7 Matrices

7.1 Definition

Definition A *matrix* is a rectangular array of numbers. **Example 81**

$$\left(\begin{array}{ccc}2&1&3\\1&20&0\end{array}\right),\qquad\qquad \left(\begin{array}{ccc}2\\4\\5\end{array}\right),\qquad\qquad \left(\begin{array}{ccc}1&0\\0&1\end{array}\right).$$

These are examples of 2×3 , 3×1 and 2×2 matrices respectively, where the first number is the number of rows and the second the number of columns.

Note The number of rows = length of the columns.

The number of columns = lenth of the rows.

We often denote an $m \times n$ matrix A by $(a_{ij})_{1 \leq i \leq m, 1 \leq j \leq n}$, where a_{ij} is the element on the i^{th} row and j^{th} column. So

$$A = \begin{pmatrix} a_{11} & a_{12} & a_{13} & \cdots & a_{1j} & \cdots & a_{1n} \\ a_{21} & & & & \vdots \\ a_{31} & & & \vdots & & \vdots \\ \vdots & & & & & \vdots \\ a_{i1} & & \cdots & & a_{ij} & & \vdots \\ \vdots & & & & & \vdots \\ a_{m1} & \cdots & \cdots & \cdots & \cdots & a_{mn} \end{pmatrix}$$

Definition We say that two matrices are *equal*, and write A = B if, and only if, $a_{ij} = b_{ij}$ for all i, j. In particular, if the matrices are equal then they must be the same size.

Definition If A and B are the same size, $m \times n$ say, then A + B is the $m \times n$ matrix $C = (c_{ij})$ where $c_{ij} = a_{ij} + b_{ij}$ for all i, j. **Example 82**

$$\left(\begin{array}{rrrr} 2 & 1 & 3 \\ 1 & 20 & 0 \end{array}\right) + \left(\begin{array}{rrrr} -1 & 4 & 0 \\ 10 & 0 & 20 \end{array}\right) = \left(\begin{array}{rrrr} 1 & 5 & 3 \\ 11 & 20 & 20 \end{array}\right).$$

Note

$$\left(\begin{array}{rrr} 2 & 1 & 3 \\ 1 & 20 & 0 \end{array}\right) + \left(\begin{array}{rrr} 10 & -1 \\ 0 & 4 \\ 20 & 0 \end{array}\right)$$

is not defined since the matrices are different sizes.

Definition Let A and B be two matrices such that the length of the rows of A is equal to the length of the columns of B, that is A is $r \times s$ and Bis $s \times t$ for some r, s and t. Then the scalar product of the i^{th} row of A, $(a_{i1}, a_{i2}, \ldots, a_{is})$ with the j^{th} column of B, $(b_{1j}, b_{2j}, \ldots, b_{sj})$, is

$$(a_{i1}, a_{i2}, \dots, a_{is}) \begin{pmatrix} b_{1j} \\ b_{2j} \\ \vdots \\ b_{sj} \end{pmatrix} = a_{i1}b_{1j} + a_{i2}b_{2j} + \dots + a_{is}b_{sj} = \sum_{k=1}^{s} a_{ik}b_{kj}.$$

(* Often call $(a_{i1}, a_{i2}, \ldots, a_{is})$ a row vector and

$$\left(\begin{array}{c} b_{1j} \\ b_{2j} \\ \vdots \\ b_{sj} \end{array}\right)$$

a column vector in which case the scalar product is known as a *vector (inner)* product.)

The matrix product AB is the $r \times t$ matrix $C = (c_{ij})$ where $c_{ij} = \sum_{k=1}^{s} a_{ik} b_{kj}$ is the scalar product of the i^{th} row of A with the j^{th} column of B.

Example 83 (i) Scalar product.

$$(1, 2, -3)$$
 $\begin{pmatrix} 5\\ 6\\ 2 \end{pmatrix}$ = 1 × 5 + 2 × 6 + (-3) × 2 = 5 + 12 - 5 = 11.

Yet

$$(1,2)\left(\begin{array}{c}1\\-2\\0\end{array}\right)$$

is not defined since the row and columns are of different lengths.

