

Happy Tuesday!

This week - usual schedule:

Thurs Office Hours 12:30 -
2:30

736 Evans

Fri Quiz up to and including
1.9

Warm up problem What is the first vector in the span of the preceding?

$$\underline{v}_1 = \begin{bmatrix} 2 \\ 0 \\ 1 \\ 0 \end{bmatrix} \quad \underline{v}_2 = \begin{bmatrix} -1 \\ 1 \\ 0 \\ 1 \end{bmatrix} \quad \underline{v}_3 = \begin{bmatrix} 0 \\ 2 \\ 1 \\ 2 \end{bmatrix} \quad \underline{v}_4 = \begin{bmatrix} 2 \\ 1 \\ -1 \\ 2 \end{bmatrix} \quad \underline{v}_5 = \begin{bmatrix} 0 \\ 0 \\ 2 \\ -2 \end{bmatrix}$$

Want to find $k = 1, 2, 3, 4, \text{ or } 5$ so that first!

$$\underline{v}_k = a_1 \underline{v}_1 + \dots + a_{k-1} \underline{v}_{k-1} + \text{any numbers.}$$

Such an equation is the same as an eqn

$$a_1 \underline{y}_1 + \dots + a_{k-1} \underline{y}_{k-1} + (-1) \cdot \underline{y}_k = \underline{0}$$

Want to solve sys $A \underline{x} = \underline{0}$

where

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

$$\underline{x} = \begin{bmatrix} a_1 \\ \vdots \\ a_{k-1} \\ -1 \end{bmatrix}$$

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

→ ...

→

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

→ ...

$$0 = 1 \cdot y_1 + 1 \cdot y_3$$

$$0 = 1 \cdot y_2 + 2 \cdot y_3$$

$A_3 =$

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

Solve $A_3 y = 0$

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

$$\text{Soln: } \underline{y}_3 = \begin{bmatrix} 0 \\ 2 \\ 1 \\ 2 \end{bmatrix} = 1 \cdot \underline{y}_1 + 2 \cdot \underline{y}_2 = 1 \begin{bmatrix} 2 \\ 0 \\ 1 \\ 0 \end{bmatrix} + 2 \cdot \begin{bmatrix} -1 \\ 1 \\ 0 \\ 1 \end{bmatrix}$$

General principle A list of vectors $\underline{y}_1, \dots, \underline{y}_k$ is lin. depend.



There exists a vector \underline{v}_i in list in the span of the others.

In fact we can always find v_i in list in span of v_1, \dots, v_{i-1} .

Idea of why true: Suppose

$$a_1 v_1 + \dots + a_i v_i = 0 \quad a_1, \dots, a_i \text{ not all zero}$$

Say $a_i \neq 0$

$$\text{Then } -\frac{a_1}{a_i} v_1 + \dots + \frac{-a_{i-1}}{a_i} v_{i-1} +$$

$$+ \frac{-a_{i+1}}{a_i} v_{i+1} + \dots + \frac{-a_k}{a_i} v_k = v_i?$$

Conversely: Suppose $\underline{y}_i = a_1 y_1 + \dots + a_{i-1} y_{i-1} + a_{i+1} y_{i+1} + \dots + a_k y_k$

Then $a_1 \underline{y}_1 + \dots + a_{i-1} \underline{y}_{i-1} + (-1) \underline{y}_i + a_{i+1} \underline{y}_{i+1} + \dots + a_k \underline{y}_k = \underline{0}$.

$\neq 0$.



New perspective on lin sys $A\underline{x} = \underline{b}$

$m \times n$ matrix

$$\underline{x} = \begin{bmatrix} a_1 \\ \vdots \\ a_n \end{bmatrix}$$

$$\underline{b} = \begin{bmatrix} b_1 \\ \vdots \\ b_m \end{bmatrix}$$

$$\text{If } A = \begin{bmatrix} | & & | \\ \underline{y}_1 & \dots & \underline{y}_n \\ | & & | \end{bmatrix}$$

$$\text{then } A\underline{x} = a_1\underline{y}_1 + \dots + a_n\underline{y}_n$$

Rethink question of: does there exist (and how many are there) solns to eqn $A\underline{x} = \underline{b}$

