

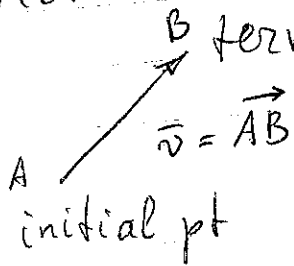
Linear Algebra

feedback! ☺

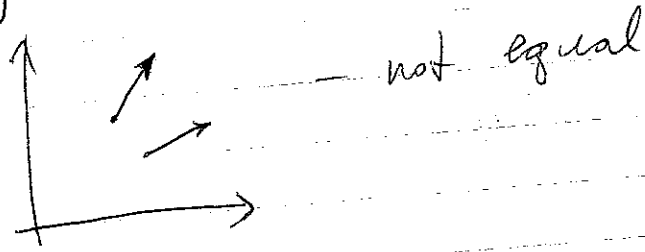
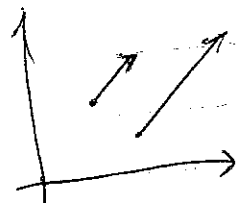
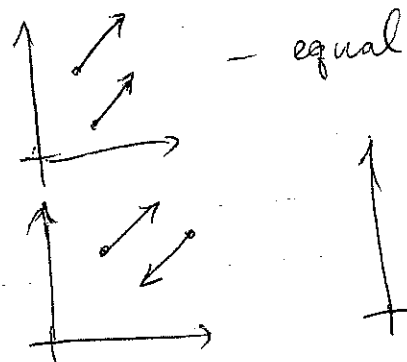
book Anton & Rorres "Elementary Linear Algebra", Chap. 4-7

Review of vectors and matrices (Chap. 3)

Vectors = directed line segments or arrows
 (Ex. velocity, force, displacement)



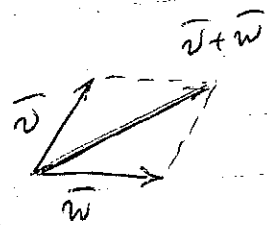
vectors are equal if they have the same length and direction (even with different initials pts)



length or norm $\|\vec{v}\| = |\overrightarrow{AB}|$

Operations:

1) Sum



parallelogram rule

vector + vector = vector



2) Multiplication by a scalar

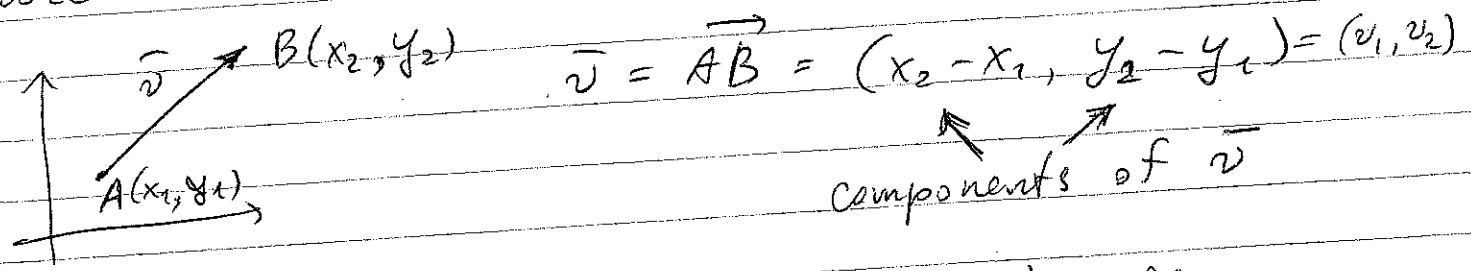
\vec{v} vector, k scalar $\Rightarrow k\vec{v}$ is vector with length $|k| \cdot \text{length}(\vec{v}) = |k| \cdot \|\vec{v}\|$,
 direction of $k\vec{v}$ the same as dir of \vec{v} if $k > 0$
 opposite to it if $k < 0$

