If x = (1,2,3) and S is the standard basis of R3:

$$\begin{bmatrix} \vec{x} \end{bmatrix}_s = \begin{bmatrix} \frac{1}{2} \end{bmatrix} \rightarrow \vec{x} = \vec{e}_1 + 2\vec{e}_2 + 3\vec{e}_3 : [C \text{ of weeters in } S]$$

$$[x]_s = [\frac{3}{4}]$$
; find $[x]_{B_2} = [\frac{1}{6}]$ (B₂ is given)

$$\Rightarrow \left[\overrightarrow{\chi}\right]_{S} = \chi_{1}\overrightarrow{e}_{1} + \cdots + \chi_{n}\overrightarrow{e}_{n} = \alpha \overrightarrow{b}_{1} + \beta \overrightarrow{b}_{1}$$

$$\Rightarrow [\mathbf{x}]_{s} = (\mathbf{b}, \mathbf{b}_{2})[\mathbf{d}] \qquad \text{systems of}$$

$$\frac{\text{change of basis}}{\text{marrix from } \mathbf{s} \rightarrow \mathbf{B}_{2}} \qquad \text{equations}$$

This is a formula for vectors in the coordinate system of S. To get vectors in B2, get the inverse matrix:

$$[\vec{X}]_{\beta_1} = \frac{1}{\beta_1} [\vec{X}]_s [\vec{X}]_s$$

But what if we want to convert between coordinate systems that are not the standard basis?

$$\mathbf{F}^{\mathbf{X}} \cdot [\mathbf{X}]^{\mathbf{B}'} = [\mathbf{S}] \cdot \mathbf{F}^{\mathbf{Y}} \cdot [\mathbf{X}]^{\mathbf{B}^{\mathbf{F}}}$$

$$[\vec{x}]_{B_2} = B_2[I]_S(S[I]_B[\vec{x}]_B)$$
 where $S[I]_B$ is a matrix B , st

One useful application:

Instead, we can set $B1 = \{(2,4,6,8), v1, v2, v3\}$ where v1, v2, v3 are other vectors in R4

Then, we can represent

$$\begin{bmatrix} \vec{\mathbf{X}} \end{bmatrix}^{\mathbf{B}'} = \begin{bmatrix} \mathbf{0} \\ \mathbf{0} \\ \mathbf{0} \end{bmatrix}$$

However we are no longer dealing with standard basis vectors

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What is the change of basis matrix from N to S where:
                                               S is the standard basis for M_{2\mathrm{x}2} and N is \left\{ \begin{bmatrix} -1 & 2 \\ 0 & 0 \end{bmatrix}, \begin{bmatrix} -3 & 4 \\ 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 \\ -1 & 2 \end{bmatrix}, \begin{bmatrix} 0 & 0 \\ -3 & 4 \end{bmatrix} \right\}.

\zeta = \left\{ \begin{bmatrix} 0 & 1 \\ 0 & 1 \end{bmatrix}, \begin{bmatrix} 0 & 9 \\ 0 & 1 \end{bmatrix}, \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \right\}

 Note that S[I]_N (S \leftarrow N) = [[\vec{n}_1]_1, [\vec{n}_2]_2, ...] Shorts at
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             each me N
  So, solving For S-coords:
   \begin{bmatrix} -1 & 2 \\ 0 & 0 \end{bmatrix} = -1a + 2b + 0c + 0d : S-coordinates
  \begin{bmatrix} -3 & 4 \\ 0 & 1 \end{bmatrix} = -3a + 4b + 0c + 0d
= \sum_{i=1}^{n} \sum_
```