MATH 8 UNIT 1 SYSTEMS OF EQUATIONS AND INTRODUCTION TO ANGLES

NAME: _____

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Unit 1 part A- Matrices, Systems of Equations

8.1 Linear Systems of Equations (note: lighter coverage than book)

Warm up: Solve the following 2X2 Linear Systems (2 equations with 2 unknowns):

$\int 2x + y = -1$	x - 3y = 5	2x + y = 4
$\left -4x+6y=42\right $	-2x + 6y = 4	$\left(-6x - 3y = -12\right)$

Case:	
Linear System in two variables: Solution: 2) 2)	
<u> </u>	-
Linear Systems in 3 Variables	
3 variables => 3 dimensions	
Solutions are	
Graph of a linear equation in 3 variables is a	
Many cases for solutions to a linear system in three variables:	
Methods (thus far) 1) 2)	

Example :

 $\begin{cases} 3x - 2y + 4z = 1 \\ -4x + 3y + z = -7 \\ 2x + y + 3z = 5 \end{cases}$

(note, book does differently, eliminate x, upper triangular)

Special case 1 example:

 $\begin{cases} 2x+y-z=-2\\ x+2y-z=-9\\ x-4y+z=1 \end{cases}$

Special case 2 example: $\int x - 2y - z = 8$

 $\begin{cases} x - 2y - z = 8\\ 2x - 3y + z = 23\\ 4x - 5y + 5z = 53 \end{cases}$

Writing the solution to a dependent system.

8.3 Introduction to Matrices – Matrix Arithmetic

Matrix:

Size:

Square matrix:

Subscript Notation: Let aij be the entry of matrix A in row i and column j. If A is an mxn matrix, then

-	<i>a</i> ₁₁	a_{12}	<i>a</i> ₁₃	a_{14} ·····	a_{1n}	
Δ —	а	a	а	<i>a</i>	a	$\begin{bmatrix} 3 & 4 & 9 \end{bmatrix}$ $a_{12} =$
л –	:					So for matrix $A = \begin{vmatrix} 3 & 1 & 2 \\ -1 & 8 & 2 \end{vmatrix}$, $a_{23} = _$
	a	a	а	<i>a</i>	a	$\begin{bmatrix} 0 & -2 & 5 \end{bmatrix}$ = 0

Matrix Operations

Definition 8.6. Matrix Addition: Given two matrices of the same size, the matrix obtained by adding the corresponding entries of the two matrices is called the **sum** of the two matrices. More specifically, if $A = [a_{ij}]_{m \times n}$ and $B = [b_{ij}]_{m \times n}$, we define

$$A + B = [a_{ij}]_{m \times n} + [b_{ij}]_{m \times n} = [a_{ij} + b_{ij}]_{m \times n}$$

If
$$A = \begin{bmatrix} 4 & 1 \\ -1 & -2 \end{bmatrix} B = \begin{bmatrix} 5 & 7 & -1 \\ 2 & 0 & 3 \\ -3 & 1 & 2 \end{bmatrix} C = \begin{bmatrix} 1 & 7 \\ -2 & -5 \end{bmatrix}$$
 find
1) A+C 2) A+B

Definition 8.7. Scalar^{*a*} **Multiplication:** We define the product of a real number and a matrix to be the matrix obtained by multiplying each of its entries by said real number. More specifically, if *k* is a real number and $A = [a_{ij}]_{m \times n}$, we define

 $kA = k [a_{ij}]_{m \times n} = [ka_{ij}]_{m \times n}$

^aThe word 'scalar' here refers to real numbers. 'Scalar multiplication' in this context means we are multiplying a matrix by a real number (a scalar). We will discuss this term momentarily.

3) Compute 3A

4) Compute 4C-A



General matrix multiplication:

Let A denote an m by r matrix and let B denote an r by n matrix. The **product** AB is defined as the m by n matrix whose entry in row i, column j is the product of the *i*th row of A and the *j*th column of B.

Ex:

$$\begin{bmatrix} 2 & -1 & 7 \\ -3 & 0 & 4 \\ 5 & 1 & 2 \end{bmatrix} \begin{bmatrix} 1 & 3 \\ 6 & 2 \\ -1 & 1 \end{bmatrix} = \begin{bmatrix} -1 & -1 \\ -1 & -2 \end{bmatrix}$$
Ex: $A = \begin{bmatrix} 4 & 1 \\ -1 & -2 \end{bmatrix}$ $C = \begin{bmatrix} 1 & 7 \\ -2 & -5 \end{bmatrix}$ Find 1) AC
2) CA

3) A²

Notice: Matrix multiplication is NOT _____

Identity Matrix

$$I_{2} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \quad I_{3} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad I_{4} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$
Find: AI_{2}

_

8.2 Gaussian Elimination and Gauss-Jordan

A way of solving linear systems of equations using matrices to help organize operations.