If $k = 0$, then $k\vec{v} = \vec{0}$

scalar * vector = vector

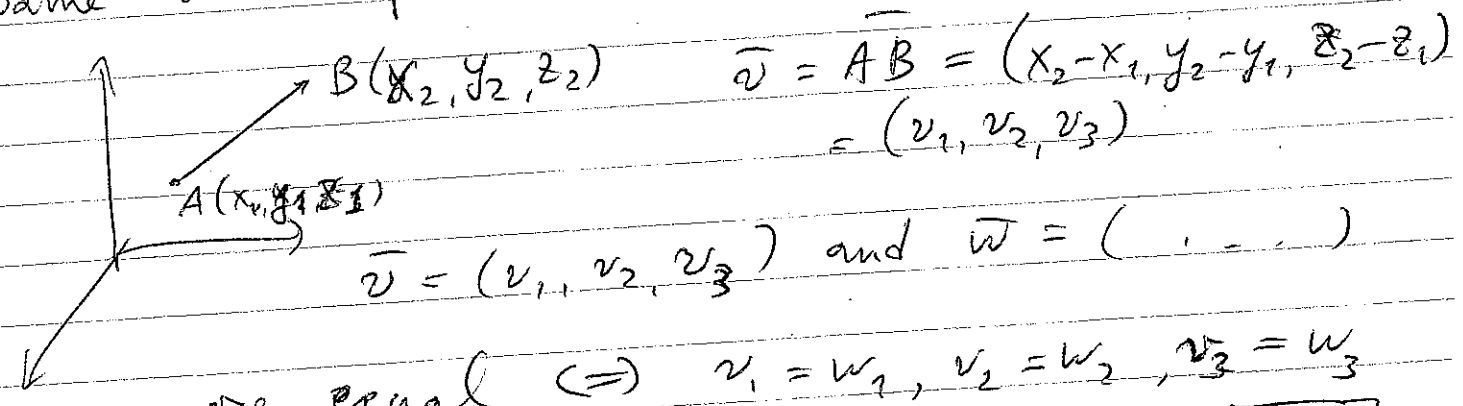
Web. How to work, P and Lect. Notes

Coordinates in 2- and 3- spaces :



Vectors $\vec{v} = (v_1, v_2)$, $\vec{w} = (w_1, w_2)$ are equal (\Leftrightarrow) the components are equal: $v_1 = w_1, v_2 = w_2$

Same in 3-space :



Length or norm: $\vec{v} = (v_1, v_2) \Rightarrow \|\vec{v}\| = \sqrt{v_1^2 + v_2^2}$

$\vec{v} = (v_1, v_2, v_3) \Rightarrow \|\vec{v}\| = \sqrt{v_1^2 + v_2^2 + v_3^2}$

Sum: $(v_1, v_2, v_3) + (w_1, w_2, w_3) = (v_1 + w_1, v_2 + w_2, \dots)$

Multiplication by k: $k(v_1, v_2, v_3) = (kv_1, kv_2, kv_3)$

Dot product of vectors

$\vec{v} = (v_1, v_2)$ & $\vec{w} = (w_1, w_2)$ $\vec{v} \cdot \vec{w} = v_1 w_1 + v_2 w_2$

vector \cdot vector = scalar

Similar in 3-space: $(v_1, v_2, v_3) \cdot (w_1, w_2, w_3) = v_1 w_1 + \dots$

If $\vec{v} \neq 0, \vec{w} \neq 0$:
 $\vec{v} \cdot \vec{w} = \|\vec{v}\| \cdot \|\vec{w}\| \cdot \cos \theta$, where θ - angle between \vec{v}, \vec{w}

Vectors in n-space :

Ordered n-tuple is a sequence of n real numbers:

$$(a_1, a_2, \dots, a_n)$$

\mathbb{R}^n Euclidean n-space = the sets of all ^{ordered} n-tuples

An n-vector = vector in \mathbb{R}^n = vector in n-space
 = ordered n-tuple $\vec{v} = (v_1, v_2, \dots, v_n)$

$\vec{v} = (v_1, \dots, v_n)$, $\vec{w} = (w_1, \dots, w_n)$ are equal
 if $v_1 = w_1, \dots, v_n = w_n$

The sum: $\vec{v} + \vec{w} = (v_1 + w_1, \dots, v_n + w_n)$

Scalar multipl: $k\vec{v} = (kv_1, \dots, kv_n)$

Zero vector: $\vec{0} = (0, \dots, 0)$

Norm (or length) ~~or Euclidean norm~~:

$$\|\vec{v}\| = \sqrt{v_1^2 + \dots + v_n^2} \quad \text{also call Euclidean norm or length}$$

Dot product (or Euclidean inner product):

$$\vec{v} = (v_1, \dots, v_n), \vec{w} = (w_1, \dots, w_n), \vec{v} \cdot \vec{w} = v_1 w_1 + \dots$$

~~$\vec{v} \cdot \vec{w} = \|\vec{v}\| \|\vec{w}\| \cos \theta$~~
 The angle θ between \vec{v}, \vec{w} can now be defined ^{obtained from}

$$\cos \theta = \frac{\vec{v} \cdot \vec{w}}{\|\vec{v}\| \cdot \|\vec{w}\|} = c, \quad \text{That } |c| \leq 1 \text{ is guaran}$$

by Cauchy - Schwarz inequality: $|\vec{v} \cdot \vec{w}| \leq \|\vec{v}\| \cdot \|\vec{w}\|$

Ex. Evaluate $\vec{u} + \vec{v}$, $\|\vec{u} - 2\vec{v}\|$, $\vec{u} = (1, 0, 1)$, $\vec{v} = (-1, 0, 2, 1)$

in sequence: $\|\vec{v} + \vec{w}\| \leq \|\vec{v}\| + \|\vec{w}\|$

indeed

Orthogonal vectors: $\vec{v} \neq 0$ and $\vec{w} \neq 0$ are orthog. if $\theta = \frac{\pi}{2}$
 $\Leftrightarrow \cos \theta = 0 \Leftrightarrow \vec{v} \cdot \vec{w} = 0$

E.g. $(1, 0, 0, 0)$, $(0, 1, 0, 0)$ are orthog.
 $(1, 1, 0, 0)$, $(0, 1, 0, 0)$ not orthog.