(ii) Let

$$A = \begin{pmatrix} 2 & 3 \\ 1 & 5 \end{pmatrix} \text{ and } B = \begin{pmatrix} 8 & 5 & 3 \\ -5 & 1 & 0 \end{pmatrix}, \text{ then}$$

$$AB = \begin{pmatrix} 2 & 3 \\ 1 & 5 \end{pmatrix} \begin{pmatrix} 8 & 5 & 3 \\ -5 & 1 & 0 \end{pmatrix}$$

$$= \begin{pmatrix} (2 & 3) \begin{pmatrix} 8 \\ -5 \end{pmatrix} & (2 & 3) \begin{pmatrix} 5 \\ 1 \end{pmatrix} & (2 & 3) \begin{pmatrix} 3 \\ 0 \end{pmatrix} \\ (1 & 5) \begin{pmatrix} 8 \\ -5 \end{pmatrix} & (1 & 5) \begin{pmatrix} 5 \\ 1 \end{pmatrix} & (1 & 5) \begin{pmatrix} 3 \\ 0 \end{pmatrix} \end{pmatrix}$$

$$= \begin{pmatrix} 2 \times 8 + 3 \times (-5) & 2 \times 5 + 3 \times 1 & 2 \times 3 + 3 \times 0 \\ 1 \times 8 + 5 \times (-5) & 1 \times 5 + 5 \times 1 & 1 \times 3 + 5 \times 0 \end{pmatrix}$$

$$= \begin{pmatrix} 1 & 13 & 6 \\ -17 & 10 & 3 \end{pmatrix}.$$

Note BA is not defined since the rows of B are a different length to the columns of A.

/

Example 84 Let

$$A = \begin{pmatrix} 1 & 1 & 0 \\ 0 & 2 & 1 \end{pmatrix} \text{ and } B = \begin{pmatrix} 2 & 1 \\ 1 & 0 \\ -1 & 1 \end{pmatrix}.$$
en

Then

$$AB = \begin{pmatrix} 1 & 1 & 0 \\ 0 & 2 & 1 \end{pmatrix} \begin{pmatrix} 2 & 1 \\ 1 & 0 \\ -1 & 1 \end{pmatrix} = \begin{pmatrix} 3 & 1 \\ 1 & 1 \end{pmatrix},$$

and

$$BA = \begin{pmatrix} 2 & 1 \\ 1 & 0 \\ -1 & 1 \end{pmatrix} \begin{pmatrix} 1 & 1 & 0 \\ 0 & 2 & 1 \end{pmatrix} = \begin{pmatrix} 2 & 4 & 1 \\ 1 & 1 & 0 \\ -1 & 1 & 1 \end{pmatrix}.$$

So AB and BA are different sizes and so cannot be equal. Thus matrix multiplication is **not** commutative.

It can be shown that matrix multiplication is associative, so if A, B and C are matrices for which (AB)C is defined **then** A(BC) is defined **and**

$$(AB)C = A(BC).$$

We also have the distributive property so that if A is $m \times q$ and B, C are both $q \times n$, for some m, n and q, then

$$A(B+C) = AB + AC.$$

7.2 Identity

In \mathbb{R} the number 1 has a special property, namely that 1x = x for all $x \in \mathbb{R}$. We say that 1 is a *multiplicative identity*, because it leaves unchanged any number multiplied by it.

(*Question for students: what is the additive identity in \mathbb{R} ?)

For matrices we note that
$$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} 2 & 3 & 1 \\ 1 & 4 & 5 \end{pmatrix} = \begin{pmatrix} 2 & 3 & 1 \\ 1 & 4 & 5 \end{pmatrix}$$

and
 $\begin{pmatrix} 4 & 5 & 6 \\ -1 & 0 & 2 \\ -4 & -3 & 2 \end{pmatrix} \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} = \begin{pmatrix} 4 & 5 & 6 \\ -1 & 0 & 2 \\ -4 & -3 & 2 \end{pmatrix}.$

Definition

The matrices
$$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$
, $\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$, etc., are *Identity matrices*.

Such matrices are always square with 1 on the *leading diagonal* and 0 elsewhere.

The $m \times m$ identity is denoted by I_m .

For a general $m \times r$ matrix A we will always have $I_m A = A$ while for any $s \times m$ matrix B we will have $BI_m = B$.

7.3 Inverses

For any non-zero number $x \in \mathbb{R}$ its *inverse* is that number y such that if you multiply x by y you get the identity. That is xy = 1. For example, the inverse of 3 is 1/3.

