

Sep 22, 2016

Reversing the problem of solving a
system of equations
Intersect two affine subspaces

$$\left[\begin{array}{c} (w, x, y, z) \\ \left[\begin{array}{c} 1 \\ 2 \\ 3 \end{array} \right] + \left[\begin{array}{cc} 2 & 3 \\ 1 & 1 \\ 4 & 5 \\ 0 & 1 \end{array} \right] \left[\begin{array}{c} s \\ t \end{array} \right] \end{array} \right] = \left[\begin{array}{c} 1 \\ 2 \\ 3 \end{array} \right]$$

particular homogeneous

$$\begin{bmatrix} 1 & -2 & 0 & -1 \\ 0 & -4 & 1 & -1 \end{bmatrix} \begin{bmatrix} 2 & 3 \\ 1 & 1 \\ 4 & 5 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix} = 0$$

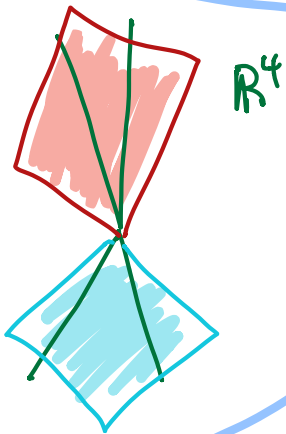
transpose

$$\begin{bmatrix} 2 & 1 & 4 & 0 \\ 3 & 1 & 5 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ -2 & -4 \\ 0 & 1 \\ -1 & -1 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$$

$$\begin{bmatrix} 2 & 1 & 4 & 0 \\ 1 & 0 & 1 & 1 \end{bmatrix} \quad \textcircled{2} \leftarrow \textcircled{2} - \textcircled{1}$$

$1 - 2 \quad -1 = 0$

Aaron Franklin
Franklin Barbaw



$$\begin{bmatrix} 1 & -2 & 0 & -1 \\ 0 & -4 & 1 & -1 \end{bmatrix} \left(\begin{array}{c} (w, x, y, z) \\ \left[\begin{array}{c} 1 \\ 2 \\ 3 \end{array} \right] + \left[\begin{array}{cc} 2 & 3 \\ 1 & 1 \\ 4 & 5 \\ 0 & 1 \end{array} \right] \left[\begin{array}{c} s \\ t \end{array} \right] \end{array} \right) = \begin{bmatrix} -6 \\ -10 \end{bmatrix} + \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix} \left[\begin{array}{c} s \\ t \end{array} \right] = \begin{bmatrix} -6 \\ -10 \end{bmatrix}$$

problem was to solve

$$[1] \quad \begin{bmatrix} 1 & -2 & 0 & -1 \\ 0 & -4 & 1 & -1 \end{bmatrix} \begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} -6 \\ -10 \end{bmatrix}$$

Practice Problems
Feb 12, 2011
[1], [5]

[5]

codim 2

V | W

$$\begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} -2 & -1 \\ 3 & 0 \\ 0 & 3 \\ -1 & -2 \end{bmatrix} \begin{bmatrix} s \\ t \end{bmatrix}$$

$$\begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ -1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} p \\ q \end{bmatrix}$$

parametrizations
eqs

oops

we want $V \cap W$
intersection

$$\begin{bmatrix} a & b & c & d \\ e & f & g & h \end{bmatrix} \begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} i \\ j \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 & 1 & 1 \\ -1 & -1 & -1 & -1 \end{bmatrix} \begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 4 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} a & b & c & d \\ e & f & g & h \\ 1 & 1 & 1 & 1 \\ -1 & -1 & -1 & -1 \end{bmatrix} \begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} i \\ j \\ 4 \\ 0 \end{bmatrix}$$

stack both sets of equations,
and solve

$$\begin{bmatrix} 2 \\ 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} -2 & -1 \\ 3 & 0 \\ 0 & 3 \\ -1 & -2 \end{bmatrix} \begin{bmatrix} s \\ t \end{bmatrix} = \begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ -1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} p \\ q \end{bmatrix}$$

set both
parametrizations
equal to each other

$$\begin{bmatrix} -2 & -1 \\ 3 & 0 \\ 0 & 3 \\ -1 & -2 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ -1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} s \\ t \\ p \\ q \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

solutions tell us how to
move (s, t) and (p, q)
together to trace out same
points in intersection