Ex. For which k are $\vec{u} = (k, 0, -1)$, $\vec{v} = (5, 0, 0)$ orth.

Review on linear systems and Matrices

Lin syst: $\begin{cases} 2x + y = 5 \\ 3z = 1 \\ x - z = 0 \end{cases} \Leftrightarrow \begin{cases} 2x + y + 0z = 5 \\ 0x + 0y + 3z = 1 \\ x + 0y - z = 0 \end{cases}$

Matrix notation: $\begin{pmatrix} 2 & 1 & 0 \\ 0 & 0 & 3 \\ 1 & 0 & -1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 5 \\ 1 \\ 0 \end{pmatrix}$ or $A\vec{u} = \vec{b}$

Here $A = \begin{pmatrix} 2 & 1 & 0 \\ 0 & 0 & 3 \\ 1 & 0 & -1 \end{pmatrix}$ is 3×3 matrix

$\vec{u} = \begin{pmatrix} x \\ y \\ z \end{pmatrix}$, $\vec{b} = \begin{pmatrix} 5 \\ 1 \\ 0 \end{pmatrix}$ are vectors written as column

Matrix multiplication: row by column

ex $\begin{pmatrix} 2 & 1 & 0 \\ 0 & 0 & 3 \\ 1 & 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 2x + y + 0z \\ 0x + 0y + 3z \\ 1x + 0y - 1z \end{pmatrix}$

General: $A = \begin{pmatrix} a_{11} & \dots & a_{1r} \\ a_{i1} & \dots & a_{ir} \\ a_{m1} & \dots & a_{mr} \end{pmatrix}$

$B = \begin{pmatrix} b_{11} & \dots & b_{1n} \\ \vdots & \dots & \vdots \\ b_{m1} & \dots & b_{rn} \end{pmatrix}$

(Chap 1.3) $\begin{pmatrix} m \times r \text{ matrix} \end{pmatrix} = \begin{pmatrix} m \times n \end{pmatrix} \begin{pmatrix} r \times n \text{ matrix} \end{pmatrix}$ matrix

$$(AB)_{ij} = (a_{i1}, \dots, a_{ir}) \begin{pmatrix} b_{1j} \\ \vdots \\ b_{rj} \end{pmatrix} = \quad (5)$$

$$= a_{i1} b_{1j} + a_{i2} b_{2j} + \dots + a_{ir} b_{rj}$$

$$= \sum_{k=1}^r a_{ik} b_{kj}$$

Transpose matrix: $A^T = \begin{pmatrix} a_{11} & \dots & a_{m1} \\ \vdots & & \vdots \\ a_{1r} & \dots & a_{mr} \end{pmatrix}$

$$\vec{u} = (u_1, \dots, u_n)$$

$$\vec{u}^T = \begin{pmatrix} u_1 \\ \vdots \\ u_n \end{pmatrix} \quad (\text{Chap. 4.1})$$

Dot product: $\vec{v} = (v_1, \dots, v_n)$,

$$\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}^T = \sum_{i=1}^n v_i u_i \quad \begin{pmatrix} u_1 \\ \vdots \\ u_n \end{pmatrix}$$

dot product matrix prod.

Functions or maps or transformations
from \mathbb{R}^n to \mathbb{R}^m : (Chap. 4.2)

$$\vec{x} = (x_1, \dots, x_n) \in \mathbb{R}^n, \quad \vec{w} = (w_1, \dots, w_m) \in \mathbb{R}^m$$

$$\begin{cases} w_1 = f_1(x_1, \dots, x_n) \\ w_2 = f_2(\dots) \end{cases}$$

Briefly: $\vec{w} = f(\vec{x})$

$$\begin{cases} w_m = f_m(x_1, \dots, x_n) \end{cases}$$

$$f: \mathbb{R}^n \rightarrow \mathbb{R}^m$$

Ex. $\begin{cases} w_1 = x_1 + x_2 \\ w_2 = x_2^2 \\ w_3 = e^{x_1} \end{cases}$ $f: \vec{w} = (w_1, w_2, w_3) = f(x_1, x_2)$
 $f: \mathbb{R}^2 \rightarrow \mathbb{R}^3$

$$f(0, 1) = (0+1, 1^2, e^1) = (1, 1, e)$$

(5.1)

Use of matrix version of dot product

$$\vec{u} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 1 \\ 1 & 0 \\ -1 & 0 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \quad \vec{v} = \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}$$

$$\vec{u} \cdot \vec{v} = (0 \ 1 \ 0) \begin{pmatrix} 1 & 0 & 1 \\ 1 & 0 \\ -1 & 0 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} = (0 \ 1 \ 0) \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} = 2 \quad \begin{array}{l} \downarrow \\ \text{more} \\ \text{convincing} \end{array}$$

$$\vec{u} = \begin{pmatrix} 1 & -1 & 1 \\ 2 & 1 & 3 \\ 1 & -1 & 5 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \quad \vec{v} = \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}$$

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

Transformation $T_A \leftrightarrow$ Matrix A (standard matrix of transf.)

