

Eigenvalues & Eigen vectors.

$$T(\vec{x}) = A\vec{x} = \lambda\vec{x} \quad (1)$$

ev - EV eqⁿ.

λ is the ev (eigenvalue) of A

\vec{x} is the EV (eigenvector) of A.

Note :- if $\vec{x} = \vec{0}$ the eqⁿ (1)
will be trivially satisfied;
therefore, we exclude $\vec{0}$ as an

EV. **The eigenspace of A is**
 $\{ \text{null}(A - \lambda I) \} \cup \{\vec{0}\}$

Geometric meaning of $A\vec{x} = \lambda\vec{x}$

① if $\lambda \in \mathbb{R}$; then the transformation
 $T(\vec{x}) = A\vec{x} = \lambda\vec{x}$ is either a

Stretching of the vector \vec{x} or a
compression of the vector \vec{x}

② If $\lambda < 0$; then the transformation
 $A\vec{x} = \lambda\vec{x}$ is a "reversal" of
 \vec{x} (in direction)

③ If $\lambda \in \mathbb{C}$ (esp. if $\lambda = \pm i$)

$T(\vec{x}) = A\vec{x} = \lambda\vec{x}$ is a
 90° rotation of the vector \vec{x} .

④ If $\lambda \equiv 1$; then the transformation
 $T(\vec{x}) = A\vec{x} = \vec{x}$ is an invariant
transformation; whence

$A \equiv I$ (identity matrix)

Algebraic meaning of $A\vec{x} = \lambda \vec{x}$

or equivalently $A\vec{x} = \lambda \vec{x}$

$$\Rightarrow A\vec{x} - \lambda\vec{x} = \vec{0}$$

$$\Rightarrow (A - \lambda I)\vec{x} = \vec{0}$$

$\therefore \vec{x} \in \text{null}(A - \lambda I) \quad \text{--- } ②$

Further, since $\vec{x} \neq \vec{0}$

$(A - \lambda I)$ is not invertible

(bc if it were then $\vec{x} = (A - \lambda I)^{-1}\vec{0} = \vec{0}$)

$\therefore \det(A - \lambda I) = 0 \quad \text{--- } ③$

this is known as the characteristic eqn. / Cayley-Hamilton th^m.

* Eq(3) is often used to compute the evs of a matrix A by hand!

~~eg(1)~~

Let us see how we can use eq(1) & eq(3) to compute the EVs and EVs of a 3×3 matrix

$$A = \begin{pmatrix} 1 & 0 & 0 \\ -3 & 3 & 0 \\ 3 & 2 & 2 \end{pmatrix}$$

Let us use the ch. eqn (3) to find the λ s (evs) of A

$$\begin{aligned} \det(A - \lambda I) &= \begin{vmatrix} 1-\lambda & 0 & 0 \\ -3 & 3-\lambda & 0 \\ 3 & 2 & 2-\lambda \end{vmatrix} \\ &= (1-\lambda) \{ (3-\lambda)(2-\lambda) - 0 \} \\ &= (1-\lambda)(3-\lambda)(2-\lambda) = 0 \end{aligned}$$

* $\Rightarrow \lambda = 1, 2, 3$ are the evs

In fact for any diagonal / lower - Δ matrix / upper - Δ matrix, evs always appear along the diagonals

Now let us find the EVs corresponding to each ev $\{\lambda_1, \lambda_2, \lambda_3\}$

$$\underline{\lambda_1 = 1}$$

$$A \vec{x} = \lambda \vec{x}$$

$$\Rightarrow \begin{pmatrix} 1 & 0 & 0 \\ -3 & 3 & 0 \\ 3 & -2 & 2 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}$$

$$\Rightarrow \begin{pmatrix} x_1 \\ -3x_1 + 3x_2 \\ 3x_1 + 2x_2 + 2x_3 \end{pmatrix} = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}$$

or

$$\begin{pmatrix} 3x_1 + 2x_2 + 2x_3 \\ -3x_1 + 3x_2 \\ x_1 \end{pmatrix} = \begin{pmatrix} x_3 \\ x_2 \\ x_1 \end{pmatrix}$$

Chose $x_1 = 1$ arbitrarily.