plug in parametrization for V into equations for W

$$\begin{bmatrix} 1 & 1 & 1 & 1 \\ -1 & -1 & -1 & -1 \end{bmatrix} \begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 4 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} -2 & -1 \\ 3 & 0 \\ 0 & 3 \\ -1 & -2 \end{bmatrix} \begin{bmatrix} s \\ t \end{bmatrix}$$

plug in

$$\Rightarrow \begin{bmatrix} 1 & 1 & 1 & 1 \\ -1 & -1 & -1 & -1 \end{bmatrix} \left(\begin{bmatrix} 2 \\ 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} -2 & -1 \\ 3 & 0 \\ 0 & 3 \\ -1 & -2 \end{bmatrix} \begin{bmatrix} s \\ t \end{bmatrix} \right) = \begin{bmatrix} 4 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} 4 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 & 0 \\ -4 & 4 \end{bmatrix} \begin{bmatrix} s \\ t \end{bmatrix} = \begin{bmatrix} 4 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 0 \\ -4 & 4 \end{bmatrix} \begin{bmatrix} s \\ t \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} s \\ t \end{bmatrix} = \underbrace{\begin{bmatrix} 0 \\ 0 \end{bmatrix}}_{\text{particular disregard}} + \underbrace{\begin{bmatrix} 1 \\ 1 \end{bmatrix}}_{\text{homogeneous}} r$$

plug in to our parametrization

$$\begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} -2 & -1 \\ 3 & 0 \\ 0 & 3 \\ -1 & 2 \end{bmatrix} \begin{bmatrix} s \\ t \end{bmatrix} \quad \leftarrow \quad \begin{bmatrix} s \\ t \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \end{bmatrix} r \quad \text{plug in}$$

$$\begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} -2 & -1 \\ 3 & 0 \\ 0 & 3 \\ -1 & 2 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} r$$

$$\boxed{\begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} -3 \\ 3 \\ 3 \\ -3 \end{bmatrix} r} \quad \left. \vphantom{\begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix}} \right\} \begin{array}{l} \text{common line in } V, W \\ \text{we see in } W \text{ by } \begin{bmatrix} s \\ t \end{bmatrix} = \begin{bmatrix} r \\ r \end{bmatrix} \quad \checkmark \end{array}$$

Is our line also in V ? check by plugging in

$$\begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 \end{bmatrix} \begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 4 \\ 0 \end{bmatrix} \quad \leftarrow \quad \begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} -3 \\ 3 \\ 3 \\ -3 \end{bmatrix} r \quad \text{plug in}$$

$$\begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 \end{bmatrix} \left(\begin{bmatrix} 2 \\ 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} -3 \\ 3 \\ 3 \\ -3 \end{bmatrix} r \right) \stackrel{?}{=} \begin{bmatrix} 4 \\ 0 \end{bmatrix}$$

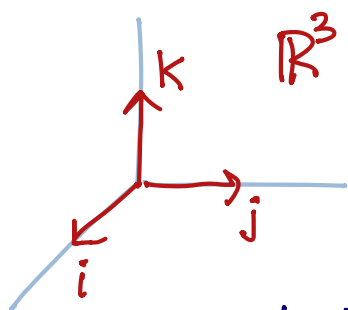
$$\begin{bmatrix} 4 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \end{bmatrix} r = \begin{bmatrix} 4 \\ 0 \end{bmatrix} \quad \checkmark$$