The same idea holds for matrices, but given a matrix A, if it has an inverse B then, because matrix multiplication is not commutative, we need to check that both AB = I and BA = I. We restrict to square matrices. So

Definition A square $n \times n$ matrix A has a *multiplicative inverse*, denoted by A^{-1} , if

$$AA^{-1} = I_n$$
 and $A^{-1}A = I_n$

We will see later that not all square matices have an inverse.

Example 85 The inverse of

$$\begin{pmatrix} 1 & 2 & 3 \\ 0 & 1 & -2 \\ 1 & 3 & 2 \end{pmatrix} \quad \text{is} \quad \begin{pmatrix} 8 & 5 & -7 \\ -2 & -1 & 2 \\ -1 & -1 & 1 \end{pmatrix}.$$

Question How do we know this?

Answer We "verify" the definition. That is, we check that

$$\begin{pmatrix} 1 & 2 & 3 \\ 0 & 1 & -2 \\ 1 & 3 & 2 \end{pmatrix} \begin{pmatrix} 8 & 5 & -7 \\ -2 & -1 & 2 \\ -1 & -1 & 1 \end{pmatrix} = I_3 \text{ and } \begin{pmatrix} 8 & 5 & -7 \\ -2 & -1 & 2 \\ -1 & -1 & 1 \end{pmatrix} \begin{pmatrix} 1 & 2 & 3 \\ 0 & 1 & -2 \\ 1 & 3 & 2 \end{pmatrix} = I_3.$$

I leave it to the students to check this.

Question Why are inverses useful?

One of many possible Anwers:

7.4 Solving systems of linear equations

Example 86 Let $U = \mathbb{R}$. Then

$$\begin{array}{ll}
6x & = 1, \\
5x + 7y & = 3, \\
\frac{1}{2}x_1 + 33.2x_2 + 15x_3 & = \frac{33}{4},
\end{array}$$

are all *linear* equations because the variables are not multiplied together and are not raised to any power different from 1.

Example 86

$$\begin{array}{rrr} xy &=1,\\ x^2+y^2 &=2, \end{array}$$

are **not** linear equations.

7.4.1 One Equation in one unknown

Example 88 Consider 6x = 2.

Multiply both sides by the inverse of 6, i.e. 6^{-1} or $\frac{1}{6}$ to get

$$\frac{1}{6}(6x) = \frac{1}{6}2,$$

that is $x = \frac{1}{3}.$

7.4.2 Three Equations in three unknowns

Example 89 Find three real numbers x, y and z that simultaneously satisfy

$$x + 2y + 3z = 60$$
$$y - 2z = 0$$
$$x + 3y + 2z = -4$$

Solution The "trick" here is to write the system as one matrix equation.

$$\begin{pmatrix} 1 & 2 & 3 \\ 0 & 1 & -2 \\ 1 & 3 & 2 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 60 \\ 0 \\ -4 \end{pmatrix}.$$

This equation could be written as $A\mathbf{x} = \mathbf{c}$ where A, \mathbf{x} and \mathbf{c} are a matrices (* \mathbf{x}, \mathbf{c} are also called *column vectors*).

Then just as in 7.4.1, if the inverse, A^{-1} exists, we can multiply both sides of the equation to get

$$A^{-1}\mathbf{c} = A^{-1}(A\mathbf{x}) = (A^{-1}A)\mathbf{x} = I\mathbf{x} = \mathbf{x}.$$

So the solution is given by $\mathbf{x} = A^{-1}\mathbf{c}$. In this example

$$A^{-1}\mathbf{c} = \begin{pmatrix} 8 & 5 & -7 \\ -2 & -1 & 2 \\ -1 & -1 & 1 \end{pmatrix} \begin{pmatrix} 60 \\ 0 \\ -4 \end{pmatrix} = \begin{pmatrix} 508 \\ -128 \\ -64 \end{pmatrix}.$$

So the solution is x = 508, y = -128 and z = -64.

Question How do we know this is correct?

Answer Substitute it back in the original system. You should always, always do this!

I leave it to the student to do this.

Question How do we find inverses?

One of many possible Anwers:

7.5 Gaussian Elimination.

I will describe this method by way of an example.