A system of linear equations can be represented by a matrix called an augmented matrix.

EX: System: $\begin{cases} 2x + y - z = -2 \\ x + 2y - z = -9 \\ x - 4y + z = 1 \end{cases}$ => Augmented Matrix

EX: Augmented Matrix:
$$\begin{bmatrix} 3 & 0 & -1 & | & 2 \\ 7 & 9 & 2 & | & 1 \\ 4 & 1 & -5 & | & 5 \end{bmatrix}$$
 => System

EX: Write the following Augmented matrices as a system, then solve the system:

Observation: If an augmented matrix is in Row Echelon Form, or Reduced Row Echelon form, it is easy to solve the corresponding system.

Definition 8.3. A matrix is said to be in row echelon form provided all of the following conditions hold:

1. The first nonzero entry in each row is 1.

2. The leading 1 of a given row must be to the right of the leading 1 of the row above it.

3. Any row of all zeros cannot be placed above a row with nonzero entries.

Definition 8.4. A matrix is said to be in **reduced row echelon form** provided both of the following conditions hold:

1. The matrix is in row echelon form.

2. The leading 1s are the only nonzero entry in their respective columns.

EX: Are the following in Row Echelon Form, Reduced Row Echelon Form or Neither?

1	3	2 4	1	3	2 4	1	3	2	4	1	3	0	4
0	3	5 7	0	1	5 7	0	0	1	7	0	0	1	7
0	0	1 -3	0	1	0 -3	0	0	0	1	0	0	0	0

Gaussian/Gauss Jordan Methods

Goal of Gaussian Elimination: Given a linear system of equations, perform a series of "allowed row operations" to an augmented matrix to find a matrix in row echelon form representing an equivalent linear system. Then solve the simpler system. (If the process is continued to obtain reduced row echelon form, this is called Gauss-Jordan method.)

Illustration of the method:

Solve:



Now write the corresponding system and use back substitution to solve...

Elementary Row Operations:

Theorem 8.2. Row Operations: Given an augmented matrix for a system of linear equations, the following row operations produce an augmented matrix which corresponds to an equivalent system of linear equations.

- · Interchange any two rows.
- · Replace a row with a nonzero multiple of itself.^a
- · Replace a row with itself plus a nonzero multiple of another row.^b

^aThat is, the row obtained by multiplying each entry in the row by the same nonzero number. ^bWhere we add entries in corresponding columns.

EX: Practicing Random Row Operations:

$$\begin{bmatrix} 3 & 0 & -1 & | & 2 \\ 7 & 9 & 2 & | & 1 \\ 4 & 1 & -5 & | & 5 \end{bmatrix} \Rightarrow -3R_2 \rightarrow R_2 \Rightarrow \begin{bmatrix} 3 & 0 & -1 & | & 2 \\ & & & \\ 4 & 1 & -5 & | & 5 \end{bmatrix} \qquad \qquad \begin{bmatrix} 3 & 0 & -1 & | & 2 \\ 7 & 9 & 2 & | & 1 \\ 4 & 1 & -5 & | & 5 \end{bmatrix} R_1 \leftrightarrow R_2 \Rightarrow \begin{bmatrix} & & & \\ 4 & 1 & -5 & | & 5 \end{bmatrix}$$

$$\begin{bmatrix} 3 & 0 & -1 & | & 2 \\ 7 & 9 & 2 & | & 1 \\ 4 & 1 & -5 & | & 5 \end{bmatrix} \Rightarrow 5R_3 + R_2 \rightarrow R_2 \Rightarrow \begin{bmatrix} 3 & 0 & -1 & | & 2 \\ & & & \\ 4 & 1 & -5 & | & 5 \end{bmatrix}$$

The key to Gaussian elimination is to learn how to choose row operations that will yield row echelon form.

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EX: Solve: \begin{cases} 3x + y - z = \frac{2}{3} \\ 2x - y + z = 1 \\ 4x + 2y = \frac{8}{3} \end{cases}
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First write the augmented matrix, then obtain a 1 in position a_{11} , and then use that 1 to get zeros below it.

