

27 Sep 2016 Using change of coords to find a matrix

Find A so $A \begin{bmatrix} 1 \\ -1 \end{bmatrix} = 2 \begin{bmatrix} 1 \\ -1 \end{bmatrix}$ $A \begin{bmatrix} 1 \\ 2 \end{bmatrix} = -1 \begin{bmatrix} 1 \\ 2 \end{bmatrix}$

* "Reversing the check"

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

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

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

$A = \begin{bmatrix} 2 & -1 \\ -2 & -2 \end{bmatrix} \begin{bmatrix} 2 & -1 \\ 1 & 1 \end{bmatrix} / 3 = \begin{bmatrix} 3 & -3 \\ -6 & 0 \end{bmatrix} / 3 = \begin{bmatrix} 1 & -1 \\ -2 & 0 \end{bmatrix}$

$\begin{bmatrix} a & c \\ b & d \end{bmatrix}^{-1} = \begin{bmatrix} d & -c \\ -b & a \end{bmatrix} / (ad-bc)$

* $S = \{e_1, e_2\}$ standard coords

$V = \{v_1, v_2\}$ new coords

$\begin{bmatrix} a \\ b \end{bmatrix}_S = ae_1 + be_2 = a \begin{bmatrix} 1 \\ 0 \end{bmatrix} + b \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ standard coords implied

$\begin{bmatrix} a \\ b \end{bmatrix}_V = av_1 + bv_2 = a \begin{bmatrix} 1 \\ -1 \end{bmatrix} + b \begin{bmatrix} 1 \\ 2 \end{bmatrix}$

we now mark which coords we're using, so we can switch

$V = \begin{cases} v_1 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}_S = \begin{bmatrix} 1 \\ 0 \end{bmatrix}_V \\ v_2 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}_S = \begin{bmatrix} 0 \\ 1 \end{bmatrix}_V \end{cases}$

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

$Av_1 = 2v_1 \quad Av_2 = -v_2$

$\begin{bmatrix} L \\ \begin{bmatrix} 1 & -1 \\ -2 & 0 \end{bmatrix} \\ S \leftarrow S \end{bmatrix} = \begin{bmatrix} Id \\ \begin{bmatrix} 1 & 1 \\ -1 & 2 \end{bmatrix} \\ S \leftarrow V \end{bmatrix} \begin{bmatrix} L \\ \begin{bmatrix} 2 & 0 \\ 0 & -1 \end{bmatrix} \\ V \leftarrow V \end{bmatrix} \begin{bmatrix} Id \\ \begin{bmatrix} 2 & -1 \\ 1 & 1 \end{bmatrix} \\ V \leftarrow S \end{bmatrix} / 3$

abstract maps

which coords?
out $\leftarrow$ in

$$A = \begin{array}{c|c} L & Id \\ \hline \begin{bmatrix} 2 & -1 \\ -2 & -2 \end{bmatrix} & \begin{bmatrix} 2 & -1 \\ 1 & 1 \end{bmatrix} / 3 \\ \hline S \leftarrow V & V \leftarrow S \end{array}$$

We should use L here
A is L in S-coords
D is L in V-coords

$$L \begin{bmatrix} 1 \\ -1 \end{bmatrix}_S = 2 \begin{bmatrix} 1 \\ -1 \end{bmatrix}_S$$

$$L \begin{bmatrix} 1 \\ 2 \end{bmatrix}_S = -1 \begin{bmatrix} 1 \\ 2 \end{bmatrix}_S$$

$$L \begin{bmatrix} 1 \\ 0 \end{bmatrix}_V = 2 \begin{bmatrix} 1 \\ 0 \end{bmatrix}_V$$

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

oops
not S!
do

$$\begin{bmatrix} r \\ s \end{bmatrix}_V = r v_1 + s v_2$$

$$\begin{aligned} L \begin{bmatrix} r \\ s \end{bmatrix} &= r L \begin{bmatrix} 1 \\ 0 \end{bmatrix}_V + s L \begin{bmatrix} 0 \\ 1 \end{bmatrix}_V \\ &= r \begin{bmatrix} 2 \\ 0 \end{bmatrix}_V + s \begin{bmatrix} 0 \\ -1 \end{bmatrix}_V \\ &= \begin{bmatrix} 2 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} r \\ s \end{bmatrix} = \begin{bmatrix} 2r \\ -s \end{bmatrix} \end{aligned}$$