$$T(x_1, x_2) = (x_1, 2x_2, x_1 + x_2) = (w_1, w_2, w_3)$$

$$\begin{pmatrix} w_1 \\ w_2 \\ w_3 \end{pmatrix} = \begin{pmatrix} x_1 \\ 2x_2 \\ x_1 + x_2 \end{pmatrix} = \begin{pmatrix} x_1 & 0x_2 \\ 0x_1 & 2x_2 \\ x_1 & x_2 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 2 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$$

$\begin{matrix} x_1 & & \\ & x_2 & \\ & & A \end{matrix}$

A transformation matrix of T

A transformation f is linear if all functions f_1, \dots, f_m are linear: (6)

$$\begin{cases} w_1 = a_{11}x_1 + \dots + a_{1n}x_n \\ \vdots \\ w_m = a_{m1}x_1 + \dots + a_{mn}x_n \end{cases} \quad \text{or} \quad \begin{pmatrix} w_1 \\ \vdots \\ w_m \end{pmatrix} = A \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix}$$

$$\bar{w} = A\bar{x}$$

Example f is given by the matrix A e.g.

$$A = \begin{pmatrix} 1 & 0 \\ 0 & 2 \\ 1 & 1 \end{pmatrix} \quad \begin{pmatrix} w_1 \\ w_2 \\ w_3 \end{pmatrix} = A \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 1 \cdot x_1 + 0 \cdot x_2 \\ 0 \cdot x_1 + 2 \cdot x_2 \\ 1 \cdot x_1 + 1 \cdot x_2 \end{pmatrix} = \begin{pmatrix} x_1 \\ 2x_2 \\ x_1 + x_2 \end{pmatrix}$$

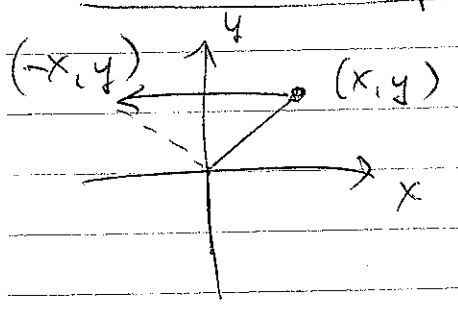
Ex. Calculate the value of f at $(x_1, x_2) = (1, -1)$

$$f(1, -1) = A \begin{pmatrix} 1 \\ -1 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 2 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ -1 \end{pmatrix} = \begin{pmatrix} 1 \cdot 1 - 1 \cdot 0 \\ 1 \cdot 0 - 1 \cdot 2 \\ 1 \cdot 1 - 1 \cdot 1 \end{pmatrix} = \begin{pmatrix} 1 \\ -2 \\ 0 \end{pmatrix}$$

Examples of linear transformations (Ch. 4.2) $T = T_A$

Reflection Operators

A standard matrix of T



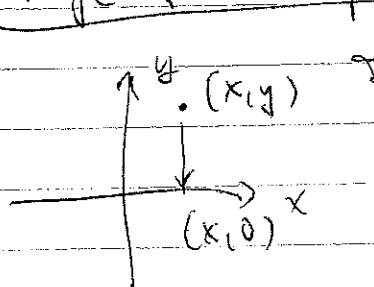
$$T(x, y) = (-x, y) \Rightarrow \begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} -x \\ y \end{pmatrix}$$

$$\begin{cases} x'_1 = -x = -1 \cdot x + 0 \cdot y \\ y'_2 = y = 0 \cdot x + 1 \cdot y \end{cases} \Rightarrow \begin{pmatrix} x'_1 \\ y'_2 \end{pmatrix} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}$$

$\begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}$ matrix of the reflection about the y -axis.

Projection Operators

\rightarrow same in \mathbb{R}^3 onto planes



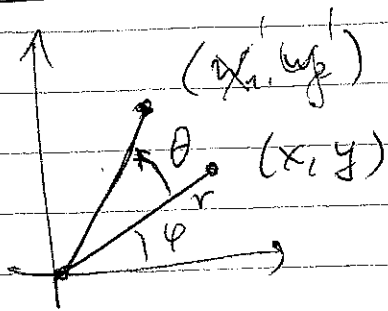
$$T(x, y) = (x, 0) = \begin{pmatrix} x'_1 \\ y'_2 \end{pmatrix}$$

$$\begin{cases} x'_1 = x = 1 \cdot x + 0 \cdot y \\ y'_2 = 0 = 0 \cdot x + 0 \cdot y \end{cases} \Rightarrow \begin{pmatrix} x'_1 \\ y'_2 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}$$

Rotation Operators

Euler's formula e^{x+iy}

(7)



$$x = r \cos \varphi \quad x' = r \cos(\theta + \varphi)$$

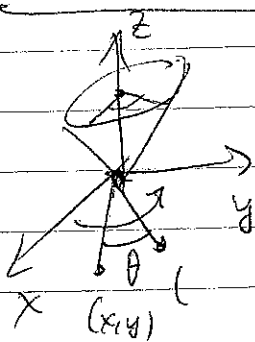
$$y = r \sin \varphi \quad y' = r \sin(\theta + \varphi)$$

$$= r \cos \theta \cos \varphi - r \sin \theta \sin \varphi$$

$$= r \sin \theta \cos \varphi + r \cos \theta \sin \varphi$$

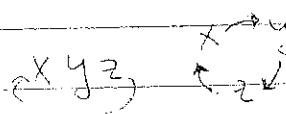
$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} x \cos \theta - y \sin \theta \\ x \sin \theta + y \cos \theta \end{pmatrix} = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}$$

