

# Math 511

3.2 ab

$$\begin{bmatrix} x_1 & x_2 & x_3 & x_4 \\ 1 & 2 & -3 & -1 & | & 0 \\ -2 & -4 & 6 & 3 & | & 0 \end{bmatrix}$$

Null space

$AX=0$

$$\rightarrow \begin{bmatrix} 1 & 2 & -3 & -1 & | & 0 \\ 0 & 0 & 0 & 1 & | & 0 \end{bmatrix}$$

$2x_1 + x_2 - 3x_3 = 0$

$x_4 = 0$

$x_1 = -2x_2 + 3x_3$

free free

$$X = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix}$$

$x_2 = 2$

$x_3 = 3$

Null space

$$X = \begin{bmatrix} -2x_2 + 3x_3 \\ x_2 \\ x_3 \\ 0 \end{bmatrix} = x_2 \begin{bmatrix} -2 \\ 1 \\ 0 \\ 0 \end{bmatrix} + x_3 \begin{bmatrix} 3 \\ 0 \\ 1 \\ 0 \end{bmatrix}$$

$\sim$  Span

$$N(A) = \text{Span} \left( \begin{bmatrix} -2 \\ 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 3 \\ 0 \\ 1 \\ 0 \end{bmatrix} \right)$$

3.4 (5a)  $x_1 = \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix}$   $x_2 = \begin{bmatrix} 3 \\ -1 \\ 4 \end{bmatrix}$   $x_3 = \begin{bmatrix} 2 \\ 6 \\ 4 \end{bmatrix}$

(24)  $X = \begin{bmatrix} 2 & 3 & 2 \\ 1 & -1 & 6 \\ 3 & 4 & 4 \end{bmatrix}$

no/dep check  $\left\{ \begin{array}{l} \alpha_1 x_1 + \alpha_2 x_2 + \alpha_3 x_3 = 0 \\ [x_1 \ x_2 \ x_3] \begin{bmatrix} \alpha_1 \\ \alpha_2 \\ \alpha_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \end{array} \right.$

$\rightarrow \left[ \begin{array}{ccc|c} 2 & 3 & 2 & 0 \\ 1 & -1 & 6 & 0 \\ 3 & 4 & 4 & 0 \end{array} \right] \xrightarrow{\text{row ops}} \left[ \begin{array}{ccc|c} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{array} \right]$

$X = \begin{bmatrix} 2 & 3 & 2 \\ 1 & -1 & 6 \\ 3 & 4 & 4 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & -1 & 6 \\ 2 & 3 & 2 \\ 3 & 4 & 4 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & -1 & 6 \\ 0 & 5 & -10 \\ 0 & 7 & -14 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & -1 & 6 \\ 0 & 5 & -10 \\ 0 & 0 & 0 \end{bmatrix}$

$\rightarrow \left[ \begin{array}{ccc|c} 1 & 0 & 4 & -2 \\ 0 & 1 & -2 & 2 \\ 0 & 0 & 0 & 0 \end{array} \right]$

reduced row-ech.

$4x_1 - 2x_2 = 0 \quad \text{dep. eqn's}$

$4 \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix} - 2 \begin{bmatrix} 3 \\ -1 \\ 4 \end{bmatrix} = \begin{bmatrix} 2 \\ 6 \\ 4 \end{bmatrix}$   
 $x_1 \quad x_2 \quad x_3$

$\text{rank}(X) = 2$   
 $\dim(\text{col}(X)) = 2$

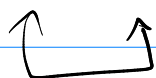
d) know  $x_1, x_2$  are ind.  $x_3$  is dep

$\text{Span}(x_1, x_2, x_3) = \text{Span}(x_1, x_2)$  is a plane

(14) Use another way to consider  $P_n$

"long way"

$\text{Span}(x, x-2)$  in  $\mathbb{P}_3$  ( $P = a + bx + cx^2$ )



if independent both are needed  $\dim(\text{Span}) = 2$

$$d_1 x + d_2 (x-2) = 0 + 0x + 0x^2$$

$$(-2d_2) + (d_1 + d_2)x + 0x^2 = 0 + 0x + 0x^2$$

$$d_2 = 0$$

$$d_1 + d_2 = 0 \rightarrow d_1 = 0$$

only trivial soln

$\rightarrow$  ind.

$$\rightarrow \dim(\text{Span}) = 2$$

$$1,034 = 1 \cdot (1000) + 0 \cdot (100) + 3 \cdot (10) + 4 \cdot (1)$$

~~$$4 \cdot 1 + 2 \cdot 100 + 1 \cdot 1000 + 3 \cdot 10$$~~

$\mathbb{P}$

$P_2 = x - 2$  ~~(15)~~

$$P_2 = -2 + 1 \cdot x + 0 \cdot x^2$$

$$P_2 = 0 \cdot x^2 + 1 \cdot x - 2$$

$$P_2 = \begin{bmatrix} -2 \\ 1 \\ 0 \end{bmatrix} \begin{matrix} \text{const} \\ x \\ x^2 \end{matrix}$$

$$P = a + bx + cx^2$$

$$P = cx^2 + bx + a$$

$$P = \begin{bmatrix} a \\ b \\ c \end{bmatrix} \begin{matrix} \text{const} \\ x \\ x^2 \end{matrix} \text{ for } a + bx + cx^2$$