EX: 4X4 Gaussian Elimination / Gauss Jordan Example

Solve:
$$\begin{cases} x + z + 2w = 6 \\ y - 2z = -3 \\ x + 2y - z = -2 \\ 2x + y + 3z - 2w = 0 \end{cases}$$
$$\begin{pmatrix} 1 & 0 & 1 & 2 & 6 \\ 0 & 1 & -2 & 0 & -3 \\ 1 & 2 & -1 & 0 & -2 \\ 2 & 1 & 3 & -2 & 0 \end{bmatrix} \xrightarrow{-R_1 + R_3 \to R_3} \xrightarrow{-2R_1 + R_4 \to R_4} \begin{cases} 1 & 0 & 1 & 2 & 6 \\ 0 & 1 & -2 & 0 & -3 \\ 0 & 2 & -2 & -2 & -8 \\ 0 & 1 & 1 & -6 & -12 \end{bmatrix} \xrightarrow{-2R_2 + R_3 \to R_3} \xrightarrow{-R_3 + R_4 \to R_4} \xrightarrow{-2R_2 + R_3 \to R_4} \xrightarrow{-R_4 \to R_4} \xrightarrow{$$

This is row echelon form. If using Gaussian elimination you can stop your row operations here, write the corresponding system, and use back substitution to find the solution. If using Gauss-Jordan then continue with row operations until reduced row echelon form is achieved.

Continuing, getting zeros above the leading ones...

'							-				
$\xrightarrow{-2R_4 + R_1 \rightarrow R_1}$	0	0	0	1	2	$\xrightarrow{-R_3+R_1\to R_1} \lfloor 0$	0	0	1	2	
$R_4 + R_3 \rightarrow R_3$	0	0	1	0	1	$2R_3 + R_2 \rightarrow R_2 \qquad 0$	0	1	0	1	
	0	1	-2	0	-3	0	1	0	0	-1	
	1	0	1	0	2	1	0	0	0	1	

From here we can see the solution, x=1, y=-1, z=1, w=2, that is (1, -1, 1, 2).

There are many other sequences of row operations that are acceptable, but they must achieve the same solution in the end. With practice, you will be able to combine more operations into each step.

Gaussian Elimination: Dependent and Inconsistent Case Examples

EXAMPLE 7	Solving a Dependent System of Linear Equations Using Matrices
}	Solve: $\begin{cases} 6x - y - z = 4 & (1) \\ -12x + 2y + 2z = -8 & (2) \\ 5x + y - z = 3 & (3) \end{cases}$
Solution	Start with the augmented matrix of the system and proceed to obtain a 1 in row 1,

tart with the augmented matrix of the system and proceed to obtain a 1 in row 1, column 1 with 0's below.

systems that have mininery many solutions and systems that are meonsistem.

$$\begin{bmatrix} 6 & -1 & -1 & | & 4 \\ -12 & 2 & 2 & | & -8 \\ 5 & 1 & -1 & | & 3 \end{bmatrix} \xrightarrow{\uparrow} \begin{bmatrix} 1 & -2 & 0 & | & 1 \\ -12 & 2 & 2 & | & -8 \\ 5 & 1 & -1 & | & 3 \end{bmatrix} \xrightarrow{\downarrow} \begin{bmatrix} 1 & -2 & 0 & | & 1 \\ 0 & -22 & 2 & | & 4 \\ 0 & 11 & -1 & | & -2 \end{bmatrix}$$

$$R_1 = -1r_3 + r_1 \qquad \qquad R_2 = 12r_1 + r_2$$

$$R_3 = -5r_1 + r_3$$

Obtaining a 1 in row 2, column 2 without altering column 1 can be accomplished by $R_2 = -\frac{1}{22}r_2$, by $R_3 = \frac{1}{11}r_3$ and interchanging rows 2 and 3, or by $R_2 = \frac{23}{11}r_3 + r_2$. We shall use the first of these.

$$\begin{bmatrix} 1 & -2 & 0 & | & 1 \\ 0 & -22 & 2 & | & 4 \\ 0 & 11 & -1 & | & -2 \end{bmatrix} \xrightarrow{\rightarrow} \begin{bmatrix} 1 & -2 & 0 & | & 1 \\ 0 & 1 & -\frac{1}{11} & | & -\frac{2}{11} \\ 0 & 11 & -1 & | & -2 \end{bmatrix} \xrightarrow{\rightarrow} \begin{bmatrix} 1 & -2 & 0 & | & 1 \\ 0 & 1 & -\frac{1}{11} & | & -\frac{2}{11} \\ 0 & 0 & 0 & | & 0 \end{bmatrix}$$

$$R_{2} = -\frac{1}{22}r_{2} \qquad R_{3} = -11r_{2} + r_{3}$$

This matrix is in row echelon form. Because the bottom row consists entirely of 0's, the system actually consists of only two equations.

$$\begin{cases} x - 2y = 1 & (1) \\ y - \frac{1}{11}z = -\frac{2}{11} & (2) \end{cases}$$

To make it easier to write down some of the solutions, we express both x and y in