Think of A as a map / mapping / transformation

$$\mathbb{R}^n \longrightarrow \mathbb{R}^m$$

Domain

Codomain

$$\underline{x} = \begin{bmatrix} a_1 \\ \vdots \\ a_n \end{bmatrix}$$

$$\longrightarrow A\underline{x} = a_1 y_1 + \dots + a_n y_n$$

where $A = \begin{bmatrix} | & & | \\ y_1 & \dots & y_n \\ | & & | \end{bmatrix}$

The eqn $A\underline{x} = \underline{b}$ becomes question:
Is there an $\underline{x} = \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix}$ such that

the map given by A ~~bits~~ the
vector $\underline{b} = \begin{bmatrix} b_1 \\ \vdots \\ b_m \end{bmatrix}$?
takes \underline{x} to



Def. Image / Range of A is

$\{ \underline{b} \text{ in } \mathbb{R}^m \text{ such that}$

there exists \underline{x} in \mathbb{R}^n

with $A\underline{x} = \underline{b} \}$

In ~~a~~ language of lin systs:

Image = $\{ \underline{b} \text{ in } \mathbb{R}^m \text{ such that}$

$A\underline{x} = \underline{b}$ has soln $\}$

Exer What is image of map
 $\mathbb{R}^2 \rightarrow \mathbb{R}^3$ given by $A = \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 1 \end{bmatrix}$?

$$A \underline{x} = a_1 \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} + a_2 \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix}$$

$$\underline{x} = \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} \quad \text{Image} = \text{Span} \left\{ \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix} \right\}$$

General principle Image of A
 $=$ Span of cols of A .

Exer Is $\underline{b} = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$ in image of

map $\mathbb{R}^3 \rightarrow \mathbb{R}^2$ given by

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

Need to solve $A\underline{x} = \underline{b}$ For example

$$\underline{x} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix}$$

take $\underline{x} = \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix}$

Exor Find all vectors $\underline{x} = \begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix}$
that are taken to $\underline{b} = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}$

by map $\mathbb{R}^3 \rightarrow \mathbb{R}^4$

given by $A = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$

Want to solve $A\underline{x} = \underline{b}$ with $\underline{b} = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}$

$$A = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix}$$

Aug matrix: $\begin{bmatrix} 0 & 1 & 0 & | & 1 \\ 0 & 0 & 1 & | & 1 \\ 0 & 0 & 0 & | & 0 \end{bmatrix}$

Pivot vars: x_2, x_3

Free vars: x_1

Soln set:

$$\begin{cases} a_1 \\ a_2 \\ a_3 \end{cases}$$

where

$$\begin{cases} a_2 = 1 \\ a_3 = 1 \end{cases}$$

a_1 any number

Maps given by matrices satisfy:

$$1) A(\underline{x} + \underline{y}) = A\underline{x} + A\underline{y}$$

$$2) A(c\underline{x}) = c(A\underline{x})$$

Def: Any map $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ satisfying above properties is called a linear map / linear transf.

Fact: Any linear transf

$T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ is given by
a $m \times n$ matrix!

