

Linear Algebra has become as basic and as applicable as calculus, and fortunately it is easier.
- Gilbert Strang

A vector space \mathcal{S} is composed of a set of elements called **vectors** and members of a field \mathbb{F} called **scalars**.

(a set of numbers for which multiplication and addition are defined.)

The space also has rules .

vector addition \rightarrow combines two vectors and creates a third (denoted by '+')

scalar multiplication \rightarrow combines a vector & a scalar to get another vector

The '+' operation obeys the following four rules for all $x, y \in \mathcal{S}$

$$1. \quad x + y = y + x$$

$$2. \quad x + (y + z) = (x + y) + z$$

3. There is a unique zero vector $\mathbf{0}$ such that

$$x + \mathbf{0} = x \quad \forall x \in \mathcal{S}$$

4. For each vector $x \in \mathcal{S}$, there is a unique vector called $-x$ such that

$$x + (-x) = \mathbf{0}$$

Scalar multiplication must obey the following four

rules for all $a, b \in \mathbb{F}$ and $x, y \in \mathcal{V}$

1. $a(x+y) = ax + ay$ (distributive)
 $(a+b)x = ax + bx$

2. $(ab)x = a(bx)$ (associative)

3. $1 \cdot x = x$
multiplicative identity

4. For the additive identity of \mathbb{F} , which we write as 0,

$0 \cdot x = 0$
↙ scalar ↘ vector

\mathcal{V} is closed under scalar multiplication and vector addition

$$x, y \in \mathcal{V} \Rightarrow ax + by \in \mathcal{V} \quad \forall a, b \in \mathbb{F}$$

(why we often call vector spaces "linear vector spaces")

Examples

• \mathbb{R}^N $x = \begin{bmatrix} x_1 \\ \vdots \\ x_N \end{bmatrix}$ where x_i are real

we use obvious + & multiplication

• \mathbb{C}^N same as \mathbb{R}^N except x_i are complex

• Bounded, continuous functions, $f(t)$ on the interval $[a, b]$ that are real-valued.

vector addition = pointwise $f_1(t) + f_2(t)$
 scalar multiplication = multiplying by $a \in \mathbb{R}$ pointwise
 $a < \infty$

- $GF(2)^N$
 scalar field is $\{0, 1\}$, vectors are lists of N bits.

Addition is modulo 2 so

$$\begin{aligned} 0+0 &= 0 \\ 0+1 &= 1 & 1+0 &= 1 \\ 1+1 &= 0 \end{aligned}$$

- Bounded, continuous functions $f(t)$ on $[a, b]$ such that $|f(t)| \leq 1$

linear vector space? - not closed under addition

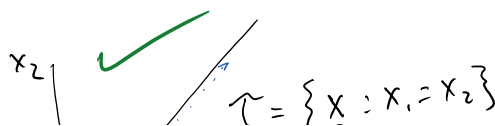
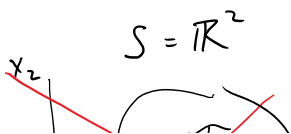
All allowed operations must result in a vector that is still in S .

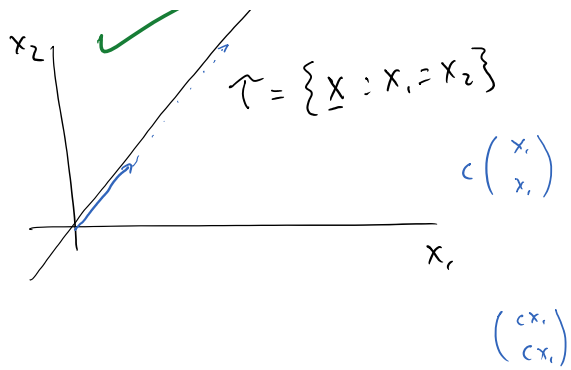
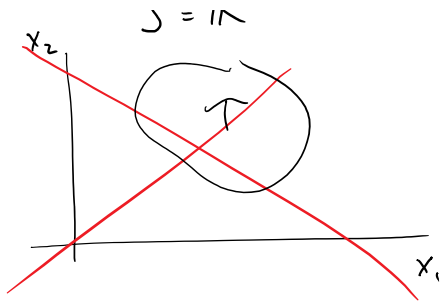
18 Jan 2017

Linear Subspaces

A (non-empty) subset T of S is called a linear subspace of S if $\forall a, b \in \mathbb{F}, x, y \in T \Rightarrow ax + by \in T$
 It must be true that $0 \in T$

Note, T is a linear vector space by itself.





