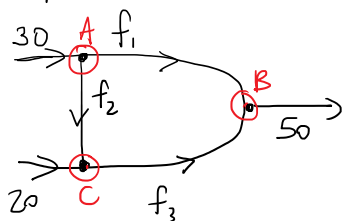


Section 2.4

Ex:



e.g. vehicles/hour

Assume flows cannot be negative.
Find all possible flows.

Inflow = outflow

$$\begin{cases} 30 = f_1 + f_2 \\ f_1 + f_3 = 50 \\ f_2 + 20 = f_3 \end{cases} \Rightarrow f_2 - f_3 = -20$$

$$\begin{array}{ccc|c} f_1 & f_2 & f_3 & \\ \hline \textcircled{1} & 1 & 0 & 30 \\ 1 & 0 & 1 & 50 \\ 0 & 1 & -1 & -20 \end{array}$$

$$R_2 - R_1 \quad \begin{array}{ccc|c} 1 & 1 & 0 & 30 \\ 0 & \textcircled{-1} & 1 & 20 \\ 0 & 1 & -1 & -20 \end{array}$$

$$\frac{R_2}{(-1)} \quad \begin{array}{ccc|c} 1 & 1 & 0 & 30 \\ 0 & \textcircled{1} & -1 & -20 \\ 0 & 1 & -1 & -20 \end{array}$$

$$\begin{array}{ccc|c} f_1 & f_2 & f_3 & \\ \hline \textcircled{1} & 0 & 1 & 50 \\ 0 & \textcircled{1} & -1 & -20 \\ 0 & 0 & 0 & 0 \end{array} \quad \text{RREF}$$

$$\boxed{f_3 = t}$$

$$f_1 + f_3 = 50 \Rightarrow \boxed{f_1 = 50 - t}$$

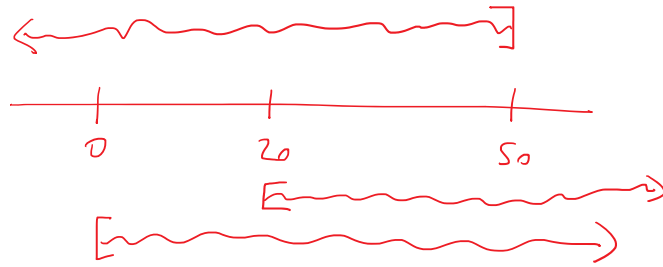
$$f_2 - f_3 = -20 \Rightarrow \boxed{f_2 = -20 + t}$$

All flows must be non-negative:

$$f_3 = t \Rightarrow t \geq 0$$

$$\text{AND } f_1 = 50 - t \Rightarrow 50 - t \geq 0 \Rightarrow 50 \geq t \Rightarrow t \leq 50$$

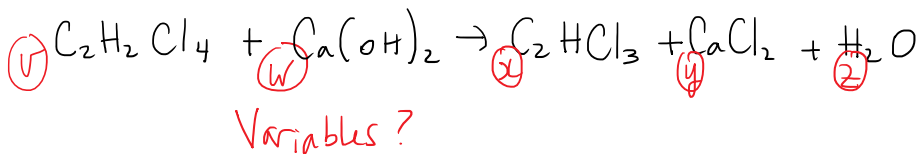
AND $f_2 = -z_0 + t \Rightarrow -z_0 + t \geq 0 \Rightarrow t \geq z_0$



$$z_0 \leq t \leq s_0$$

$$\begin{bmatrix} f_1 \\ f_2 \\ f_3 \end{bmatrix} = \begin{bmatrix} s_0 \\ -z_0 \\ 0 \end{bmatrix} + t \begin{bmatrix} -1 \\ 1 \\ 1 \end{bmatrix} \quad (z_0 \leq t \leq s_0)$$

Ex: Set up a system, but don't solve
Balance



Equations (Restrictions/Constraints)

$$\left\{ \begin{array}{l} \text{C:} \quad 2v = 2x \\ \text{H:} \quad 2v + 2w = x + 2z \\ \text{Cl:} \quad 4v = 3x + 2y \\ \text{Ca:} \quad w = y \\ \text{O:} \quad 2w = z \end{array} \right.$$