$$x_2 = \frac{3}{2} (2x_2 = 3 \Rightarrow x_2 = 3/2)$$

$$\vec{x}_1 = \begin{pmatrix} 1 \\ 3/2 \\ -6 \end{pmatrix}$$

$$2x_3 - x_3 = -3 - 2 \times \frac{3}{2}$$

$$\Rightarrow x_3 = -6$$

$$\lambda_2 = 2$$

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$$A \vec{x} = \lambda_2 \vec{x}$$

$$\Rightarrow \begin{pmatrix} 1 & 0 & 0 \\ -3 & 3 & 0 \\ 3 & 2 & 2 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 2x_1 \\ 2x_2 \\ 2x_3 \end{pmatrix}$$

$$\Rightarrow x_1 = 2x_1 \Rightarrow x_1 = 0$$

$$-3x_1 + 3x_2 = 2x_2 \Rightarrow x_2 = 0$$

$$3x_1 + 2x_2 + 2x_3 = 2x_3$$

$$x_3 = 1 \text{ (arbitrary)}$$

$$\vec{x}_{\lambda_2} = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

$$\lambda_3 = 3$$

$$\begin{pmatrix} 1 & 0 & 0 \\ -3 & 3 & 0 \\ 3 & 2 & 2 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 3x_1 \\ 3x_2 \\ 3x_3 \end{pmatrix}$$

$$\vec{x}_{\lambda_3} = \begin{pmatrix} 0 \\ 1 \\ 2 \end{pmatrix} \quad \therefore$$

$$x_1 = 0$$

$$x_2 = 1 \text{ (arbitrary)}$$

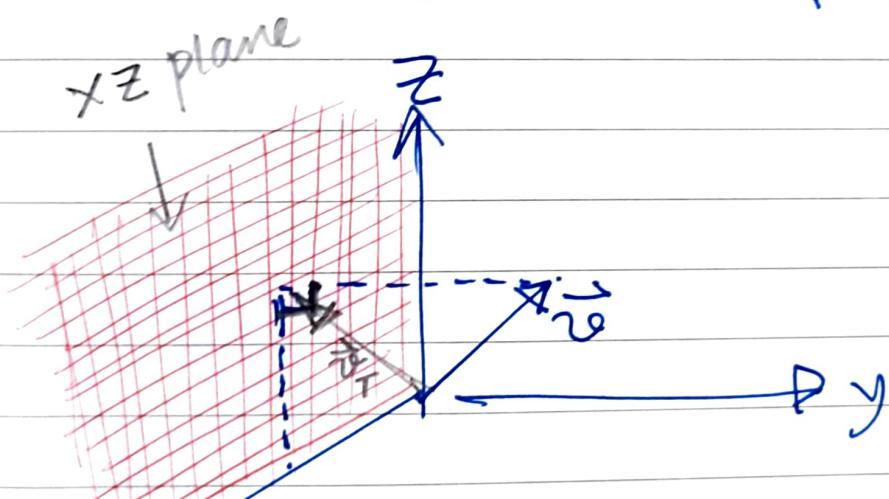
$$2 + 2x_3 = 3x_3 \Rightarrow x_3 = 2$$

eg(2) What about the e.v's & E.V's
of an OG transformation?

Consider a vector $\vec{v} \in \mathbb{R}^3$

We want to project it OG^{by} on
the xz plane.

$$\text{i.e. } \begin{pmatrix} \vec{v} \\ x_1 \\ x_2 \\ x_3 \end{pmatrix} \xrightarrow{T} \begin{pmatrix} \vec{v}_T \\ x_1 \\ 0 \\ x_3 \end{pmatrix}$$



We can see by inspection
that T must have a matrix
repⁿ A = $\begin{pmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix}$

Clearly $A\vec{v} = \vec{v}_T$ (Note, the r.h.s
is \vec{v}_T and NOT \vec{v})

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the evs are $\{1, 0\}$.

repeated.