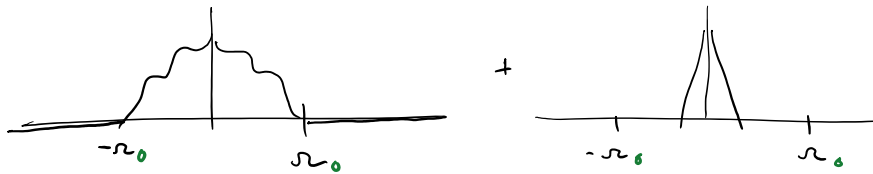
more examples

1) $S = \mathbb{R}^5$
 $T = \{x : x_4 = 0, x_5 = 0\}$ yes

2) $S = \mathbb{R}^5$
 $T = \{x : x_4 = 1, x_5 = 1\}$ no

3) $S = C([0, 1])$ (bounded, continuous function $[0, 1]$)
 $T = \{\text{polynomials of degree } p\}$ ✓
 $\alpha_p t^p + \alpha_{p-1} t^{p-1} + \dots + \alpha_0$
 $\beta_p t^p + \dots + \beta_0$
 $\sum_{k=0}^p \alpha_k t^k$

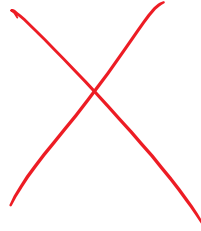
4) $S = C(\mathbb{R})$
 $T = \{f(t) : f \text{ is bandlimited to } \Omega_0\}$ ✓



$aX(\omega) + bY(\omega) = Z(\omega)$
 ω cannot be zero where X & Y are zero


5) $S = \mathbb{R}^N$ $N > 5$

$T = \{ \underline{x} : \underline{x} \text{ has no more than 5 non-zero components} \}$

$$\begin{pmatrix} a \\ b \\ 0 \\ 0 \\ c \\ d \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ e \\ g \end{pmatrix} = \begin{pmatrix} a \\ b \\ e \\ c \\ d \\ g \end{pmatrix}$$



6) $S = \mathbb{R}^N$

$T = \{ \underline{x} : \langle \underline{x}, \underline{c} \rangle = 3 \}$, $\underline{c} \in \mathbb{R}^N$ is a fixed vector and $\langle \underline{x}, \underline{c} \rangle = \underline{c}^T \underline{x}$ is an inner product.



7) $S = C([0, 1])$

$T = \{ f(t) : f(t) = a \cos(2\pi t) + b \sin(2\pi t) \text{ for } a, b \in \mathbb{R} \}$



Linear Combinations and spans

Let $M = \{ \underline{v}_1, \dots, \underline{v}_N \}$ where $\underline{v}_i \in S$ linear vector space

Define: A **linear combination** of vectors in M is a sum of the form

$$a_1 \underline{v}_1 + a_2 \underline{v}_2 + \dots + a_N \underline{v}_N$$

for some $a_1, \dots, a_N \in \mathbb{F}$

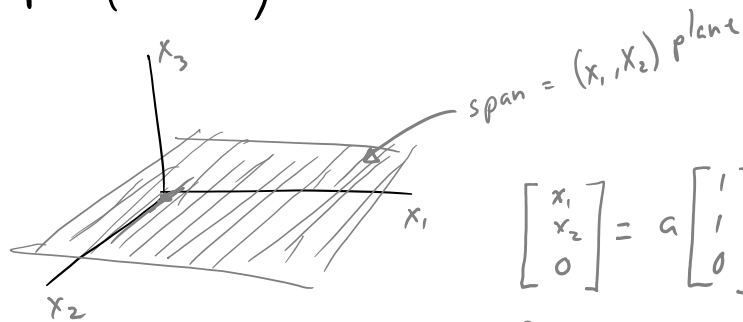
Define: The **span** of M is the set of all linear combinations of M

$$\text{span}(M) = \text{span}(\{ \underline{v}_1, \dots, \underline{v}_N \})$$

Example:

$$S = \mathbb{R}^3, \quad \underline{v}_1 = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}, \quad \underline{v}_2 = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

$$\text{span}(\{\underline{v}_1, \underline{v}_2\}) = (x_1, x_2) \text{ plane}$$



$$\begin{bmatrix} x_1 \\ x_2 \\ 0 \end{bmatrix} = a \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} + b \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