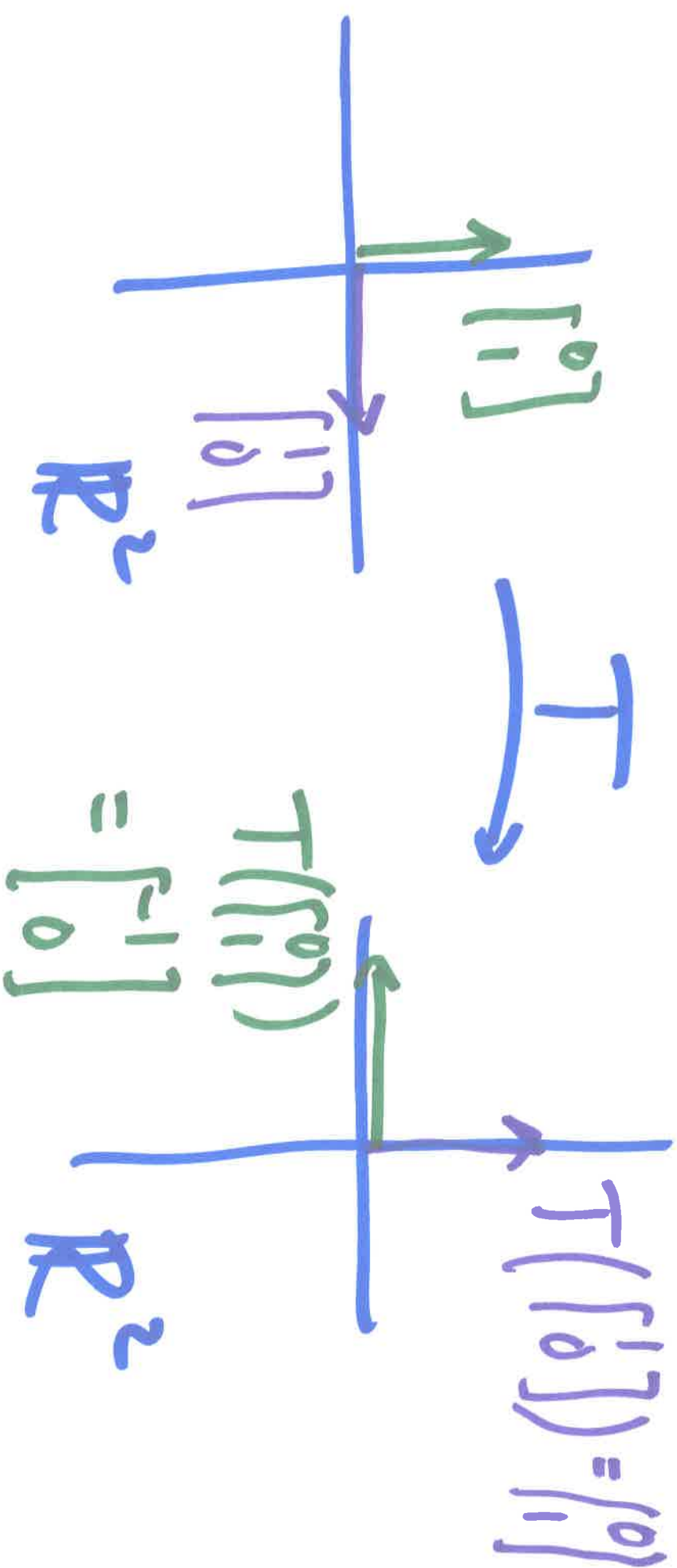
$$A = \begin{bmatrix} | & & | \\ T(\underline{e}_1) & \dots & T(\underline{e}_n) \\ | & & | \end{bmatrix}$$

$$\underline{e}_1 = \begin{bmatrix} 1 \\ \vdots \\ 0 \end{bmatrix}$$

$$\underline{e}_n = \begin{bmatrix} 0 \\ \vdots \\ 1 \end{bmatrix}$$

Exer Find matrix for l in transf.

$T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ that rotates 90° counterclockwise.



