

Welcome to (possibly sanity-undermining)

## Lecture 8 Vector Spaces and Linear Transformations

"Mathematics is the art of giving the same name to different things."

H. Poincaré

This week Wed Office hrs,  
12-2pm, 891 Evans

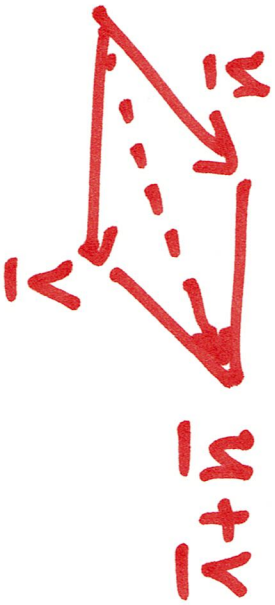
Thurs Midterm 1 Bonus Office hrs

Fri Quiz through §4.2  
2-3:30pm, 740 Evans

Next week Tue Midterm 1 during lecture  
through §3.3 meeting

Let's list what we can do with vectors in  $\mathbb{R}^n$

I) Addition  $\underline{u}, \underline{v} \in \mathbb{R}^n \rightsquigarrow \underline{u} + \underline{v}$  in  $\mathbb{R}^n$



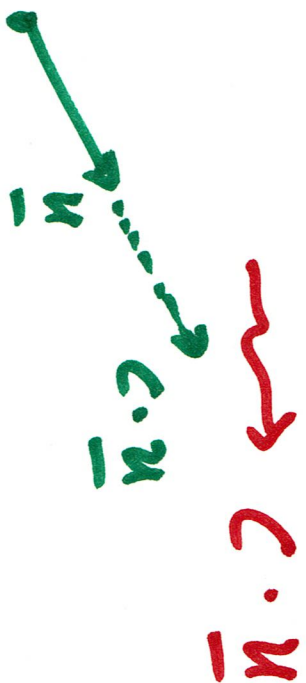
1) associative  $(\underline{u} + \underline{v}) + \underline{w} = \underline{u} + (\underline{v} + \underline{w})$

2) commutative  $\underline{u} + \underline{v} = \underline{v} + \underline{u}$

3) zero vector  $\underline{0}$  satisfies  $\underline{0} + \underline{u} = \underline{u}$   
 $= \underline{u} + \underline{0}$

4) negative of vector  $\underline{u}$   $\rightsquigarrow -\underline{u}$  satisfies  
 $\underline{u} + (-\underline{u}) = \underline{0} = (-\underline{u}) + \underline{u}$

II) Scaling:  $\underline{u} \in \mathbb{R}^n$ ,  $c$  number



1) associative  $c \cdot (d \cdot \underline{u}) = (cd) \cdot \underline{u}$

2) unit scaling  $1 \cdot \underline{u} = \underline{u}$

III) Distributivity

1) add. of scalars:  $(c+d) \cdot \underline{u} = c \cdot \underline{u} + d \cdot \underline{u}$

2) add. of vectors:  $c \cdot (\underline{u} + \underline{v}) = c \cdot \underline{u} + c \cdot \underline{v}$

Def A vector space  $V$  is a set  
(elements of  $V$  are called vectors)  
with two operations:

1) addition:  $\underline{x}, \underline{y} \in V \rightsquigarrow \underline{x} + \underline{y} \in V$

2) scaling  $\underline{x} \in V, c$  number  
 $\rightsquigarrow c \cdot \underline{x} \in V$

satisfying the above list of properties.

Examples ( Exer : Check properties hold! )

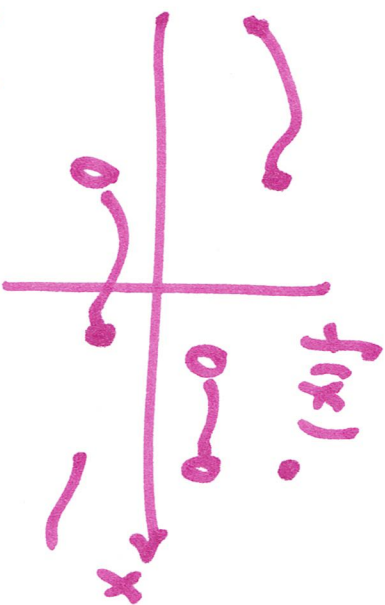
$$1) V = \mathbb{R}^n, \quad \underline{v} = \begin{bmatrix} a_1 \\ \vdots \\ a_n \end{bmatrix}$$

$$2) V = \{ f : \mathbb{R} \rightarrow \mathbb{R} \}$$

funcs

$$(f+g)(x) = f(x) + g(x)$$

$$(cf)(x) = cf(x)$$



examples of

vectors:

$$f(x) = x^2 - \cos(x)$$

$$f(x) = 0$$

Zero  
vector!