This showed us the change of coord was same as check.

effect on	A	e^{At}	I = J + K			$2J - K = A$
$v_1 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$	2	e^{2t}	1	1	0	2
$v_2 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$	-1	e^{-t}	1	0	1	-1
in V coords	$\begin{bmatrix} 2 & 0 \\ 0 & -1 \end{bmatrix}$ (2, -1)		$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$ (1, 1)	$\begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$ (1, 0)	$\begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix}$ (0, 1)	$\begin{bmatrix} 2 & 0 \\ 0 & -1 \end{bmatrix}$ (2, -1)

$$J \begin{bmatrix} 1 \\ -1 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \end{bmatrix} \quad J \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

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

$$J = \begin{bmatrix} 1 & 0 \\ -1 & 0 \end{bmatrix} \begin{bmatrix} 2 & -1 \\ 1 & 1 \end{bmatrix} / 3 = \begin{bmatrix} 2 & -1 \\ -2 & 1 \end{bmatrix} / 3$$

$$J: \mathbb{R}^2 \rightarrow \mathbb{R}^2$$

rank 1 matrix

$$\begin{array}{c|cc} * & 2 & -1 \\ \hline 1 & 2 & -1 \\ -1 & -2 & 1 \end{array}$$

$$\underbrace{\begin{bmatrix} 1 \\ -1 \end{bmatrix}}_{2 \times 1} \underbrace{\begin{bmatrix} 2 & -1 \end{bmatrix}}_{1 \times 2}$$

$$2 \times 2$$

Image of J is all multiples of $\begin{bmatrix} 1 \\ -1 \end{bmatrix}$

$$J \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \end{bmatrix} \begin{bmatrix} 2 & -1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

$$J \begin{bmatrix} 1 \\ -1 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \end{bmatrix} \begin{bmatrix} 2 & -1 \end{bmatrix} \frac{1}{3} \begin{bmatrix} 1 \\ -1 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$J \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \end{bmatrix} \begin{bmatrix} 2 & -1 \end{bmatrix} \frac{1}{3} \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

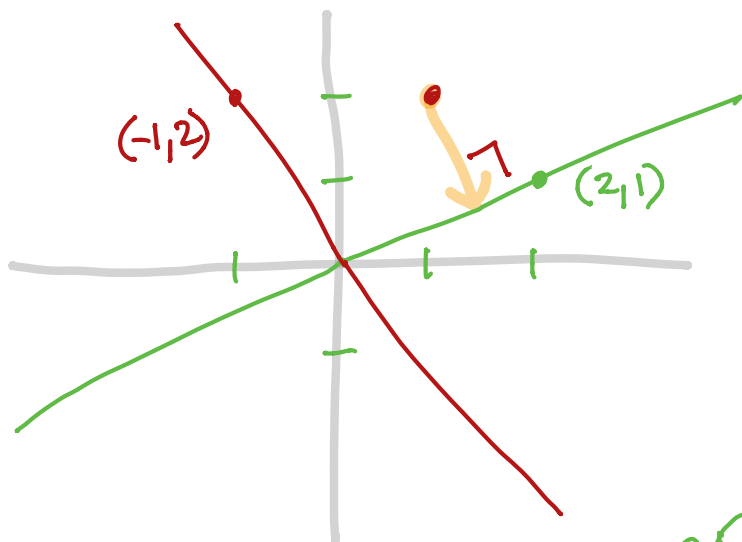
$$K = \begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix} / 3 = \begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix} / 3$$

$$\underbrace{\begin{bmatrix} 2 & -1 \\ -2 & 1 \end{bmatrix}}_J / 3 + \underbrace{\begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix}}_K / 3 = \begin{bmatrix} 3 & 0 \\ 0 & 3 \end{bmatrix} / 3 = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = I \quad \checkmark$$

$$\underbrace{\begin{bmatrix} 1 & -1 \\ -2 & 0 \end{bmatrix}}_A = 2 \underbrace{\begin{bmatrix} 2 & -1 \\ -2 & 1 \end{bmatrix}}_J / 3 - 1 \underbrace{\begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix}}_K / 3 = \begin{bmatrix} 3 & -3 \\ -6 & 0 \end{bmatrix} / 3 \quad \checkmark$$