Example 90 Find the inverse of

$$A = \left(\begin{array}{rrr} 1 & 2 & 3 \\ 0 & 1 & -2 \\ 1 & 3 & 2 \end{array} \right).$$

Solution. Start with the *augmented matrix*

$$\begin{pmatrix} 1 & 2 & 3 & | & 1 & 0 & 0 \\ 0 & 1 & -2 & | & 0 & 1 & 0 \\ 1 & 3 & 2 & | & 0 & 0 & 1 \end{pmatrix} = (A|I_3).$$

Our aim is to use row operations, consisting of

- 1. Multiplying a row by a non-zero scalar,
- 2. Replacing a row by the sum of it and another row,
- 3. Exchanging rows,

to tranform A into I_3 . When these row operations are applied to the augmented matrix they will transform the I_3 part. In fact it will be transformed into the inverse. (*No proof of this is give. You need to take it on trust.).

Lets see this in action.

$$\begin{array}{ccccccccccccc} r_3 \rightarrow r_3 - r_1 & \begin{pmatrix} 1 & 2 & 3 & | & 1 & 0 & 0 \\ 0 & 1 & -2 & | & 0 & 1 & 0 \\ 0 & 1 & -1 & | & -1 & 0 & 1 \end{pmatrix} \\ r_3 \rightarrow r_3 - r_2 & \begin{pmatrix} 1 & 2 & 3 & | & 1 & 0 & 0 \\ 0 & 1 & -2 & | & 0 & 1 & 0 \\ 0 & 0 & 1 & | & -1 & -1 & 1 \end{pmatrix} \\ r_1 \rightarrow r_1 - 3r_3 & \begin{pmatrix} 1 & 2 & 0 & | & 4 & 3 & -3 \\ 0 & 1 & 0 & | & -2 & -1 & 2 \\ 0 & 0 & 1 & | & -1 & -1 & 1 \end{pmatrix} \\ r_1 \rightarrow r_1 - 2r_2 & \begin{pmatrix} 1 & 0 & 0 & | & 8 & 5 & -7 \\ 0 & 1 & 0 & | & 8 & 5 & -7 \\ 0 & 1 & 0 & | & -2 & -1 & 2 \\ 0 & 0 & 1 & | & -1 & -1 & 1 \end{pmatrix} \end{array}$$

Hence

$$A^{-1} = \begin{pmatrix} 8 & 5 & -7 \\ -2 & -1 & 2 \\ -1 & -1 & 1 \end{pmatrix}$$

Question How do I know in what order to apply the operations?

Answer There is no unique answer but you always keeps some aims in mind. So, given a matrix

$$\left(\begin{array}{cccccc} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \\ a_{41} & a_{42} & a_{43} & a_{44} \end{array}\right)$$

you apply operations to make, in this order, a 1 in the 1-1 position (called the *pivot*). Then 0's below it, in the 2-1, 3-1 and 4-1 position. Then go to the next pivot and get a 1 in the 2-2 position. Next get 0's below in the 3-2 and 4-2 postion. Onto the next pivot and get a 1 in the 3-3 position and 0's below it at the 4-3 position. Next a 1 at the last pivot, the 4-4 position. So half way through the matrix looks like

Finish off by making 0's above the last pivot, i.e. 0's in the 3-4, 2-4 and 1-4 position. Then onto the third column, i.e. 0's in the 2-3 and 1-3 position. Finally a 0 in the 1-2 position.

Always, always approach the problem in this order.

Example 91 Find the inverse of

$$\left(\begin{array}{rrrr} 8 & 4 & 1 \\ 4 & 3 & 2 \\ 3 & 2 & 1 \end{array}\right)$$

Solution Consider

$$\left(\begin{array}{cccc|c}
8 & 4 & 1 & 1 & 0 & 0 \\
4 & 3 & 2 & 0 & 1 & 0 \\
3 & 2 & 1 & 0 & 0 & 1
\end{array}\right)$$

We need to put a 1 in the 1-1 position. We could multiply row 1 by 1/8, but this would lead to fractions and I suggest you try to avoid fractions. They increase the possibility of arithmetic errors. Instead, note the 4-3=1. So try

$$r_2 \rightarrow r_2 - r_3$$
 $\begin{pmatrix} 8 & 4 & 1 & | & 1 & 0 & 0 \\ 1 & 1 & 1 & | & 0 & 1 & -1 \\ 3 & 2 & 1 & | & 0 & 0 & 1 \end{pmatrix},$

