R_2-3R_1 \\ R_3-6R_1 \end{array}]{R_2-3R_1} \left(\begin{array}{ccc|c} 4 & 3 & 4 & 1440 \\ 0 & 0 & 3 & 480 \\ 0 & 4 & 4 & 960 \end{array} \right)$$

$$\xrightarrow{R_2 \leftrightarrow R_3} \left(\begin{array}{ccc|c} 4 & 3 & 4 & 1440 \\ 0 & 4 & 4 & 960 \\ 0 & 0 & 3 & 480 \end{array} \right) \quad \text{REF}$$

- As equations:
$$\begin{cases} 4x + 3y + 4z = 1440 \\ 4y + 4z = 960 \\ 3z = 480 \end{cases}$$
- $z = 480/3 = 160$, then $4y + 4(160) = 960$ and $y = 80$, then ... and $x = 140$
- So make 140 short-sleeve, 80 sleeveless, and 160 long-sleeves