$$e^{At} = e^{2t} J + e^{-t} K$$

$$A = 2J + (-1)K$$



find B so B projects $\perp$ onto this line $\begin{bmatrix} 2 \\ 1 \end{bmatrix}$

$$B \begin{bmatrix} 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 2 \\ 1 \end{bmatrix} \quad Bv_1 = v_1$$

$$B \begin{bmatrix} -1 \\ 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \quad Bv_2 = 0v_2$$

$$B = \begin{bmatrix} 2 \\ 1 \end{bmatrix} \begin{bmatrix} 2 & 1 \end{bmatrix} / 5 = \begin{bmatrix} 4 & 2 \\ 2 & 1 \end{bmatrix} / 5$$

$$A = rJ + sK$$

$$\begin{aligned} \begin{bmatrix} 4 & 2 \\ 2 & 1 \end{bmatrix} / 5 \begin{bmatrix} 2 \\ 1 \end{bmatrix} &= \begin{bmatrix} 10 \\ 5 \end{bmatrix} / 5 = \begin{bmatrix} 2 \\ 1 \end{bmatrix} \checkmark \\ \begin{bmatrix} 4 & 2 \\ 2 & 1 \end{bmatrix} / 5 \begin{bmatrix} -1 \\ 2 \end{bmatrix} &= \begin{bmatrix} 0 \\ 0 \end{bmatrix} / 5 = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \checkmark \end{aligned}$$

What it means to be a basis.

W vector space can add two vectors
multiply by scalars

vectors in W : rules work as expected

$V = \{v_1, v_2, \dots, v_n\}$ is a basis for W

$\Leftrightarrow$ every $w \in W$ can be written

$w = r_1 v_1 + r_2 v_2 + \dots + r_n v_n$ in exactly one way

$\Leftrightarrow$ can write any $w = \begin{bmatrix} r_1 \\ r_2 \\ \vdots \\ r_n \end{bmatrix}_V$

$\Leftrightarrow \mathbb{R}^n \longrightarrow W$ is a bijection 1:1 onto

$\begin{bmatrix} r_1 \\ r_2 \\ \vdots \\ r_n \end{bmatrix} \mapsto r_1 v_1 + r_2 v_2 + \dots + r_n v_n$

example: all ^{real} polynomials in x of degree ≤ 2

$\mathbb{R}^3 \cong W = \{a + bx + cx^2\}$ for all $a, b, c \in \mathbb{R}$

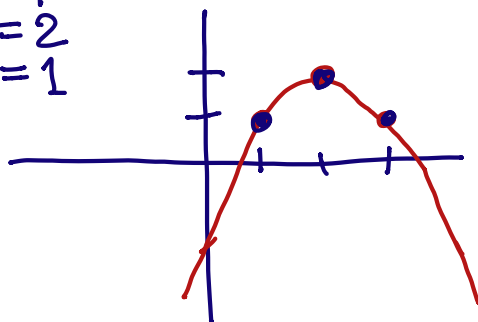
$V = \begin{cases} v_1 = 1 \\ v_2 = x \\ v_3 = x^2 \end{cases}$

$\mathbb{R}^3 \longrightarrow W$

$\begin{bmatrix} a \\ b \\ c \end{bmatrix} \mapsto a + bx + cx^2$

find $f(x)$ of degree ≤ 2 so

$f(1) = 1$
 $f(2) = 2$
 $f(3) = 1$



$$\begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 4 \\ 1 & 3 & 9 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \\ 1 \end{bmatrix}$$

we can solve
for a, b, c

$$\left[\begin{array}{ccc|c} 1 & 1 & 1 & 1 \\ 1 & 2 & 4 & 2 \\ 1 & 3 & 9 & 1 \end{array} \right] \xrightarrow{\substack{\textcircled{2} \leftarrow \textcircled{2} - \textcircled{1} \\ \textcircled{3} \leftarrow \textcircled{3} - \textcircled{1}}} \left[\begin{array}{ccc|c} 1 & 1 & 1 & 1 \\ 0 & 1 & 3 & 1 \\ 0 & 2 & 8 & 0 \end{array} \right] \xrightarrow{\textcircled{3} \leftarrow \textcircled{3} - 2\textcircled{2}} \left[\begin{array}{ccc|c} 1 & 1 & 1 & 1 \\ 0 & 1 & 3 & 1 \\ 0 & 0 & 2 & -2 \end{array} \right]$$