From the second equation, $y = \frac{1}{11}z - \frac{2}{11}$. Now back-substitute this solution for y into the first equation to get

$$x = 2y + 1 = 2\left(\frac{1}{11}z - \frac{2}{11}\right) + 1 = \frac{2}{11}z + \frac{7}{11}$$

The original system is equivalent to the system

$$\begin{cases} x = \frac{2}{11}z + \frac{7}{11} & (1) \\ y = \frac{1}{11}z - \frac{2}{11} & (2) \end{cases}$$
 where z can be any real number

Let's look at the situation. The original system of three equations is equivalent to a system containing two equations. This means that any values of x, y, z that satisfy both

$$x = \frac{2}{11}z + \frac{7}{11}$$
 and $y = \frac{1}{11}z - \frac{2}{11}$

will be solutions. For example, z = 0, $x = \frac{7}{11}$, $y = -\frac{2}{11}$; z = 1, $x = \frac{9}{11}$, $y = -\frac{1}{11}$; and z = -1, $x = \frac{5}{11}$, $y = -\frac{3}{11}$ are some of the solutions of the original system. There are, in fact, infinitely many values of *x*, *y*, and *z* for which the two equations are satisfied. That is, the original system has infinitely many solutions. We will write the solution of the original system as

$$\begin{cases} x = \frac{2}{11}z + \frac{7}{11} \\ y = \frac{1}{11}z - \frac{2}{11} \end{cases}$$
 where z can be any real number

or, using ordered triplets, as

$$\left\{ (x, y, z) \left| x = \frac{2}{11}z + \frac{7}{11}, y = \frac{1}{11}z - \frac{2}{11}, z \text{ any real number} \right\}$$

We can also find the solution by writing the augmented matrix in reduced row echelon form. Starting with the row echelon form, we have

1	-2	0	$\begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 1 & 0 & -\frac{2}{11} \end{bmatrix}$	7 11
0	1	$-\frac{1}{11}$	$\begin{vmatrix} -\frac{2}{11} \\ 0 \end{vmatrix} \rightarrow 0 1 -\frac{1}{11}$	$-\frac{2}{11}$
Lo	0	U	$ \begin{bmatrix} 0 \\ - \end{bmatrix} \uparrow \begin{bmatrix} 0 \\ 0 \end{bmatrix} 0 $ $ R_1 = 2r_2 + r_1 $	0_

The matrix on the right is in reduced row echelon form. The corresponding system of equations is

$$\begin{cases} x - \frac{2}{11}z = -\frac{7}{11} & (1) \\ y - \frac{1}{11}z = -\frac{2}{11} & (2) \end{cases}$$
 where z can be any real number

or, equivalently,

$$\begin{cases} x = \frac{2}{11}z + \frac{7}{11} \\ y = \frac{1}{11}z - \frac{2}{11} \end{cases}$$
 where z can be any real number

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EXAMPLE 8 Solving an Inconsistent System of Linear Equations Using Matrices

Solve:
$$\begin{cases} x + y + z = 6\\ 2x - y - z = 3\\ x + 2y + 2z = 0 \end{cases}$$

Solution Begin with the augmented matrix.

$$\begin{bmatrix} 1 & 1 & 1 & | & 6 \\ 2 & -1 & -1 & | & 3 \\ 1 & 2 & 2 & | & 0 \end{bmatrix} \xrightarrow{\rightarrow} \begin{bmatrix} 1 & 1 & 1 & | & 6 \\ 0 & -3 & -3 & | & -9 \\ 0 & 1 & 1 & | & -6 \end{bmatrix} \xrightarrow{\rightarrow} \begin{bmatrix} 1 & 1 & 1 & | & 6 \\ 0 & 1 & 1 & | & -6 \\ 0 & -3 & -3 & | & -9 \end{bmatrix} \xrightarrow{\rightarrow} \begin{bmatrix} 1 & 1 & 1 & | & 6 \\ 0 & 1 & 1 & | & -6 \\ 0 & 0 & 0 & | & -27 \end{bmatrix}$$

$$R_{2} = -2r_{1} + r_{2}$$

$$R_{3} = -1r_{1} + r_{3}$$
Interchange rows 2 and 3.
$$R_{3} = 3r_{2} + r_{3}$$

This matrix is in row echelon form. The bottom row is equivalent to the equation

$$0x + 0y + 0z = -27$$

which has no solution. The original system is inconsistent.

8.5i Determinants (not covering extensive properties as book does)

A determinant is a number corresponding to a square matrix, computed by following the processes described below. We can use determinants in a new method for solving linear systems called Cramer's Rule which we will discuss later (8.5ii). Determinants have many properties and uses. You will learn more about determinants in Math 10.