So we could do the following

14a)  $P_3$   $2x, x-2$

①  $\mathbb{R}^3$   $\begin{bmatrix} 6 \\ 2 \\ 8 \end{bmatrix}, \begin{bmatrix} -2 \\ 1 \\ 8 \end{bmatrix}$

↑  
on all the usual matrix knowledge

Dimension  
↓  
P

vs number of vectors

$\text{Span}(V_i)$  Subspace

built by

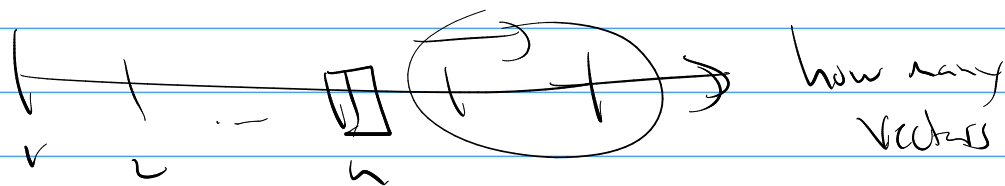
$V = \text{Span}(V_i) V_i$

↑  
collection  
spanning

exact number of ind. vectors that span  $V$ .

①  $\dim(V) = n$  so any  $\{n\}$  ind. vectors  
are a basis

② what about  $n > n$  (more vectors)

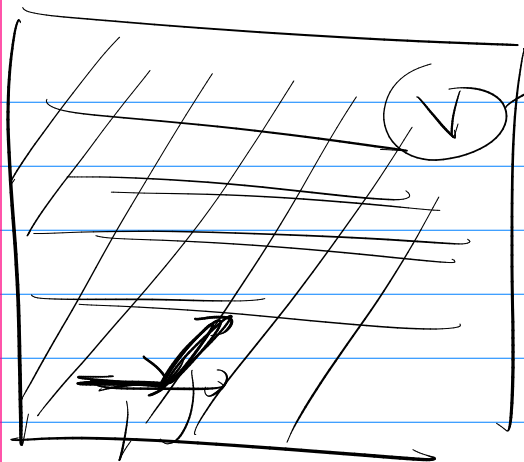


③  $\mathbb{R}^3$

$\dim(\mathbb{R}^3) = 3$

gives  $v_1, v_2, v_3, v_4, v_5$

$\dim(\text{Span}(\begin{pmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \end{bmatrix}, \begin{bmatrix} 3 \\ 3 \end{bmatrix}, \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 1 \end{bmatrix} \end{pmatrix}))$   
= 1



Vector Space

(?) objects

(?) ops  $\alpha_1 v_1 + \alpha_2 v_2$

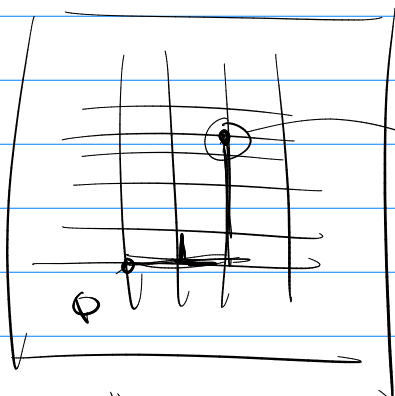
↳ tear them down

↳ Dimension

orig # of vectors  
to go everywhere

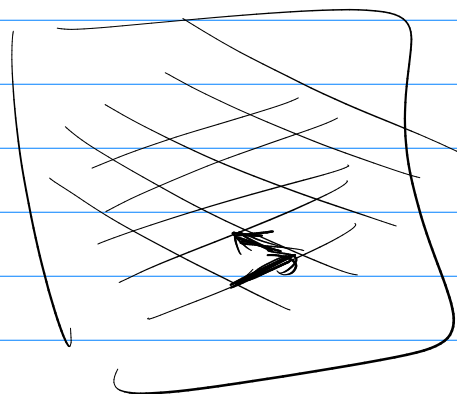
(?) Basis

↳ it's ok to have more than one basis



$c_1 b_1 + c_2 b_2 + \dots + c_n b_n$

Basis  $b_1, b_2, \dots, b_n$



Basis  $d_1, d_2, \dots, d_k$

$$[v] = [b_1 \ b_2 \ \dots \ b_n] \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{bmatrix}$$

$$\text{So } [v]_{\mathcal{B}} = \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{bmatrix}_{\mathcal{B}}$$

$$[v] = [v]_{\mathcal{D}} = \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_k \end{bmatrix}_{\mathcal{D}}$$

Coordinates

# change of basis

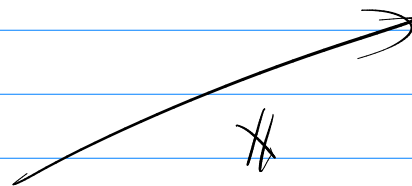
$$① \quad [x]_{\text{standard}} = B [x]_B$$

Vector  $x$  w.r.t. basis  $B = (b_1, b_2, \dots, b_n)$   
coord.

$$② \quad [x]_B = B^{-1} [x]_{\text{standard}}$$

$$\text{Basis } B = \{b_1, \dots, b_n\}$$

$$D = \{d_1, \dots, d_n\}$$



$$[x]_B = \begin{bmatrix} B^{-1} & D \end{bmatrix} [x]_D$$

$x$  is coord. of  $D$

$$S [x]_S = [x]_{\text{standard}}$$