Rotation in \mathbb{R}^3 About the z-axis:



$$\begin{cases} x' = x \cos \theta - y \sin \theta \\ y' = x \sin \theta + y \cos \theta \\ z' = z \end{cases}$$

$$A = \begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix}$$



$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta \\ 0 & \sin \theta & \cos \theta \end{pmatrix}$$

Dilation and Contraction

$T(\bar{x}) = k\bar{x}$ - contraction for $0 \leq k < 1$
 - dilation for $k \geq 1$

$$\begin{cases} x' = kx = k \cdot x + 0y \\ y' = ky = 0x + k \cdot y \end{cases} \quad A = \begin{pmatrix} k & 0 \\ 0 & k \end{pmatrix}$$

Composition $T_A: \mathbb{R}^n \rightarrow \mathbb{R}^k, T_B: \mathbb{R}^k \rightarrow \mathbb{R}^m$

$$T_B \circ T_A(\bar{x}) = T_B(T_A(\bar{x})) = B(A\bar{x}) = (BA)\bar{x}$$

$T_B \circ T_A$ - linear transf. with matrix $B \cdot A$

Example: Composition of refl about x- and y- axes

Subspaces (Chap. 5.2)

8

$W = \mathbb{R}^n$ - the main space = ambient space

(\mathbb{R}^n = the set of n -tuples (x_1, \dots, x_n))

Def. A subset V of W is called a subspace if it is closed under vector additions and mult^y by scalars:

That is, if $\vec{u}, \vec{v} \in V$, then $\vec{u} + \vec{v} \in V$
and if $k \in \mathbb{R}$, $\vec{u} \in V$, then $k\vec{u} \in V$

Corollary If V is a subspace

Ex. (1) Lines in \mathbb{R}^2 : Given any $\vec{v} \neq 0$ in \mathbb{R}^2 defines the line $l_{\vec{v}} = \{t\vec{v} : t \in \mathbb{R}\}$ - the line in the direction of \vec{v}

l is the subspace: $t_1\vec{v}, t_2\vec{v} \in l \Rightarrow t_1 + t_2$

$$t_1\vec{v} + t_2\vec{v} = (t_1 + t_2)\vec{v} \in l$$

$$k \in \mathbb{R}, t\vec{v} \in l \Rightarrow k(t\vec{v}) = (kt)\vec{v} \in l$$

(2) Similar e.g., $\vec{v} = (1, 2)$, $l_{\vec{v}} = \{(1, 2)t\} = \{(t, 2t)$
(2) Similar $l_{(1,0)}$ is x -axis, $l_{(0,1)}$ is y -axis

(2) Similar: Lines in \mathbb{R}^3

Ex. $\vec{v} = (1, 0, -3)$

(3) Planes in \mathbb{R}^3 : one linear equation:

$$x + 2y - 3z = 0 \text{ is the plain } V$$

$$\vec{u}_i = (x_i, y_i, z_i) \in V,$$

Examples $\{(a, b, a+b)\}$, $\{(a, b, 1)\}$

$\{(x, y) : x > 0\}$ closed under sums but not under multiplication with -1

More general: Solution Spaces of Homogeneous Linear Systems:

$$\begin{cases} a_{11}x_1 + \dots + a_{1n}x_n = 0 \\ \dots \\ a_{m1}x_1 + \dots + a_{mn}x_n = 0 \end{cases} \quad A = \begin{pmatrix} a_{11} & \dots & a_{1n} \\ \dots & \dots & \dots \\ a_{m1} & \dots & a_{mn} \end{pmatrix}$$

If $\bar{x} = (x_1, \dots, x_n)$ is solution, $\bar{x}' = (x'_1, \dots, x'_n)$ another sol.
 $\Rightarrow \bar{x} + \bar{x}' = (x_1 + x'_1, \dots, x_n + x'_n)$ is also a sol.
 If \bar{x} is sol. and $k \in \mathbb{R}$, then $k\bar{x}$ is also a sol.

Short form: (*) $\Leftrightarrow A\bar{x} = 0$

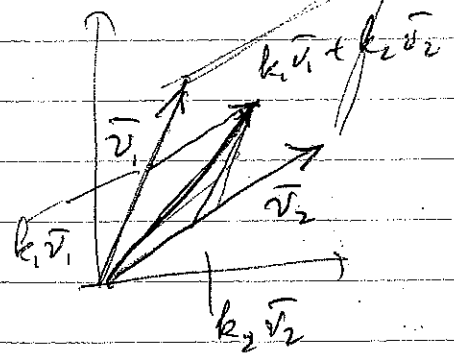
So: $A\bar{x} = 0, A\bar{x}' = 0 \Rightarrow A(\bar{x} + \bar{x}') = A\bar{x} + A\bar{x}' = 0$
 $A(k\bar{x}) = 0 \Rightarrow A(k\bar{x}) = kA\bar{x} = 0$

Linear Combinations of vectors and their span

\bar{v}_1, \bar{v}_2 vectors, k_1, k_2 scalars
 \Rightarrow the $k_1\bar{v}_1 + k_2\bar{v}_2$ is called linear comb. of \bar{v}_1, \bar{v}_2
 vector

If V is a subspace, it contains all linear comb. of its vectors.