<u>2X2 Determinant:</u> If $A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ then the determinant of A, denoted det(A) or |A| is computed as follows: det(A) = $\begin{vmatrix} a & b \\ c & d \end{vmatrix} =$ _____ Examples:

General nxn determinants.

First some terminology:

The minor, M_{ij} , of entry a_{ij} is defined to be the determinant of the matrix remaining when row i and column j is deleted from matrix A.

The <u>cofactor</u>, C_{ij} , of entry a_{ij} is defined to be $(-1)^{i+j}M_{ij}$ Note: this means that the cofactor is either the same as, or the opposite of the minor, depending on whether i+j is even or odd.

$$A = \begin{bmatrix} 5 & 7 & -1 \\ -2 & 0 & 3 \\ -3 & 1 & 2 \end{bmatrix}$$

A helpful tool for determining whether the sign of the cofactor is the same as or opposite to the sign of

the minor. (that is, whether $(-1)^{i+j}$ is positive or negative) is called the Array of Signs: $\begin{bmatrix} + & - & + \\ - & + & - \\ + & - & + \end{bmatrix}$

Now, to find the determinant of matrix A, we expand across any row, or down any column by taking the sum of, the product of, each entry with its cofactor.

$$\begin{vmatrix} 5 & 7 & -1 \\ -2 & 0 & 3 \\ -3 & 1 & 2 \end{vmatrix} = 5 \left(\begin{array}{c} 0 & 3 \\ 1 & 2 \end{array} \right) + 7 \left(\begin{array}{c} 0 \\ -3 & 2 \end{array} \right) \begin{vmatrix} -2 & 3 \\ -3 & 2 \end{vmatrix} + (-1) \left(\begin{array}{c} 0 \\ -3 & 1 \end{vmatrix} \end{vmatrix}$$
$$\begin{vmatrix} 5 & 7 & -1 \\ -2 & 0 & 3 \\ -3 & 1 & 2 \end{vmatrix} = \begin{vmatrix} 5 & 7 & -1 \\ -2 & 0 & 3 \\ -3 & 1 & 2 \end{vmatrix} =$$

This method extends to any nxn matrix with the array of signs continuing in the checkerboard pattern. Note: It is helpful to expand across a row/column with zeros.

 $\begin{vmatrix} 2 & 1 & -3 & 0 \\ -4 & -1 & 0 & 2 \\ 5 & -2 & 3 & 4 \\ 0 & 3 & 1 & 6 \end{vmatrix}$

Ans: -494

8.5ii Cramer's Rule for solving Linear Systems (adjoints not covered)

We can generate a formula for solving a system of equations by solving the general system:

 $\begin{cases} ax + by = r \\ cx + dy = s \end{cases}$

So if D is the determinant of the coefficient matrix: $D = \begin{vmatrix} a & b \\ c & d \end{vmatrix}$ Dx is like D, but with x's column replaced by the RHS. $Dx = \begin{vmatrix} b \\ c & d \end{vmatrix}$ Dy is like D, but with with y's column replaced by the RHS. $Dy = \begin{vmatrix} b \\ c & d \end{vmatrix}$

Then $x = \frac{D_x}{D}$ and $y = \frac{D_y}{D}$ are the solutions to the equation (D not equal zero). Cramer's rule is particularly useful when the numbers are complicated.

Ex:
$$\begin{cases} 3x + \frac{1}{2}y = -4\\ \frac{8}{3}x + y = 2 \end{cases}$$

This method extends to larger nxn linear systems.

 $\begin{cases} 2x + y - z = 3 \\ -x + 2y + 4z = -3 \\ x - 2y - 3z = 4 \end{cases}$

8.4 Inverse Matrices (following text closely)

Much like ordinary algebraic equations, we may be asked to solve matrix equations.

Ex: If $A = \begin{bmatrix} 2 & 1 \\ 9 & 5 \end{bmatrix}$, $B = \begin{bmatrix} 3 & -1 \\ 2 & -4 \end{bmatrix}$, $X = \begin{bmatrix} x & y \\ z & w \end{bmatrix}$, solve the matrix equation 3A-2X=B for X

Ex: If $A = \begin{bmatrix} 2 & -3 \\ 3 & 4 \end{bmatrix}$, $B = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$, $X = \begin{bmatrix} x \\ y \end{bmatrix}$, solve the matrix equation AX=B.

We seek a matrix such that $A^{-1}A = AA^{-1} = I$. The matrix A^{-1} , if it exists, is called A inverse. (Note: A^{-1} does not mean $\frac{1}{A}$ here.

How do we find A^{-1} ? Consider the following example, which although not how we will actually find inverses, will give us an idea why the method we will learn works.