44:00

linear independence

basis for a vector space

we want the freedom to use any coordinates we want

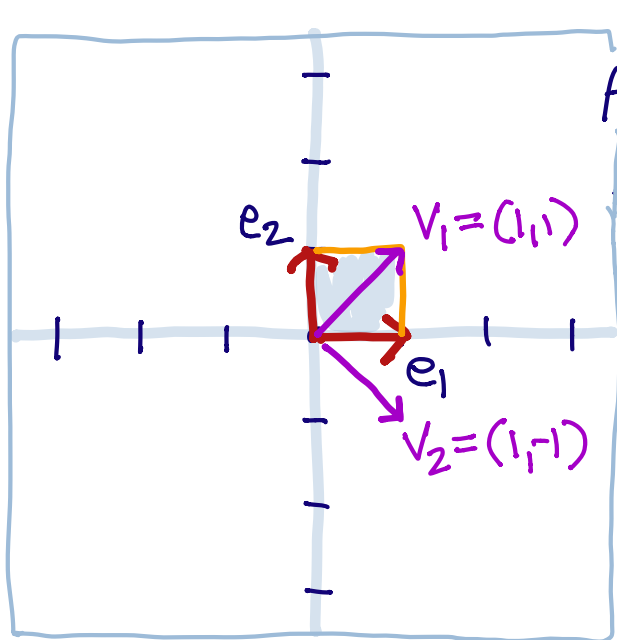


S for standard coords

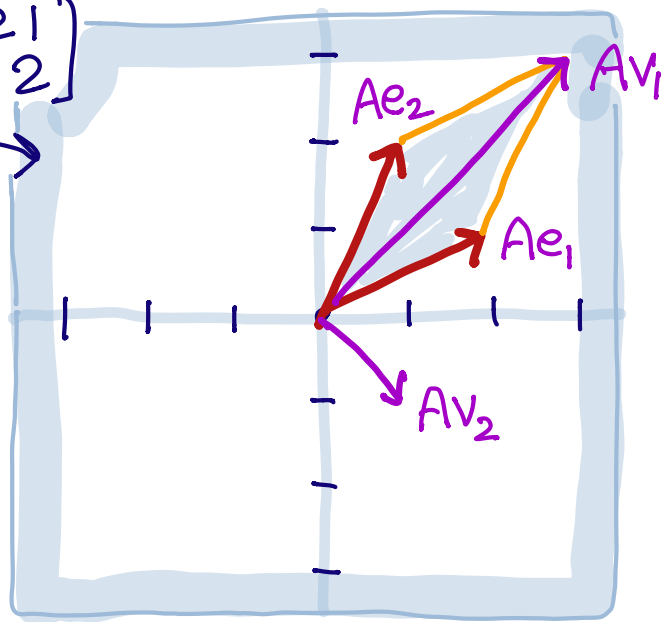
$$(2, 3, 4) = (2, 3, 4)_S = 2i + 3j + 4k$$

so we remember
we're in standard coords

what our
notation
means



$$A = \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix}$$



$L: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ is abstract map.

A is matrix in S-coordinates
D is matrix in V-coordinates

$$\begin{aligned} L e_1 &= 2e_1 + e_2 \\ L e_2 &= e_1 + 2e_2 \end{aligned}$$

L what map

$$A = \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix}$$

S ← S

output
language

input
language

$$L v_1 = 3v_1$$

$$L v_2 = 1v_2$$

L what map

$$D = \begin{bmatrix} 3 & 0 \\ 0 & 1 \end{bmatrix}$$

V ← V

output
language

input
language

write using $\{e_1, e_2\} = S$

notation $\begin{bmatrix} 2 \\ 1 \end{bmatrix}_S = (2, 1)_S = 2e_1 + e_2$

write using $\{v_1, v_2\} = V$

notation $\begin{bmatrix} -1 \\ 3 \end{bmatrix}_V = (-1, 3)_V = -v_1 + 3v_2$

linear map determined by what it does to a basis.

(once we know effect on two vectors, we know all linear combinations.)

Again we use L for abstract map

A in S -coords
 D in V -coords

$$Lv_1 = 3v_1 = \begin{bmatrix} 3 \\ 0 \end{bmatrix}_V$$

$$Lv_2 = v_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}_V$$

$$L(rv_1 + sv_2) = rLv_1 + sLv_2 = r\begin{bmatrix} 3 \\ 0 \end{bmatrix}_V + s\begin{bmatrix} 0 \\ 1 \end{bmatrix}_V$$

$$L\begin{bmatrix} r \\ s \end{bmatrix}_V = r\begin{bmatrix} 3 \\ 0 \end{bmatrix}_V + s\begin{bmatrix} 0 \\ 1 \end{bmatrix}_V = \begin{bmatrix} 3 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} r \\ s \end{bmatrix}$$

exploded view of matrix multiply

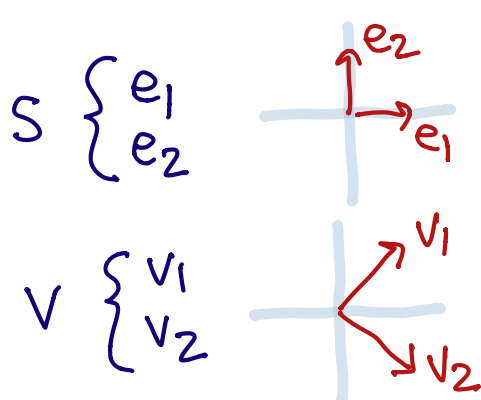
L what map

$$D = \begin{bmatrix} 3 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} r \\ s \end{bmatrix}_V$$

output language $\leftarrow$ input language

so

let's call this matrix representation for the linear map L in V -coordinates " D "