3)  $V = P = \{ p: \mathbb{R} \rightarrow \mathbb{R} \mid p(x) = a_0 + a_1x + \dots + a_kx^k \}$   
polynomial fn  
examples of vectors  
 $p(x) = -7 + 3x^2$  Some  $k$ .  
 $p(x) = 2x - 3x^4 + 2x^5$   
zero vector!  $\rightarrow p(x) = 0$

4)  $V = P_n = \{ p: \mathbb{R} \rightarrow \mathbb{R} \text{ of deg } \leq n \}$   
poly. fn

Recall deg of  $p(x)$  is largest  $k$  so that  $a_k \neq 0$ .  
by convention deg of  $p(x) = 0$  is 0.

examples  
of vectors

$n=3$

$$p(x) = 2 - x + 3x^2 - 7x^3$$

$$p(x) = 5 - 6x^2$$

zero  
vector  $\rightarrow$   $p(x) = 0$

5) a)  $V = S = \{ (a_1, a_2, a_3, \dots) \}$   
 $\infty$  sequences of numbers

examples  
of vectors

$(1, 0, -3, 0, 0, \pi, \sqrt{2}, \dots)$

zero  
vector  $\rightarrow (0, 0, 0, 0, \dots)$

b)  $V = S_0 = \{ (a_1, a_2, a_3, \dots) \}$   
 $\infty$  seqs of numbers

eventually zero  $\{$

examples  
of vectors  $(7, 2, -3, 0, 2, 0, 0, \dots)$

zero vector  $\rightarrow (0, 0, 0, 0, \dots)$



6)  $V = M_{m \times n} = \{ m \times n \text{ matrices} \}$

examples  $m=2, n=3$   $A = \begin{bmatrix} -2 & 0 & 0 \\ 3 & 2 & 5 \end{bmatrix}$   
of vectors

zero vectors  $\rightarrow A = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$

2) Caution Many tricky non-examples

1)  $\{ \text{poly fns } p: \mathbb{R} \rightarrow \mathbb{R} \text{ of deg} = n > 0 \}$   
no zero vector!

2)  $\{ \text{m} \times \text{n matrices in REF} \}$

$$\begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix} + \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix} = \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix} \rightarrow \text{not REF!}$$

Key concepts for vectors in  $\mathbb{R}^n$  make  
Sense for vectors in any vect sp  $V$

1) lin. combs.  $a_1 \underline{u}_1 + \dots + a_k \underline{u}_k$

$a_i$  numbers

$\underline{u}_i$  vectors

2) Span noun:  $\text{Span}\{ \underline{u}_1, \dots, \underline{u}_k \} =$   
 $\{ \text{all lin combs} \}$

verb:  $\underline{u}_1, \dots, \underline{u}_k$  spans  $V$

if  $\text{Span}\{ \underline{u}_1, \dots, \underline{u}_k \} = V$

3) lin dep / indep  $u_1, \dots, u_k$  lin dep  
if there  $a_1, \dots, a_k$  not all 0.

so that  $a_1 u_1 + \dots + a_k u_k = \underline{0}$   
Zero vector!

else lin indep

Exer  $V = \mathcal{P}_3 = \{ \text{poly fns } P: \mathbb{R} \rightarrow \mathbb{R} \text{ of deg } \leq 3 \}$

Is vector  $1+x-x^3$  in span of  $1+x^3, 1-2x, x^2-x^3$

Soln Turn it into a problem we've already solved!

Need  $a_1, a_2, a_3$  numbers so that

$$1+x-x^3 = a_1(1+x^3) + a_2(1-2x) + a_3(x^2-x^3)$$

This is 4 lin eqns in 3 unknowns!

const term  $1 = a_1 + a_2$

lin term  $1 = -2a_2$

quad term  $0 = a_3$

cubic term  $-1 = a_1 - a_3$

aug matrix

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

→ REF has pivot in aug col so means so not in span

Another key concept that makes sense  
for vect spaces:

A map  $T: V \rightarrow W$  is a lin transf  
if satisfies  $\swarrow \searrow$   
vect spaces!

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

"parallelograms  
go to  
parallelograms"

$$2) T(c\underline{y}) = cT(\underline{y})$$

"rays go to  
rays"

Exer  $V = \mathbb{P}_2 = \{ \text{poly fns } P: \mathbb{R} \rightarrow \mathbb{R} \text{ of deg } \leq 2 \}$

$$W = \mathbb{R}^1$$

$T: V \rightarrow W \quad T(P(x)) = P'(-1)$   
Derivative evaluated at  $-1$ .

- 1) Is  $T$  linear?  
a lin transf?
- 2) What are null sp and range of  $T$ ?



$$\underline{\text{Soln 1)}} \quad T(p+q) \stackrel{?}{=} T(p) + T(q)$$

$$T(cp) \stackrel{?}{=} cT(p)$$

$$T(p+q) = (p+q)'(-1)$$

$$= (p'+q')(-1)$$

$$= p'(-1) + q'(-1) = T(p) + T(q) \quad \checkmark$$

Check 2nd requirement!

$$2) \text{ Null}(T) = \{ p(x) = a_0 + a_1x + a_2x^2 \}$$

$$\text{so that } p'(-1) = 0 \} \rightarrow$$

zero vector  
in  $\mathbb{R}^1$ !

$$p'(x) = a_1 + 2a_2x$$

$$p'(-1) = a_1 - 2a_2$$

$$\text{Null}(T) = \{ p(x) = a_0 + a_1x + \frac{1}{2}a_1x^2 \}$$

$a_0, a_1$  numbers }

$$\text{Image}(T) = \mathbb{R}^1$$

$$p(x) = a_0 + a_1x \quad T(p(x)) = a_1$$