$$\xrightarrow{\textcircled{3} \leftarrow \frac{1}{2}\textcircled{3}} \left[\begin{array}{ccc|c} 1 & 1 & 1 & 1 \\ 0 & 1 & 3 & 1 \\ 0 & 0 & 1 & -1 \end{array} \right] \xrightarrow{\substack{\textcircled{1} \leftarrow \textcircled{1} - \textcircled{3} \\ \textcircled{2} \leftarrow \textcircled{2} - 3\textcircled{3}}} \left[\begin{array}{ccc|c} 1 & 0 & 0 & 2 \\ 0 & 0 & 0 & 4 \\ 0 & 0 & 1 & -1 \end{array} \right]$$

$$f(x) = -2 + 4x - x^2$$

$$f(1) = -2 + 4 - 1 = 1 \quad \checkmark$$

$$f(2) = -2 + 8 - 4 = 2 \quad \checkmark$$

$$f(3) = -2 + 12 - 9 = 1 \quad \checkmark$$

$$\xrightarrow{\textcircled{1} \leftarrow \textcircled{1} - \textcircled{2}} \left[\begin{array}{ccc|c} 1 & 0 & 0 & -2 \\ 0 & 1 & 0 & 4 \\ 0 & 0 & 1 & -1 \end{array} \right] \quad \begin{array}{l} a = -2 \\ b = 4 \\ c = -1 \end{array}$$

basis: $\square$ every w can be written **at least** one way
 $\Leftrightarrow$ basis **spans** W

$\square$ every w can be written **at most** one way
 $\Leftrightarrow$ basis is **linearly independent**

$\square$ every w can be written **exactly** one way

spans

we can write any $w \in W$

$$q.s. \quad w = r_1 v_1 + \dots + r_n v_n \quad \text{somehow}$$

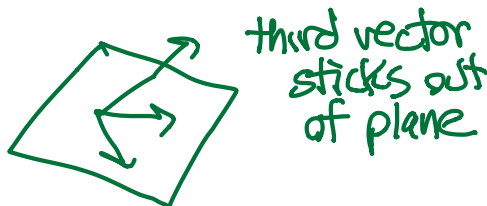
$$w = \begin{bmatrix} r_1 \\ \vdots \\ r_n \end{bmatrix}_V \quad \text{at least one way}$$

example in $\mathbb{R}^3$

$$\begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} \quad \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix} \quad \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix}$$

spans $\mathbb{R}^3$

$$r \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} - r \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} r \\ 0 \\ -r \end{bmatrix}$$



third vector sticks out of plane

second example in $\mathbb{R}^3$

$$\begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} \quad \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix} \quad \begin{bmatrix} 1 \\ 2 \\ 1 \end{bmatrix}$$

don't span $\mathbb{R}^3$



third vector in plane of first two

linearly dependent

$$r_1 v_1 + r_2 v_2 + \dots + r_n v_n = 0 \quad \text{not all } r_i = 0$$

$$0 v_1 + 0 v_2 + \dots + 0 v_n = 0$$

two ways to write zero

$$\begin{bmatrix} 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}_V = \begin{bmatrix} r_1 \\ r_2 \\ \vdots \\ r_n \end{bmatrix}_V$$

two ways to write zero
 $\Rightarrow$ we've got a problem

$$\mathbb{R}^n \xrightarrow{v_1, v_2, \dots, v_n} W$$



if collapsing, seen at origin

$$\begin{array}{l} + \left\{ W = r_1 v_1 + r_2 v_2 + \dots + r_n v_n \right\} \\ - \left\{ W = s_1 v_1 + s_2 v_2 + \dots + s_n v_n \right\} \end{array} \quad \text{and } r_i \neq s_i$$

subtract

$$0 = \underbrace{(r_1 - s_1)}_{\text{not zero}} v_1 + (r_2 - s_2) v_2 + \dots + (r_n - s_n) v_n$$