$$\underline{\lambda = 1}$$

$$A \bar{x} = \bar{x}$$

$$\Rightarrow \begin{pmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}$$

$$\begin{array}{l} x_1 = x_1 \\ 0 = x_2 \\ x_3 = x_3 \end{array} \quad \left. \begin{array}{l} \lambda = 1 \\ \text{corresponds to} \\ \text{the "retained"} \\ \text{dim } 8 \text{ hence} \\ \text{the component} \\ \text{corresponding to} \\ \text{collapsed dim } (y) \text{ is } 0 \end{array} \right\}$$

$$\therefore \vec{x}_{(\lambda=1)} = \begin{pmatrix} \alpha \\ 0 \\ \beta \end{pmatrix} \quad \text{for } \alpha, \beta \text{ chosen arbitrarily}$$

$$\underline{\lambda = 0}$$

$$x_1 = 0$$

$$0 = 0$$

$$x_3 = 0$$

$$\vec{x}_{(\lambda=0)} = \begin{pmatrix} 0 \\ \delta \\ 0 \end{pmatrix}$$

where δ is arbitrary
(say $\delta = 1$)

$\lambda = 0$ corresponds
to the "collapsed"
dimension (here
 y -dim)

Eg ③ "Projection Operators" need not be always OG.

say we want (oblique projⁿ)

$$\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \xrightarrow{T} \begin{pmatrix} 0 \\ x_1 + x_2 \end{pmatrix}$$

choose

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

$$A\bar{x} = \lambda \bar{x}$$

$$\begin{pmatrix} 0 & 0 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 0 \\ x_1 + x_2 \end{pmatrix}$$

the evs are {0, 1}.

EVs :- $\frac{\lambda=0}{\bar{x}_{(\lambda=0)} = \begin{pmatrix} 1 \\ -1 \end{pmatrix}} \quad \begin{pmatrix} 0 & 0 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$

$$v_1 + v_2 = 0 \Rightarrow v_1 = -v_2$$

$\lambda=1$ $0 = v_1$ i.e. $\bar{x}_{(\lambda=1)} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$

$$v_1 + v_2 = v_2$$

* Nevertheless, projⁿ operators (matrices)_P
always have the following properties:

(i) $P^2 = P$ (idempotency)

(ii) EVs of P are always 0 and 1.

Q) Why?

Ans)

$$P^2 \vec{v} = P \vec{v} = \lambda \vec{v}$$

$$\Rightarrow P(P\vec{v}) = \lambda \vec{v}$$

$$\Rightarrow P(\lambda \vec{v}) = \lambda \vec{v}$$

$$\Rightarrow \lambda P \vec{v} = \lambda \vec{v}$$

$$\Rightarrow \lambda (\lambda \vec{v}) = \lambda \vec{v}$$

$$\Rightarrow \lambda^2 = \lambda$$

$$\Rightarrow \lambda^2 - \lambda = 0$$

$$\Rightarrow \lambda(\lambda - 1) = 0$$

$$\Rightarrow \lambda = 0, 1$$

eg (4) Q) What about EVs - EVs of reflection operations/transformations

Abt. x-axis

$$\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \xrightarrow{T} \begin{pmatrix} x_1 \\ -x_2 \end{pmatrix}.$$

$$A = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \quad \det(A - \lambda I) = 0$$

$$\Rightarrow \begin{vmatrix} -\lambda & 1 \\ 1 & -\lambda \end{vmatrix} = 0$$

$$A \bar{x} = \lambda \bar{x}$$

$$\frac{\lambda=1}{\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = 1 \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}}$$

$$\lambda^2 = 1$$

$$\lambda = \pm 1$$

EVs

$$\begin{pmatrix} x_2 \\ x_1 \end{pmatrix} = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \quad i.e. \quad \vec{x}_{(\lambda=1)} = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

$$\lambda = -1$$

$$x_2 = -x_1$$

$$x_1 = -x_2$$

$$\vec{x}_{(\lambda=-1)} = \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

EVs

eg (5)

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A few more interesting matrix transformations (P)

(i) Markov matrix: Each col^m of P adds to 1.

$\Rightarrow \lambda = 1$ is an ev.

(ii) P is singular, so $\lambda = 0$ is an ev

(iii) P is symmetric, so EVs

$$(P_{ij} = P_{ji})$$

$$\begin{pmatrix} 1 \\ 1 \end{pmatrix} \perp \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

if $A \in M_{n \times n}$

* ① Product of EVs (n of them)
= det of A .

④ $\lambda_1 + \lambda_2 + \dots + \lambda_n = \text{trace}(A)$
 $= a_{11} + a_{22} + \dots + a_{nn}$