,

$$r_1 \leftrightarrow r_2 \qquad \left(\begin{array}{cccc|c} 1 & 1 & 1 & 0 & 1 & -1 \\ 8 & 4 & 1 & 1 & 0 & 0 \\ 3 & 2 & 1 & 0 & 0 & 1 \end{array} \right).$$

Now have to put 0's below the first pivot. So

Now a 1 in the next pivot, the 2-2 position. Try

$$r_2 \to r_2 - 5r_3 \qquad \left(\begin{array}{cccc|c} 1 & 1 & 1 & 0 & 1 & -1 \\ 0 & 1 & 3 & 1 & 7 & -12 \\ 0 & -1 & -2 & 0 & -3 & 4 \end{array} \right)$$

Note In the last step we had the calculation -4 - 5(-1). Be careful about these double negatives. Students often make arithmetic errors because of them.

Now a zero below the 2-2 pivot, i.e. a 0 in the 3-2 position.

$$r_3 \to r_3 + r_2 \qquad \left(\begin{array}{cccc|c} 1 & 1 & 1 & 0 & 1 & -1 \\ 0 & 1 & 3 & 1 & 7 & -12 \\ 0 & 0 & 1 & 1 & 4 & -8 \end{array} \right)$$

We already have a 1 in the 3-3 pivot.

So need only get 0's above it in the 2-3 and 1-3 positions. Why not do both at once?

We already have a 1 in the 2-2 pivot. So need only get a 0 above it.

$$r_1 \to r_1 - r_2 \qquad \begin{pmatrix} 1 & 0 & 0 & | & 1 & 2 & -5 \\ 0 & 1 & 0 & | & -2 & -5 & 12 \\ 0 & 0 & 1 & | & 1 & 4 & -8 \end{pmatrix}$$

Thus the inverse is

$$\begin{pmatrix} 1 & 2 & -5 \\ -2 & -5 & 12 \\ 1 & 4 & -8 \end{pmatrix}.$$

Remember Always, always check your anwer by multiplying out.

Example 92 Solve the system of equations

$$8x + 4y + z = 24x + 3y + 2z = 33x + 2y + z = -2.$$

Solution This system can be written as

$$\begin{pmatrix} 8 & 4 & 1 \\ 4 & 3 & 2 \\ 3 & 2 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 2 \\ 3 \\ -2 \end{pmatrix}$$

So the answer is

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 1 & 2 & -5 \\ -2 & -5 & 12 \\ 1 & 4 & -8 \end{pmatrix} \begin{pmatrix} 2 \\ 3 \\ -2 \end{pmatrix} = \begin{pmatrix} 18 \\ -43 \\ 30 \end{pmatrix}$$

Remember. Always, always check your answer by substituting back in.

Example 93 Find the inverse of

$$\left(\begin{array}{rrr}1&2\\-2&-4\end{array}\right)$$

 ${\bf Solution} \ {\rm Consider}$

$$\left(\begin{array}{ccc|c}1&2&1&0\\-2&-4&0&1\end{array}\right).$$

We have a 1 in the 1-1 pivot so we next get a 0 in the position below it. This can be done in only one way.

$$r_2 \to r_2 + 2r_1$$
 $\begin{pmatrix} 1 & 2 & | & 1 & 0 \\ 0 & 0 & | & 2 & 1 \end{pmatrix}.$

This row of zeros shows that we will never be able to get the identity in the first half of the augmented matrix. This is an example of a matrix with no inverse.

*Additional Material (Not for examination).

If we simply want to solve a system of equations and not find the inverse of the matrix we can do the following: **Example 94** Find real numbers x, y and z that simultaneously satisfy

$$\begin{array}{rcl} 2x - 8y + 37z &=& 101 \\ x - 3y + 15z &=& 41 \\ -x + 4y - 17z &=& -46. \end{array}$$

Solution. Consider a different type of augmented matrix:

$$\left(\begin{array}{ccc|c}
2 & -8 & 37 & 101 \\
1 & -3 & 15 & 41 \\
-1 & 4 & -17 & -46
\end{array}\right)$$

First aim: To start from the **left** and first get a 1 in 1-1 position.

We can do this in at least three different ways.

- (1) Multiplying r_1 by $\frac{1}{2}$,
- (2) adding the third row to the first, or
- (3) exchange the first and second rows.