2.3 Linear Independence

Consider $C_1 \bar{u} + C_2 \bar{v} + C_3 \bar{w} = \bar{0}$

$C_1 = 0, C_2 = 0, C_3 = 0$

$C_1 = 0, C_2 = 0, C_3 = 0$
and other solutions

$\bar{u}, \bar{v}, \bar{w}$ are linearly independent
 $\{\bar{u}, \bar{v}, \bar{w}\}$ is "

dependent

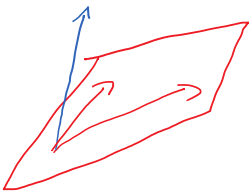
$\{\bar{u}, \bar{v}, \bar{w}\}$ is "

Ex: a) $\{\bar{u}, \bar{v}, \bar{w}\}$ is linearly independent
Is $\{\bar{u}, \bar{v}\}$ linearly independent?

YES

Given: $C_1\bar{u} + C_2\bar{v} + C_3\bar{w} = \vec{0} \Rightarrow C_1 = C_2 = C_3 = 0$

Conclude: $C_1\bar{u} + C_2\bar{v} = \vec{0} \Rightarrow C_1 = C_2 = 0$



b) $\{\bar{u}, \bar{v}, \bar{w}\}$ is linearly independent
Is $\{\bar{u}, \bar{v}, \bar{w}, \bar{x}\}$ linearly independent?

MAYBE

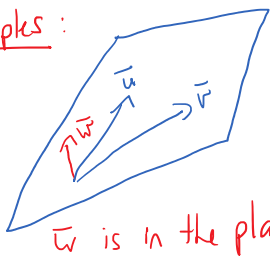
Ex A: $\bar{u} = [1, 0, 0, 0]$
 $\bar{v} = [0, 1, 0, 0]$
 $\bar{w} = [0, 0, 1, 0]$
 $\bar{x} = [0, 0, 0, 1]$ INDEPENDENT

Ex B: $\bar{x} = 2\bar{u}$
 $\{\bar{u}, \bar{v}, \bar{w}, 2\bar{u}\}$ DEPENDENT
 $2\bar{u} - \bar{x} = \vec{0}$

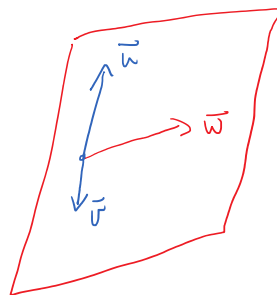
c) $\{\bar{u}, \bar{v}, \bar{w}\}$ is linearly dependent
Is $\{\bar{u}, \bar{v}, \bar{w}, \bar{x}\}$ linearly independent?

NO

Examples:



\bar{w} is in the plane
 $\bar{w} = -0.5\bar{v} + \bar{u}$



$\bar{u} = -2\bar{v}$

Ex: Is $\begin{bmatrix} 2 \\ 3 \\ 1 \end{bmatrix}$ in $\text{span} \left(\underbrace{\begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix}, \begin{bmatrix} 2 \\ 5 \\ 2 \end{bmatrix}}_{c_1 \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} + c_2 \begin{bmatrix} 2 \\ 5 \\ 2 \end{bmatrix}} \right)$?

Let $c_1 \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} + c_2 \begin{bmatrix} 2 \\ 5 \\ 2 \end{bmatrix} = \begin{bmatrix} 2 \\ 3 \\ 1 \end{bmatrix}$

System is Solvable \swarrow YES
 System has No Solution \searrow NO

$$\begin{array}{cc|c} c_1 & c_2 & \\ \hline 1 & 2 & 2 \\ 0 & 5 & 3 \\ 1 & 2 & 1 \end{array}$$

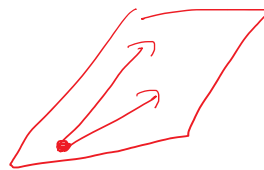
⋮

$$\left[\begin{array}{c} \\ \\ \end{array} \mid \right] \text{ RREF}$$

Ex. Describe $\text{span} \left(\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}, \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix} \right)$

a) geometrically

plane through origin
 in \mathbb{R}^3 with $\vec{d}_1 = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$, $\vec{d}_2 = \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix}$



b) algebraically

Vector

Parametric

$$\vec{x} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} + s \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} + t \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix}$$

...

$$\vec{n} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} \times \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix} \quad \vec{p} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

Normal

$$\vec{n} \cdot \vec{x} = \vec{n} \cdot \vec{p}$$

General

...

all are acceptable