Ex: Plane V in \mathbb{R}^3 , ~~Furthermore~~



More generally:
 $k_1\bar{v}_1 + \dots + k_r\bar{v}_r$

Ex. which are lin. comb. of $\bar{v}_1 = (0, -1, 1)$
 $\bar{v}_2 = (1, 0, -1)$

- (a) $(1, -1, 0)$
- (b) $(1, 0, 0)$

Ex. Plane $V: x + y + z = 0$, solutions $\bar{v}_1 = (1, 0, -1)$
 $\bar{v}_2 = (0, 1, -1)$

lin. comb. $k_1\bar{v}_1 + k_2\bar{v}_2 = \dots$
 $V =$ precisely all lin. comb.

Thm. Given any vectors $\vec{v}_1, \dots, \vec{v}_r$
 the set of all lin comb. is a subspace
 It is called the span of $\vec{v}_1, \dots, \vec{v}_r$
 the space spanned by ...

$$V = \text{span} \{ \vec{v}_1, \dots, \vec{v}_r \}$$

Ex. $(0,1), (1,0)$ span \mathbb{R}^2
 $(0,1), (1,0), (1,1)$ —||—
 $(0,1), (1,1)$ —||—
 $(0,1), (0,-1)$ span x -axis

~~$(1,0,0), (0,1,0)$~~ , In \mathbb{R}^3 ...

Determine whether the vectors span \mathbb{R}^3 :

a) $\vec{v}_1 = (1,1,1), \vec{v}_2 = (1,0,1), \vec{v}_3 = (0,1,1)$

$$(x,y,z) = k_1 \vec{v}_1 + k_2 \vec{v}_2 + k_3 \vec{v}_3 = k_1(1,1,1) + k_2(\dots) + k_3$$

$$\begin{cases} x = k_1 + k_2 \\ y = k_1 + k_3 \\ z = k_1 + k_2 + k_3 \end{cases} \quad \begin{cases} k_2 = z - y \\ k_3 = z - x \\ k_1 = x - k_2 = x - z + y \end{cases} \quad \begin{cases} k_2 = x - k_1 \\ y = k_1 + k_3 \\ z = k_1 + x - k_1 + k_3 \end{cases}$$

Ex. (b) $(1,0,-1), (0,1,0), (1,1,-1)$

$$\begin{cases} x = k_1 + k_3 \\ y = k_2 + k_3 \\ z = -k_1 - k_3 \end{cases} \quad \begin{cases} k_1 = x - k_3 \\ y = k_2 + k_3 \\ z = -x + k_3 - k_3 \end{cases} \quad \begin{matrix} \text{only solvable in} \\ (k_1, k_2, k_3) \mid \\ \text{for } z = -x \end{matrix}$$

Ex. (a) Find parametric eq. for the line spanned by $\vec{u} = (1,0,3)$
 $L_{\vec{u}} = \{ k\vec{u} \}$ or $\vec{x} = k\vec{u}$

(b) Find eq. for plane spanned by $\vec{v}_1 = (0,1,1), \vec{v}_2 = (-1,0,1)$
 ~~$ax + by + cz = 0$~~ eliminate x, y, z

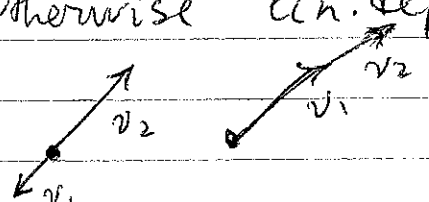
Linear Independence (Ch. 5.3)

(11)

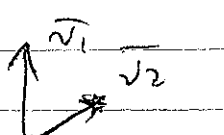
$\{\vec{v}_1, \dots, \vec{v}_r\}$ is lin. indep. if the equation

$k_1 \vec{v}_1 + \dots + k_r \vec{v}_r = 0$ has only the trivial solution $k_1 = \dots = k_r = 0$

Otherwise lin. dependent.

Ex.  $\vec{v}_2 = k \vec{v}_1 \Rightarrow k \vec{v}_1 - \vec{v}_2 = 0$
 \Rightarrow lin. dependent

Vice versa $k_1 \vec{v}_1 + k_2 \vec{v}_2 = 0$

 \vec{v}_1, \vec{v}_2 lin. indep.

Ex. $\vec{v}_1(1, 0, 1), \vec{v}_2(0, 1, 0), \vec{v}_3(1, 1, 1)$ are lin. dep:
 $\vec{v}_1 + \vec{v}_2 - \vec{v}_3 = 0$

Ex. The unit direction vectors $\vec{i} = (1, 0, 0), \vec{j} = (0, 1, 0)$
 $\vec{k} = (0, 0, 1)$ are lin. indep.

Geom.