Ex to motivate inverse process (from text): Find the inverse if $A = \begin{bmatrix} 2 & -3 \\ 3 & 4 \end{bmatrix}$

Method for finding A^{-1} :			
[A I _n]	Gauss Jordan Elimination	$\begin{bmatrix} I_n \mid A^{-1} \end{bmatrix}$	

Using this method on the above matrix:

Using Matrix Equations and Matrix Inverses to solve linear systems.

Any linear system can be written in the form AX=B so if we could solve this type of equation, we can use this process as a new way of solving linear systems.

Ex: Now using the inverse above, we can finish the last example.

If $A = \begin{bmatrix} 2 & -3 \\ 3 & 4 \end{bmatrix}$, $B = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$, $X = \begin{bmatrix} x \\ y \end{bmatrix}$, solve the matrix equation AX=B.

Notice, the above matrix equation is equivalent to the system:

Any system of linear equations can be written in the form AX=B and solved in this manner.

Ex: Solve $\begin{cases} 4x + 6y = -5\\ 2x + 3y = 3 \end{cases}$ by writing it as a matrix equations and solving the matrix equations

Example: Given $A = \begin{bmatrix} 1 & 1 & 0 \\ -1 & 3 & 4 \\ 0 & 4 & 3 \end{bmatrix}$, find A^{-1}

Tip: You can check your answer *as you go* since $A^{-1}A$ should equal I

EX: Solve $\begin{cases} x + y = 5 \\ -x + 3y + 4z = 7 \\ 4y + 3z = 4 \end{cases}$

Unit 1 part 2– Introduction to Angles

B1 Angles and Degree measure (read text pg 1390+)

Terminology: Initial side, terminal side, standard position, positive/negative direction, complementary, supplementary, right angle, quadrantal angle, coterminal, greek names, etc.





Degree Measure







Locating Angles – Reference Angles

Make a rough sketch of each of the following angles in standard position. HOW did you decide where they were located?



Reference angles can help us determine where an angle is located. A reference angle is the **acute** angle formed by the terminal side of a given angle, θ , and the nearest portion of the <u>x-axis</u>. Find the reference angles for each of the angles above.

Going "backwards", sometimes we are given a reference angle and a quadrant corresponding to the terminal side of the angle and asked to locate the angle.

EX: Sketch an angle with reference angle of 10 degrees whose terminal side is in Quadrant 3. What is the measure of this angle? Give an angle <u>coterminal</u> with this angle. How many possible answers are there?



Other times the quadrant is not specified.

EX: Sketch terminal sides of all angles having reference angle of 30 degrees. How many such terminal sides are there? How many possible angles?



EX: Sketch terminal sides of all angles having reference angle of 83 degrees. How many such terminal sides are there? How many possible angles?



Converting Decimal Degrees \Leftrightarrow Degree-Minute-Second (DMS): Read book pg 1392-1393.

1 degree = 60 minutes , $1^{\circ} = 60'$ 1 minute = 60 seconds, 1' = 60'' Worksheet: Locating angles and REFERENCE ANGLES - degrees



(1) Make a rough sketch of each of the following angles in standard position and give the reference angle

(2) For each of the following acute angles, find 4 angles, one in each quadrant, having the given angle as a reference angle.

	Q1	Q2	Q3	Q4
20 [°]				
87 [°]				
$ heta^{\circ}(ext{think!})$				



Given that all the "blue angles" have a reference angle of 30 degrees write the angle measure for each of the blue angles. (see link on math 8 page for color)



Given that all the "green angles" all have a reference angle of 45 degrees , write the angle measure for each of the green angles.



6)_____135 degrees_____

- 10)_____
- 14)_

Given that all the "red angles" have a reference angle of 60 degrees write the angle measures for each of the red angles.



(worksheet contd) Locating Special Angles - Degrees

The "blue angles" all have a reference angle of 30 degrees . The "green angles" all have a reference angle of 45 . The "red angles" all have a reference angle of 60 degrees . (ignore the orange here)



Locate the following angle and write the corresponding number for each of the following angles. (You need to get quick at this)

135°6	315°	180°
210°	120°	300°
150°	420°	765°
-90°	-210°	-270°

10.1i Angles and Radian Measure

Another way of measuring angles comes historically from measuring the length, s, of an arc subtended by an angle, θ , whose vertex is at the center of the circle of radius r. (Central Angle).



We know the circumference of the circle is $C=2\pi r$ which leads to $\frac{C}{r}=2\pi$, that is the ratio of circumference to radius is a constant. In the same way, the ratio of arclength, s, to r is a constant. We call that constant θ , and define θ to be the radian measure. Thus $\frac{s}{r}=\theta$ where θ , is in radians. Radians is a "dimensionless" unit. Another way that the idea of a radian is typically defined is that 1 radian is the measure of a central angle that



Using this definition, we can determine how many radians are in one revolution.