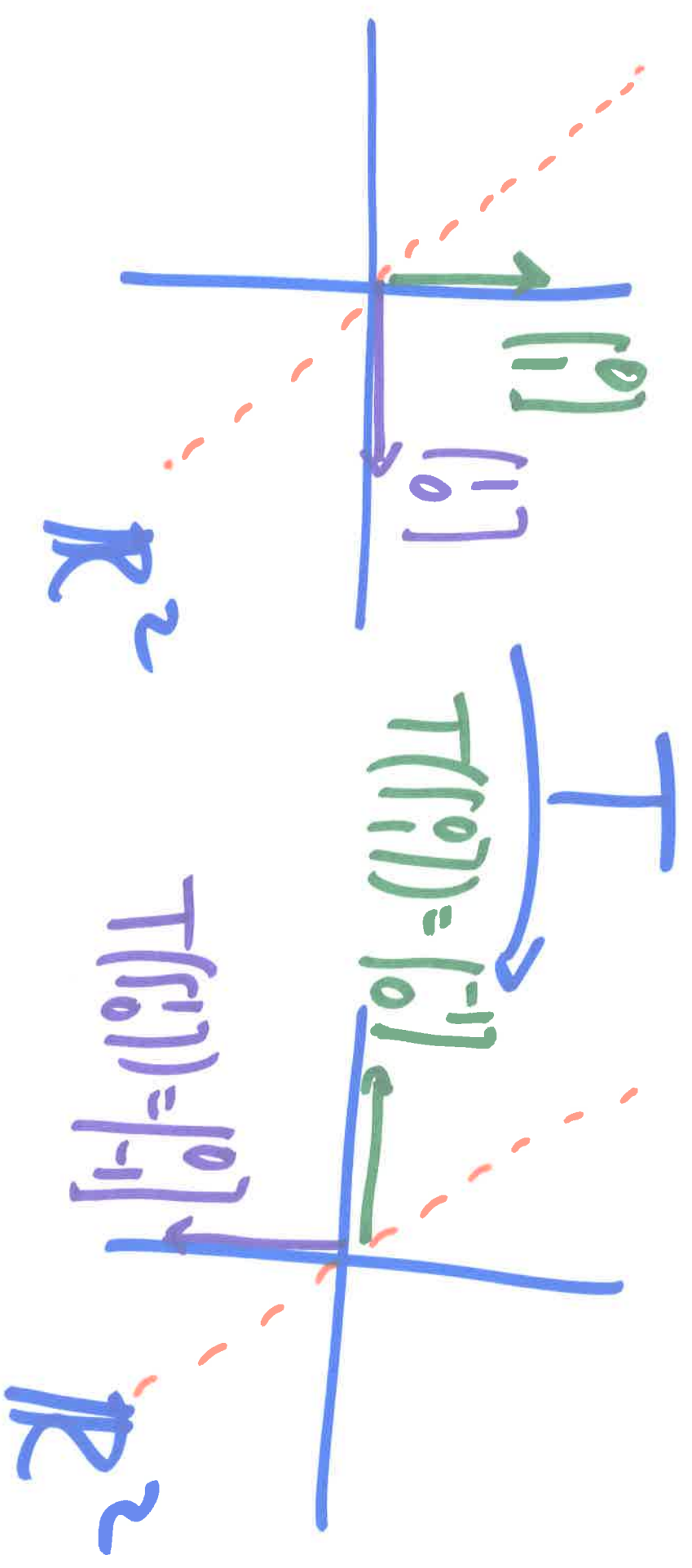
$$A = \begin{bmatrix} T\left(\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) & T\left(\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) \\ T\left(\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) & T\left(\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) \end{bmatrix} = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$$

Exer Find matrix for lin transf

$T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ that reflects

across line

$$y = -x$$



$$A = \begin{bmatrix} T(\hat{r}_1) & T(\hat{r}_2) \\ T(\hat{r}_3) & T(\hat{r}_4) \end{bmatrix} = \begin{bmatrix} 0 & -1 \\ -1 & 0 \end{bmatrix}$$