Thm. A set $\{\vec{v}_1, \dots, \vec{v}_r\}$ is lin. dep. if and only if one is expressible as comb. of the others

Ex. ~~3 vectors~~ A set of 3 vectors in \mathbb{R}^2 is always lin. dep.

Thm. If $r > n$, any set of r vectors $\vec{v}_1, \dots, \vec{v}_r$ is lin. dep.

Ex. Determine whether the vect. are lin. indep. 12

(a) $\vec{v}_1 = (0, 0, 2)$, $\vec{v}_2 = (1, -1, 0)$, $\vec{v}_3 = (2, -2, 2)$

(b) $\vec{v}_1 = (0, 0, 2, 0)$, $\vec{v}_2 = (1, -1, 0, 0)$, $\vec{v}_3 = (2, -2, 2, 1)$

$$k_1 \vec{v}_1 + k_2 \vec{v}_2 + k_3 \vec{v}_3 = 0$$

(c) $\vec{v}_1 = (0, 0, 0)$, $\vec{v}_2 = (1, 0, 0)$: $\vec{v}_1 = 0 \Rightarrow$ always lin. dep.

Geometric Interpret. : a

In \mathbb{R}^2 : do not lie in the same line

In \mathbb{R}^3 : ———— plane

Ex. Determine whether the vect. are in the same plane

$$\vec{v}_1 = (1, -1, 0), \vec{v}_2 = (-2, 2, 0), \vec{v}_3 = (0, 1, 1)$$

$$2\vec{v}_1 - \vec{v}_2 = 0$$

Same vectors: (a) determine whether they are in the same li

(b) Are any two of them in the same line?

Basis and Dimension (Ch. 5.4)

13

To span a line: need 1 vector
plane: two vectors not in one line
3-space: 3 vectors not in one plane

lin. indep.

Def. A basis in a subspace $V \subset \mathbb{R}^m$ is a collection $\{\vec{v}_1, \dots, \vec{v}_n\}$ which

(a) spans V

(b) is linearly independent

In \mathbb{R}^2 : $\vec{v}_2 = (0, 1)$
 $\vec{v}_1 = (1, 0)$ basis

not basis;
does not span

$\vec{v}_1, \vec{v}_2, \vec{v}_3$ not basis:
lin. dep.

Basis Representation If $S = \{\vec{v}_1, \dots, \vec{v}_n\}$ a basis,

every vector $\vec{v} \in V$ can be uniquely expressed as
 $\vec{v} = c_1 \vec{v}_1 + \dots + c_n \vec{v}_n$

Can consider (c_1, \dots, c_n) as "nonrectangular" coordinates relative to the basis S

Have one-to-one correspondence:

$$(c_1, \dots, c_n) \leftrightarrow \vec{v} = c_1 \vec{v}_1 + \dots + c_n \vec{v}_n$$

(the order of coordinates depends on the order of \vec{v}_i)

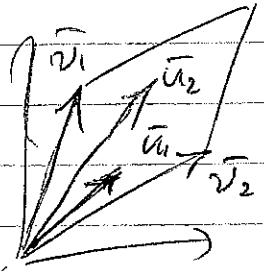
Ex. Standard basis: $\vec{i} = (1, 0)$, $\vec{j} = (0, 1)$ in \mathbb{R}^2

In \mathbb{R}^3 : $\vec{i} = (1, 0, 0)$, \vec{j} , \vec{k} in \mathbb{R}^3

In \mathbb{R}^n : $e_1 = (1, 0, \dots, 0)$, $e_2 = (0, 1, 0, \dots, 0)$, ...

Ex. Is $S = \{\bar{v}_1, \bar{v}_2, \bar{v}_3\}$ a basis:

Different bases in the same space:



Thm. All bases in the same space have the same number of vectors

This ~~number~~ unique invariant number $\dim V \rightarrow$ is called the dimension of the space

$\dim \mathbb{R}^2 = 2$, $\dim \mathbb{R}^3 = 3$, $\dim \mathbb{R}^n = n$

Ex. Find dimension of the solution space:

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

$$\begin{cases} x = -y + z \\ y = -\frac{2}{3}z \\ 0 = 0 \end{cases} \Rightarrow \begin{cases} x = \frac{5}{3}z \\ y = -\frac{2}{3}z \end{cases} \quad V = \text{set of all solutions}$$

z is free! choose $z = 1$

$$\begin{cases} x - y = 0 \\ y - 2z + t = 0 \end{cases} \Rightarrow \begin{cases} x = y \\ y = 2z - t \end{cases} \Rightarrow \begin{cases} x = 2z - t \\ y = 2z - t \end{cases}$$

(z, t) free! Choose $\bar{v}_1 = (x, y, z, t)$ with $z=1, t=0$
 $\bar{v}_1 = (2, 2, 1, 0)$

Choose $\bar{v}_2 = (x, y, z, t)$ with $z=0, t=1$
 $x = -1 = y$ $\bar{v}_2 = (-1, -1, 0, 1)$

Useful thm. If $\dim V = n$ and $S = \{\vec{v}_1, \dots, \vec{v}_m\}$,
 then S basis if and only if S is lin. indep.
 iff S spans V