Note: angle measure is not dependent on the size of the circle.

Now using the logic we did with degrees,







(1/12, 2/12 of revolution) Divide quadrant in thirds

Quadrantal Angles

(1/4 of revolution)

(1/8 revolution) Divide quadrant in half

Locating angles in Radians – Same logic but more arithmetic

Locate $\theta = 5\pi/6$ by comparing it to quadrantal angles to determine quadrant. Find and use reference angle. Also, find two angles coterminal with $\theta = 5\pi/6$



Locate each of the following angles (radians understood unless degrees specified) and find ref. angle.



EX: Sketch an angle with reference angle of $\theta = \pi/9$ whose terminal side is in Quadrant 2. Note: How many possible answers are there? Give an angle coterminal with this angle.

	5	
3	0	5

Other times the quadrant is not specified.

EX: Sketch angles with reference angle of $\theta = \pi/3$. How many such terminal sides are there? How many possible angles?

	5	
-	0	
-0	0	5
-	-5	

Converting Decimals Degrees:	1 revolution =	$2\pi \ radians = 360^{\circ}$, so conversion	factor is	π radians = 180°
1) Convert to radians					

a) 30°	b) 45°	C) 60°	d) 80°
---------------	---------------	-----------------	---------------

2) Convert to degrees		
a) $\frac{\pi}{10}$	b) $\frac{5\pi}{12}$	c) 1

Important Advice: Practice radians so you are comfortable and can "think in radians".





(1) Make a rough sketch of each of the following angles in standard position and give the reference angle in radians



Reference Angle:

(2) For each of the following	acute angles,	find 4 angles,	one in each	quadrant,	having the given
angle as a reference angle.	Answers shou	uld be given in	radians		

	Q1	Q2	Q3	Q4
π/7				
3π/8				
_{5π} /12				
1				
heta radians				



Given that all the "blue angles" have a reference angle of $\pi/6$ radians, write the angle measure for each of the blue angles.



Given that all the "green angles" all have a reference angle of $\pi/4$ radians, write the angle measure in radians for each of the green angles.



14)

Given that all the "red angles" have a reference angle of $\pi/3$ radians, write the angle measure in radians for each of the red angles.



(worksheet cont'd next page) (worksheet cont'd) Worksheet: Locating Special Angles Worksheet 2 radians Na

Name: _____

The "blue angles" all have a reference angle of $\pi/6$ radians. (see website for colors) The "green angles" all have a reference angle of $\pi/4$ radians. . The "red angles" all have a reference angle of $\pi/3$ radians. (ignore the orange here)



Locate the following angle and write the corresponding number for each of the following angles. (You need to get quick at this)





Given that all the "blue angles" have a reference angle of 30 degrees or $\pi/6$ radians, write the angle measures, both in radians AND degrees, for each of the blue angles.



Given that all the "green angles" all have a reference angle of 45 degrees or $\pi/4$ radians, write the angle measures, both in radians AND degrees, for each of the green angles.



- 10)_____
- 14)

Given that all the "red angles" have a reference angle of 60 degrees or $\pi/3$ radians, write the angle measures, both in radians AND degrees, for each of the red angles.



(worksheet cont'd)

Special Angles Worksheet -Mixed

The "blue angles" all have a reference angle of 30 degrees or $\pi/6$ radians. The "green angles" all have a reference angle of 45 degrees or $\pi/4$ radians. The "red angles" all have a reference angle of 60 degrees or $\pi/3$ radians. (ignore the orange here)



Write the corresponding number for each of the following angles. (You need to get quick at this)



<u>Symmetry and Important Points on the Unit Circle.</u> We are often interested in looking where the terminal side of some of the "key angles" mentioned earlier intersect the "unit circle" $x^2 + y^2 = 1$.Notice the symmetry that angles with the same reference angle have (blue-> $\pi/6$, green-> $\pi/4$, red-> $\pi/3$). Suppose the points in the first guadrant were given. Can you fill in the rest?



taught/math 7ab/worksheets/unit%20circle012.pdf (see math 8 page – unit circle graphic)

Animation: <u>https://www.desmos.com/calculator/evltrytg3v</u> (see math 8 page – demos anim. w/triangle)

Practice knowing all these locations and points

https://www.purposegames.com/game/b58f83e30d (see math 8 page – unit circle practice)

Example:

Find the point on the unit circle corresponding to $\theta = \frac{\pi}{3}$	
Find the point on the unit circle corresponding to $\theta = \frac{5\pi}{6}$	
Find the point on the unit circle corresponding to $\theta = \frac{3\pi}{2}$	
Find the x coordinate of the point on the unit circle corresponding to $\theta = \frac{3\pi}{4}$	
Find the y coordinate of the point on the unit circle corresponding to $\theta = \frac{-\pi}{6}$	

How do we find those points in the first guadrant if they are not given?

