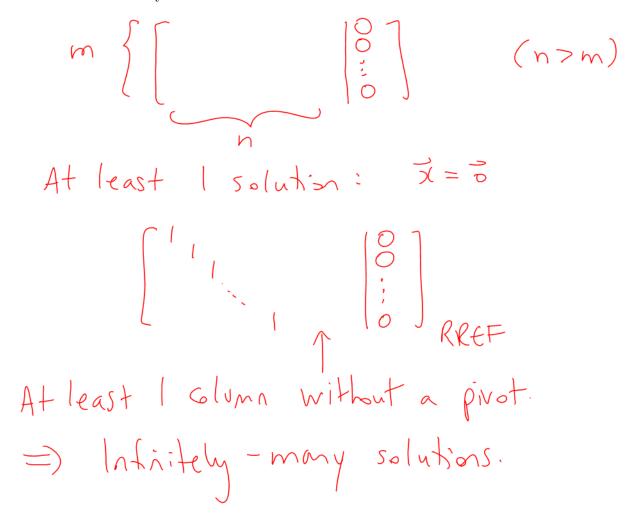
Comment: Notice that $\vec{x} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$ is a solution to the following system:

$$x + 2y = 0$$
$$3x + 4y = 0$$

Definition: A system whose constants are all zero is called a **homogeneous system**. The solution $\vec{x} = \vec{0}$ is called the **trivial solution**.

Fact: A homogeneous system always has at least one solution: $\vec{x} = \vec{0}$.

Example: Consider a homogeneous system with more variables than equations. How many solutions does the system have?



2.2 #45

Find the intersection of the two planes: $\begin{cases}
3x + 2y + 2 = -1 \\
2x - y + 42 = 5
\end{cases}$

 $x + \frac{9}{7}z = \frac{9}{7} \Rightarrow x = \frac{9}{7} - \frac{9}{7}z \Rightarrow x = \frac{9}{7} - \frac{9}{7}t$ $y - \frac{19}{7}z = -\frac{17}{7}z \Rightarrow y = -\frac{17}{7}z + \frac{19}{7}z \Rightarrow y = -\frac{17}{7}z + \frac{19}{7}z = \frac{17}{7}z + \frac{19}{7}z = \frac{17}{7}z$

$$\begin{bmatrix} \chi \\ y \\ z \end{bmatrix} = \begin{bmatrix} 9 \\ 1 \\ 1 \\ 7 \\ 0 \end{bmatrix} + t \begin{bmatrix} -9 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

2,2 #49

Find the point of intersection of
$$\vec{x} = \vec{p} + s\vec{u}$$
 and $\vec{x} = \vec{q} + t\vec{v}$, if it exists.

$$\vec{P} = \begin{bmatrix} 3 \\ 1 \\ 0 \end{bmatrix} \quad \vec{q} = \begin{bmatrix} -1 \\ 1 \\ -1 \end{bmatrix} \quad \vec{u} = \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix}$$

$$\vec{U} = \begin{bmatrix} 2 \\ 3 \\ 1 \end{bmatrix}$$

$$\frac{1}{12} = \frac{1}{12} + \frac{1}{12} = \frac{1}{12}$$

$$R_{2} \hookrightarrow R_{3} \qquad \begin{bmatrix} 1 & -2 & | -47 \\ 0 & | & | & 3 \\ 0 & -3 & | & 0 \end{bmatrix}$$

$$R_{3} + 3R_{2} \qquad N_{0} \qquad Solution$$

In TR3 We can have 2 lines that are non-parallel and non-intersecting.

2.2 #29

Solve
$$\begin{bmatrix}
2 & 1 & | & 3 \\
4 & 1 & | & 7 \\
2 & 5 & | & -1
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 0 & | & 2 \\
0 & 0 & | & -1 \\
0 & 0 & | & -1
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 0 & | & 2 \\
0 & 0 & | & -1
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 0 & | & 2 \\
0 & 0 & | & -1
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 0 & | & 2 \\
0 & 0 & | & -1
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 0 & | & 2 \\
0 & 0 & | & -1
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 0 & | & 2 \\
0 & 0 & | & -1
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 1 & | & 2 \\
0 & 0 & | & -1
\end{bmatrix}$$