Ex. Check if ~~the~~ the following is a basis in \mathbb{R}^2 :

(1) $\vec{v}_1 = (1, -1)$, $S = \{\vec{v}_1\}$
 \rightarrow only 1 vector \rightarrow less than $\dim \mathbb{R}^2 = 2$
 \Rightarrow not a basis

(2) $S = \{\vec{v}_1, \vec{v}_2\}$, $\vec{v}_1 = (1, -1)$, $\vec{v}_2 = (-1, 2)$

Lin dependence: $k_1 \vec{v}_1 + k_2 \vec{v}_2 = 0$

$$\begin{cases} k_1 \cdot 1 - k_2 \cdot 1 = 0 \\ k_1(-1) + k_2 \cdot 2 = 0 \end{cases} \Rightarrow \begin{cases} k_1 = k_2 \\ -k_1 + 2k_2 = 0 \end{cases}$$

$\Rightarrow k_2 = 0 \Rightarrow k_1 = 0 \Rightarrow$ only trivial solution $(k_1, k_2) = (0, 0)$

\Rightarrow lin. indep. \Rightarrow ~~not~~ a basis by thm. \uparrow

(3) $S = \{\vec{v}_1, \vec{v}_2, \vec{v}_3\}$, $\vec{v}_1 = (1, -1)$, $\vec{v}_2 = (-1, 2)$

\Rightarrow 3 vectors \Rightarrow more than $\dim \mathbb{R}^2 = 2$
 \Rightarrow not a basis

Representing a Vector using a basis (Ch. 5.4) (16)

Nonrectangular coordinates

Ex. Find the coordinates of \vec{v} wrt. a basis

$$\vec{v} = (1, 2), \text{ basis } S = \{ \vec{v}_1, \vec{v}_2 \}, \vec{v}_1 = (0, 1), \vec{v}_2 = (1, -1)$$

$$\vec{v} = c_1 \vec{v}_1 + c_2 \vec{v}_2 \quad \begin{cases} 1 = c_1 \cdot 0 + c_2 \cdot 1 \\ 2 = c_1 \cdot 1 + c_2 \cdot (-1) \end{cases} \quad \begin{cases} c_2 = 1 \\ 2 = c_1 - c_2 \end{cases}$$

$$c_1 = 2 + c_2 = 3$$

The coordinates are $(1, 3)$: $\vec{v} = 1 \cdot \vec{v}_1 + 3 \cdot \vec{v}_2$

Another same vector, another basis

$$v_1 = (0, 1), v_2 = (1, 1)$$

$$\begin{cases} 1 = c_1 \cdot 0 + c_2 \cdot 1 \\ 2 = c_1 \cdot 1 + c_2 \cdot 1 \end{cases} \quad \begin{cases} c_2 = 1 \\ 2 = c_1 + c_2 \end{cases} \quad \begin{matrix} c_1 = 1 \\ c_2 = 1 \end{matrix}$$

$$\text{Coord : } (1, 1) : \vec{v} = 1 \cdot \vec{v}_1 + 1 \cdot \vec{v}_2$$

Ex. $\begin{cases} x_1 - x_2 + x_4 = 1 \\ 2x_4 + x_2 = 0 \end{cases} \Rightarrow \begin{cases} x_1 = 1 + x_2 - x_4 \\ x_2 = -2x_4 \end{cases}$

$x_3 = t, x_4 = s, x_1 = 1 + t - s, x_2 = -2s$

$$\begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{pmatrix} = \begin{pmatrix} 1+t-s \\ -2s \\ t \\ s \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} + t \begin{pmatrix} 1 \\ 0 \\ 1 \\ 0 \end{pmatrix} + s \begin{pmatrix} -1 \\ -2 \\ 0 \\ 1 \end{pmatrix}$$

$\parallel \bar{x}_0$ $\parallel \bar{v}_1$ $\parallel \bar{v}_2$
 Particular Solution \bar{x}

Write as $A\bar{x} = \bar{b}$

$A = \begin{pmatrix} 1 & 0 & -1 & 1 \\ 0 & 1 & 2 & 0 \end{pmatrix}$

$\Rightarrow \{\bar{v}_1, \bar{v}_2\}$ is basis for the nullspace of A

Ex. Find basis for the nullsp. of A:

$A = \begin{pmatrix} 0 & 1 & -1 & 2 & 0 \\ 1 & 1 & 0 & 0 & 0 \end{pmatrix} \quad A \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \end{pmatrix} = 0$

~~$x_1 \quad x_2 \quad x_3 \quad x_4 \quad x_5$~~

$\begin{cases} x_2 - x_3 + 2x_4 = 0 \\ x_1 + x_2 = 0 \end{cases} \Rightarrow \begin{cases} x_1 = -x_2 \\ x_3 = x_2 + 2x_4 \end{cases}$

~~$x_2 = t, x_4 = s, x_5 = 0 \Rightarrow x_1 = -t, x_3 = t + 2s$~~

~~$\begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \end{pmatrix} = \begin{pmatrix} -t \\ t \\ t + 2s \\ s \\ 0 \end{pmatrix}$~~