I do not like (1) since I do not like to have fractions unless I have to have them. I do not like (2) since the more operations we do, such as addition, the more chance there is for a mistake. This leaves us with (3).

$$\begin{array}{c|cccc} r_1 \longleftrightarrow r_2 \\ \text{swap} \end{array} \begin{pmatrix} 1 & -3 & 15 & | & 41 \\ 2 & -8 & 37 & | & 101 \\ -1 & 4 & -17 & | & -46 \end{array} \end{pmatrix}$$

Next aim: get 0's below the 1-1 pivot by applying row operations to r_2 and r_3 .

Aim: we now look in the second column and try to get a 1 in the 2-2 position. This we do by swapping the second and third rows.

$$r_2 \longleftrightarrow r_3 \qquad \left(\begin{array}{cccc|c} 1 & -3 & 15 & | & 41 \\ 0 & 1 & -2 & | & -5 \\ 0 & -2 & 7 & | & 19 \end{array} \right)$$

Next we aim to get zeros in that part of the column below the diagonal entry. There is only one position in that part of the column, namely the 3-2 position. We make this position zero by adding twice the second row to the third row.

$$r_3 \longleftrightarrow r_3 + 2r_2 \qquad \begin{pmatrix} 1 & -3 & 15 & | & 41 \\ 0 & 1 & -2 & | & -5 \\ 0 & 0 & 3 & | & 9 \end{pmatrix}$$
(1)

We now move to the third column and first try to get a 1 in the diagonal position, i.e. the 3-3 position. We already have a non-zero term on the diagonal in the third column. We can make this value 1 by multiplying r_3 by a third. I don't mind multiplying by a fraction because the only other non-zero term is the 9 which becomes 3, an integer.

$$r_3 \to \frac{1}{3}r_3 \qquad \qquad \begin{pmatrix} 1 & -3 & 15 & | & 41 \\ 0 & 1 & -2 & | & -5 \\ 0 & 0 & 1 & | & 3 \end{pmatrix}$$

Next aim: get 0's above the final pivot.

Finally, get 0 in column above the 2-2 pivot

$$r_1 \to r_1 + 3r_2 \qquad \left(\begin{array}{ccc|c} 1 & 0 & 0 & -1 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 3 \end{array} \right)$$

Hence solution is x = -1, y = 1 and z = 3.

Always, always check your answer by substituting back into the original system of equations.

* Back Substitution

We can speed up the process of solving systems of equations further by stopping when A is reduced to an upper triangular matrix, as we saw in equation (1) above. For if we write out the equations represented by the matrix equation (1), we find

From the third equation we see that z = 3. We can substitute this into the second equation to find that $y - 2 \times 3 = -5$, so y = 1.

Substituting these values into the first equation gives $x - 3 \times 1 + 15 \times 3 = 41$, and so x = -1.

* No Inverse

Consider

$$\begin{array}{rcl} x+2y &=1\\ -2x-4y &=1. \end{array}$$

We do Gaussian elimination on the augmented matrix.

$$\begin{pmatrix} 1 & 2 & | & 1 \\ -2 & -4 & | & 1 \end{pmatrix}, \quad \text{after } r_2 \to r_2 + 2r_1 \text{ we get } \begin{pmatrix} 1 & 2 & | & 1 \\ 0 & 0 & | & 3 \end{pmatrix}.$$

It is impossible to find solutions of the two equations represented by this new augmented matrix. The last line represents the equation 0x + 0y = 3 which has no solutions. Hence our original system of equations has *no* solutions.

Or, consider

$$\begin{array}{rcl} x+2y & = & 1\\ -2x-4y & = & -2 \end{array}$$

When we do Gaussian elimination this time on

$$\left(\begin{array}{cc|c} 1 & 2 & | & 1 \\ -2 & -4 & | & -2 \end{array}\right), \quad \text{after } r_2 \to r_2 + 2r_1 \text{ we get } \left(\begin{array}{cc|c} 1 & 2 & | & 1 \\ 0 & 0 & | & 0 \end{array}\right).$$

Of the two equations represented here the second reads 0x + 0y = 0 which is satisfied for all x and y. So we are left with just one non-trivial equation, x + 2y = 1, which has infinitely many solutions i.e. (x, y) = (1, 0), (-1, 1), (-3, 2)etc. Hence our original system of equations has *infinitely* many solutions.