MA162: Finite mathematics

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January 25, 2012

Schedule:

- HW 2.1-2.2 are due Friday, Jan 27th, 2012.
- HW 2.3-2.4 are due Friday, Feb 3rd, 2012.
- Exam 1 is Monday, Feb 6th, 5:00pm-7:00pm in CB106 and CB118.

Today we will cover 2.2, augmented matrices, and the elimination algorithm Start the ZESTY problem on the worksheet now!

- 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?

$$X+Y+Z=18$$
$$2Y+Z=17$$
$$Z=5$$

• If Z = 5, then we know Z:

X+ Y+5=182Y+5=17

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

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- 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 to 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)

$$x + 2y = 4$$
$$y + 5z = 7$$
$$8x + 17y - z = 9$$

$$\begin{bmatrix} 1 & 2 & 0 & 4 \\ 0 & 1 & 5 & 7 \\ 8 & 17 & -1 & 9 \end{bmatrix}$$

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2x + 3z = 4 $6z + 5y = 7$ $8x + 9y = 1$	2x + 0y + 3z = 40x + 5y + 6z = 78x + 9y + 0z = 1	$\left[\begin{array}{rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr$
4x + 3z = 2 $8z - y = 7$ $5x - 9y = 6$	$ \begin{array}{rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr$	$\begin{bmatrix} 4 & 0 & 3 & 2 \\ 0 & -1 & 8 & 7 \\ 5 & -9 & 0 & 6 \end{bmatrix}$
y = 3 - 2x $z = 7 + 4y$ $x = 6 + 5z$	2x + 1y + 0z = 30x - 4y + 1z = 7x + 0y - 5z = 6	$\left[\begin{array}{rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr$

• 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):

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

$$5y + 6z = 7$$

$$8z = 9$$

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

$$x = 1$$
$$y = 2$$
$$z = 3$$

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

- 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

$$\begin{bmatrix} 1 & 2 & 0 & 4 \\ 0 & 1 & 5 & 7 \\ 8 & 17 & -1 & 9 \end{bmatrix}$$

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

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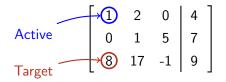
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2.2: Second step: Choose target

- 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



 We want to ZERO out the target by subtracting a multiple of the active

• 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 $\frac{8}{1} = 8$ $R_3 \qquad 8 \quad 17 \quad -1 \quad 9$ $-8R_1 \quad -8 \cdot (1 \quad 2 \quad 0 \quad 4)$ New R_3

• We changed the old 8 to a zero!

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- We changed the old 8 to a zero!
- This new row will replace our old target row

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

$$\begin{bmatrix} 1 & 2 & 0 & | & 4 \\ 0 & 1 & 5 & | & 7 \\ 8 & 17 & -1 & | & 9 \end{bmatrix} \longrightarrow \begin{bmatrix} 1 & 2 & 0 & | & 4 \\ 0 & 1 & 5 & | & 7 \\ 0 & 1 & -1 & | & -23 \end{bmatrix}$$

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

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• Now we begin again with our new simpler system:

$$\left[\begin{array}{ccc|c} 1 & 2 & 0 & 4 \\ 0 & 1 & 5 & 7 \\ 0 & 1 & -1 & -23 \end{array}\right]$$

• We find the pivots

• Second column has pivots in rows 2 and 3, so need to clear again!

• This time you do it! (On worksheet)

• Now we begin again with our new simpler system:

$$\left[\begin{array}{cc|cccc} (1) & 2 & 0 & | & 4 \\ 0 & 1 & 5 & 7 \\ 0 & 1 & -1 & | & -23 \end{array}\right]$$

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Brief version of 2-4 (again)

$$\begin{bmatrix} 1 & 2 & 0 & | & 4 \\ 0 & 1 & 5 & | & 7 \\ 0 & 1 & -1 & | & -23 \end{bmatrix} \xrightarrow{R_3 - R_2} \begin{bmatrix} 1 & 2 & 0 & | & 4 \\ 0 & 1 & 5 & | & 7 \\ 0 & 0 & -6 & | & -30 \end{bmatrix}$$
$$\xrightarrow{R_3/(-6)}_{\text{(optional)}} \begin{bmatrix} 1 & 2 & 0 & | & 4 \\ 0 & 1 & 5 & | & 7 \\ 0 & 0 & 1 & | & 5 \end{bmatrix}$$

- The pivots are in a nice diagonal
- No column has more than one pivot, so **REF**
- We can solve this using algebra, first for z, then for y, then for x

2.2: Final step – Back substitution

$$\begin{bmatrix} 1 & 2 & 0 & | & 4 \\ 0 & 1 & 5 & | & 7 \\ 0 & 0 & -6 & | & -30 \end{bmatrix} \quad \begin{cases} 1X + 2Y + & 0Z = & 4 \\ 0X + 1Y + & 5Z = & 7 \\ 0X + 0Y + -6Z = & -30 \end{cases}$$

• -6Z = -30 is better known as Z = 5

- Y + 5Z = 7 is better known as Y + 25 = 7, or Y = -18 to its friends
- X + 2Y = 4 is better known as X 36 = 4, so X = 40.

• (X = 40, Y = -18, Z = 5)

2.2: Real question

- You have three types of workers: packers, sewers, cutters.
- 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
Sew	24	22	28
Cut	12	9	15

- 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?

As a system of equations:
 Make x short-sleeve, y sleeveless, z long-sleeve

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

• As a matrix:

$$\begin{pmatrix} 4 & 3 & 4 & | & 1440 \\ 24 & 22 & 28 & | & 9600 \\ 12 & 9 & 15 & | & 4800 \end{pmatrix} \xrightarrow{R_2 - 3R_1} \begin{pmatrix} 4 & 3 & 4 & | & 1440 \\ 0 & 4 & 4 & | & 960 \\ 0 & 0 & 3 & | & 480 \end{pmatrix}$$

• 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