for some $a, b \in \mathbb{R}$

for a given

$$x_1, x_2, \quad a = x_1,$$

$$b = x_2 - x_1$$

Q: $\underline{v}_1 = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}, \underline{v}_2 = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \underline{v}_3 = \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix}$

$$\text{span}(\{\underline{v}_1, \underline{v}_2, \underline{v}_3\}) = (x_1, x_2) \text{ plane}$$

$$\underline{v}_1 = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}, \underline{v}_2 = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \underline{v}_3 = \begin{bmatrix} 0 \\ -1 \\ 1 \end{bmatrix}$$

$$\text{span}(\dots) = ? \mathbb{R}^3$$

$$\det \begin{vmatrix} 1 & 0 & 0 \\ 1 & 1 & -1 \\ 0 & 0 & 1 \end{vmatrix} \neq 0$$

Example: $S = \{x(t) : x(t) \text{ is periodic with period } 2\pi\}$

$$M = \left\{ e^{ikt} \right\}_{k=-B}^B$$

The $\text{span}(M)$ = periodic, bandlimited (to B) functions, i.e.

$$x(t) = \sum_{k=-B}^B c_k e^{ikt}$$

Linear Dependence

- Definition: A set of vectors $\{\underline{v}_i\}_{i=1}^N$ is said to be

Definition: A set of vectors $\{\underline{v}_j\}_{j=1}^N$ is said to be linearly dependent if there exist scalars a_1, \dots, a_N not all $= 0$, such that

$$\sum_{n=1}^N a_n \underline{v}_n = \underline{0}$$

Definition: If $\sum_n a_n \underline{v}_n = \underline{0}$ only when all $a_j = 0$ then $\{\underline{v}_n\}_{n=1}^N$ is said to be linearly independent.

example:

$$S = \mathbb{R}^3, \quad \underline{v}_1 = \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix}, \quad \underline{v}_2 = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}, \quad \underline{v}_3 = \begin{bmatrix} 1 \\ 2 \\ 0 \end{bmatrix}$$

find a_1, a_2, a_3 so that

$$a_1 \underline{v}_1 + a_2 \underline{v}_2 + a_3 \underline{v}_3 = \underline{0}$$

$$a_1 = a_3 = 1, \quad a_2 = -3$$

$$\text{note, for these, } \text{span}(\{\underline{v}_1, \underline{v}_2, \underline{v}_3\}) = \text{span}(\{\underline{v}_1, \underline{v}_2\}) \\ = \text{span}(\{\underline{v}_2, \underline{v}_3\}) = \text{span}(\{\underline{v}_1, \underline{v}_3\})$$

Suppose that $\{\underline{v}_1, \dots, \underline{v}_N\}$ are linearly dependent

$$\text{then } \sum_n a_n \underline{v}_n = \underline{0} \Rightarrow \underline{v}_k = \frac{-1}{a_k} \sum_{n \neq k} a_n \underline{v}_n \quad (\text{if } a_k \neq 0)$$

therefore, we can remove at least one vector without changing the span. Repeat until the remaining set is linearly independent.

$$a_1 \underline{v}_1 + a_2 \underline{v}_2 + a_3 \underline{v}_3 = 0$$

$$\frac{-1}{a_3} (a_1 \underline{v}_1 + a_2 \underline{v}_2) = \underline{v}_3$$

23 January 2017

Bases

Def. A basis of a linear vector space S is a (countable) set of vectors B such that

1. $\text{span}(B) = S$

2. B is linearly independent

The second condition ensures that all bases of S will have the same number of elements (possibly infinite).

The dimension of S is the number of elements required in a basis for S .

Examples

• \mathbb{R}^N with $B = \{v_1, v_2, \dots, v_n\} = \left\{ \begin{matrix} e_1 & e_2 & & e_n \\ \begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix} & \begin{bmatrix} 0 \\ 1 \\ \vdots \\ 0 \end{bmatrix} & \dots & \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 1 \end{bmatrix} \end{matrix} \right\}$
standard basis for \mathbb{R}^N

• \mathbb{R}^N with any N linearly-independent vectors

• $S = \{\text{polynomials of degree at most } p\}$

$$B = \{1, t, t^2, \dots, t^p\}$$

dimension of $S = p+1$

• $\mathcal{V} = GF(2)^3$ length 3 vectors with modulo 2 arithmetic

$$v_1 = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} \quad v_2 = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \quad v_3 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

How would you write?

$$\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = \underline{1} v_1 + \underline{1} v_2 + \underline{0} v_3$$