Worksheet: Finding points on unit circle for key angles.



Find the points on the unit circle corresponding to each of the following angles

The "blue angles" all have a reference angle of 30 degrees or $\pi/6$ radians. The "green angles" all have a reference angle of 45 degrees or $\pi/4$ radians. The "red angles" all have a reference angle of 60 degrees or $\pi/3$ radians. You will need to be able to do this without the picture above so see what you can do without the picture,



Unit1: Systems and Angles

SAMPLE TEST

NOTE: Sample tests are not meant to be a complete study guide. This is just a test that was given on this material one time. Yours will be similar in length and difficulty but will not be exactly the same. There may be topics from the homework that are not covered on this test but WILL be on your test. Working these problems, without referring to notes or solutions should be only ONE PART of your study.

- Notebook should be turned in <u>before</u> test. It will not be accepted after.
- Phones must be turned OFF and put away. Any visible phone (smart watch, headphones, ipad etc.) will result in a grade F .
- No scratch paper or notes.
- No graphing calculator.
- No credit will be given for solutions if work is not shown.
- I expect clear and legible presentations.

(1) Same figure as on homework, see board for colors.

The "blue angles" all have a reference angle of 30 degrees or $\pi/6$ radians. The "green angles" all have a reference angle of 45 degrees or $\pi/4$ radians. The "red angles" all have a reference angle of 60 degrees or $\pi/3$ radians. (ignore the orange here) (12 points)



Write the corresponding number for each of the following angles:



(2) Solve using any of the methods discussed in class.

(10 points)

 $\begin{cases} 2x - y + z = 4\\ x + 3y + 2z = -1\\ 7x + 5z = 11 \end{cases}$

(3) Use <u>Cramer's Rule</u> to solve the following system.	$\begin{cases} x + 3y + z = 2 \\ x + y + 2z = 1 \\ 2x + 3y + 4z = 3 \end{cases}$	(8 points)

(No credit given for a different method)

(a-d, 2 points each; e,f 4 points each)

$$A = \begin{bmatrix} 8 & 3 \\ -1 & -2 \end{bmatrix} B = \begin{bmatrix} 1 & -2 & 0 & 4 \\ 3 & 1 & -3 & 2 \\ 0 & 5 & 1 & -1 \\ 0 & 2 & 1 & 1 \end{bmatrix} C = \begin{bmatrix} 9 & 3 \\ -4 & 1 \end{bmatrix} D = \begin{bmatrix} -1 & 7 & -1 \\ 3 & -2 & 1 \end{bmatrix}$$

Find the following, if possible. (If not possible, say so.)

(d) det(C)

(e) AD (f) det (B)

(5) Given
$$A = \begin{bmatrix} 0 & -1 & \frac{1}{2} \\ 3 & -4 & 3 \\ 1 & -2 & 3 \end{bmatrix}$$

(a) Find A⁻¹

(10 points)

(b) Solve the system of equations by writing it as a matrix equation Ax=B and using the inverse of the coefficient matrix (which you found in part a).

$\int -y + \frac{1}{2}z = 7$	
$\begin{cases} 3x - 4y + 3z = 1 \end{cases}$	(3 points)
$\begin{array}{c} x - 2y + 3z = 2 \end{array}$	

(6) (a) Convert from DMS (degree, minute seconds) to decimal degrees, show work. 19°45'72"
 (8 points)

(b) Convert from decimal degrees to DMS , show work. $~42.6^{\circ}$

(c) Convert from radians to degrees: $\frac{7\pi}{9}$

(d) Convert from degrees to radians, exactly (no calculator): 12°

(7) Graph the angle $\theta = 7\pi/12$ in standard position. Give two coterminal angles, one of which is positive and the other negative. Find the reference angle. (8 points)

<u>0</u>____ Coterminal positve _____ Coterminal negative _____ Ref angle_____

(8) (For each of the following acute angles, find 4 angles, one in each quadrant, having the given angle as a reference angle. Answer in the units given, exactly. (12 points)

	Q1	Q2	Q3	Q4
23 [°]				
2π/5				
0.2				

(7) Use matrix methods (Gaussian elimination or Gauss Jordan) to solve: (10 points)

-x-2y-z = -32x+y+z = 16x+y+2z = 9

You must obtain row echelon form or reduced row echelon form. Be sure to label operations performed at each step.