New terminology: T

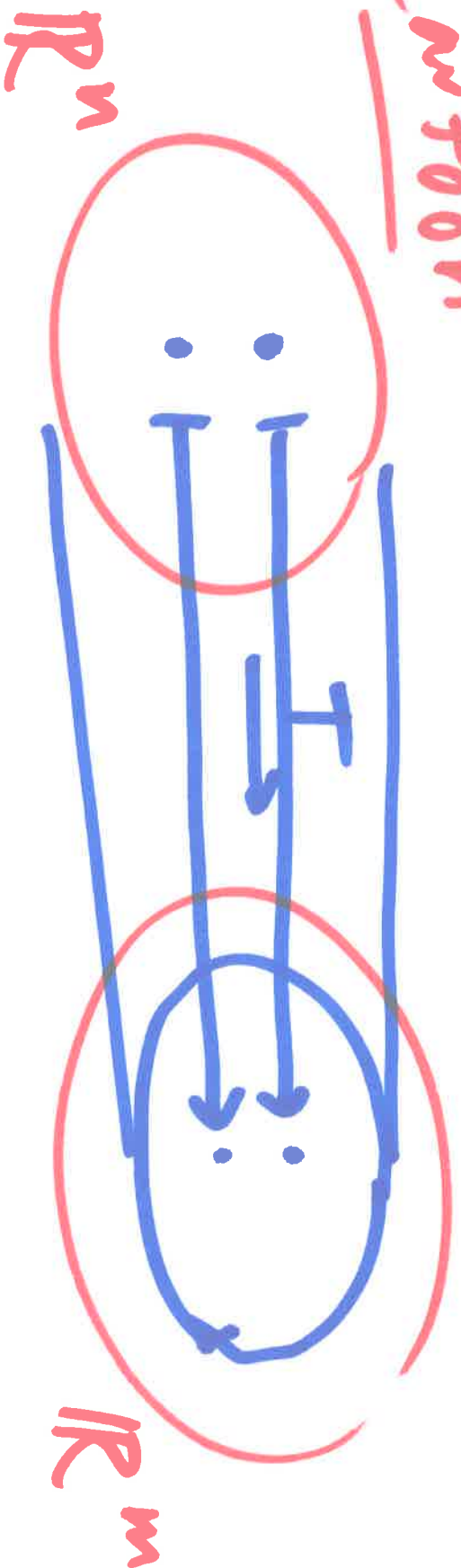
Def 1) A lin transf T is one-to-one /

injective

if whenever $T\bar{x} = T\bar{y}$, we have

$$\bar{x} = \bar{y}$$

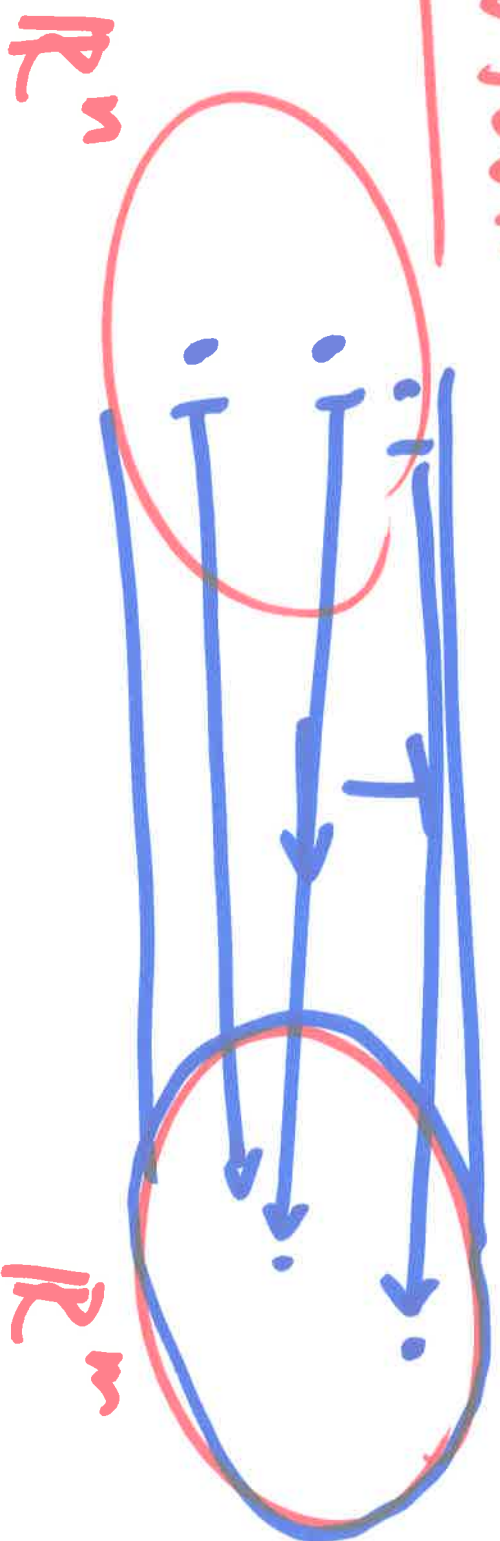
Cartoon



2) A lin transf T is onto / surjective

if for all \underline{b} , there exists \underline{x} such that $T(\underline{x}) = \underline{b}$.

Cartoon



Theorem Suppose T is lin transf with matrix A

1) T injective \iff cols of A lin indep

($A\underline{x} = \underline{0}$ has only triv soln $\underline{x} = \underline{0}$)

2) T surjective \iff every \underline{b} is in span of cols of A

($A\underline{x} = \underline{b}$ has soln for every \underline{b})