How to convert from V to S ?

$$v_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}_V = \begin{bmatrix} 1 \\ 1 \end{bmatrix}_S$$

$$v_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}_V = \begin{bmatrix} 1 \\ -1 \end{bmatrix}_S$$

call this "Id" for identity

translate V to S

$$\begin{bmatrix} a \\ b \end{bmatrix}_V = \begin{bmatrix} 1 \\ 0 \end{bmatrix}_V a + \begin{bmatrix} 0 \\ 1 \end{bmatrix}_V b = \begin{bmatrix} 1 \\ 1 \end{bmatrix}_S a + \begin{bmatrix} 1 \\ -1 \end{bmatrix}_S b = \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}_{S \leftarrow V} \begin{bmatrix} a \\ b \end{bmatrix}_V$$

translate V to S : $\begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}_{S \leftarrow V}^{\text{Id}} = C$

do L using S coords: $\begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix}_{S \leftarrow S}^L = A$

do L using V coords: $\begin{bmatrix} 3 & 0 \\ 0 & 1 \end{bmatrix}_{V \leftarrow V}^L = D$

$$\begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix}_{S \leftarrow S}^L = \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}_{S \leftarrow V}^{\text{Id}} \begin{bmatrix} 3 & 0 \\ 0 & 1 \end{bmatrix}_{V \leftarrow V}^L \begin{bmatrix} +1 & +1 \\ +1 & -1 \end{bmatrix}_{V \leftarrow S}^{\text{Id}} / (+2)$$

$A \qquad C \qquad D \qquad C^{-1}$

check:

$$\begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}_{S \leftarrow V}^{\text{Id}} \begin{bmatrix} +1 & +1 \\ +1 & -1 \end{bmatrix}_{V \leftarrow S}^{\text{Id}} / (+2) = \begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix}_{/2} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \quad \checkmark$$

$C \qquad C^{-1}$

check:

$$\begin{array}{c} \overset{L}{\left[\begin{array}{cc} 2 & 1 \\ 1 & 2 \end{array} \right]} \\ \begin{array}{c} S \leftarrow S \\ A \end{array} \end{array} = \begin{array}{c} \overset{Id}{\left[\begin{array}{cc} 1 & 1 \\ 1 & -1 \end{array} \right]} \\ \begin{array}{c} S \leftarrow V \\ C \end{array} \end{array} \cdot \begin{array}{c} \overset{L}{\left[\begin{array}{cc} 3 & 0 \\ 0 & 1 \end{array} \right]} \\ \begin{array}{c} V \leftarrow V \\ D \end{array} \end{array} \cdot \begin{array}{c} \overset{Id}{\left[\begin{array}{cc} +1 & +1 \\ +1 & -1 \end{array} \right]} \\ \begin{array}{c} V \leftarrow S \\ C^{-1} \end{array} \end{array} \bigg/ (+2)$$

$$\textcircled{\checkmark} \begin{array}{c} \overset{L}{\left[\begin{array}{cc} 4 & 2 \\ 2 & 4 \end{array} \right]} \\ \begin{array}{c} S \leftarrow S \\ /2 \end{array} \end{array} \quad \begin{array}{c} \overset{L}{\left[\begin{array}{cc} 3 & 3 \\ 1 & -1 \end{array} \right]} \\ \begin{array}{c} V \leftarrow S \\ /2 \end{array} \end{array}$$

e^{At} for a matrix: goal at end of course

$$e^x = 1 + x + \frac{x^2}{2} + \frac{x^3}{6} + \dots$$

need formula for A^n

$$\begin{aligned} A &= CDC^{-1} \\ A^2 &= CDC^{-1} \underbrace{CD^{-1}}_I CD^{-1} \\ &= CD^2C^{-1} \end{aligned}$$

$$A^n = \underbrace{CDC^{-1}}_1 \underbrace{CDC^{-1}}_2 \underbrace{CDC^{-1}}_3 \dots \underbrace{CDC^{-1}}_n = CD^nC^{-1}$$

$$e^{At} = I + At + \frac{A^2 t^2}{2} + \frac{A^3 t^3}{6} + \dots$$

use our formula for A^n to compute e^{At}