

## 1.1 Bases

We have reached what many consider the “Goldilocks Zone” of Linear Algebra.

If a set is too small, it won’t span the whole space—you’ll be left with points you can’t reach. If a set is too large, it will be linearly dependent—you’ll have redundant vectors cluttering your workspace. A **basis** is a set that is “just right.” It is large enough to build everything, but small enough that every piece is essential.

Because a basis has no redundancy, it gives us something incredible: a **unique address system**. In an abstract vector space, it’s hard to tell someone where a vector is. But once we pick a basis, every vector can be described by a unique list of numbers—its coordinates. A basis is the bridge that allows us to turn abstract geometry into concrete arithmetic.

**Definition 1.5.1 (Basis).** A subset  $B$  of a vector space  $V$  is called a **basis** for  $V$  if:

1.  $B$  is linearly independent;
2.  $B$  spans  $V$ .

**Example (Standard Bases).**

- The **standard basis** for  $F^n$  is  $\{\mathbf{e}_1, \mathbf{e}_2, \dots, \mathbf{e}_n\}$ , where  $\mathbf{e}_i$  has a 1 in the  $i$ -th position and 0 elsewhere.
- The standard basis for  $F[x]_{\leq n}$  is  $\{1, x, x^2, \dots, x^n\}$ .
- The standard basis for  $M_{m \times n}(F)$  is the set of matrices  $\mathbf{E}_{ij}$  having a 1 at entry  $(i, j)$  and 0 elsewhere.

### 1.1.1 Unique Representation and Coordinates

The most important property of a basis is that every vector in the space has a unique “address” relative to it.

**Theorem 1.5.1 (Unique Representation).** Let  $B = \{\mathbf{v}_1, \dots, \mathbf{v}_n\}$  be a basis for  $V$ . Then every vector  $\mathbf{v} \in V$  can be written as a linear combination of elements in  $B$  in **exactly one way**.

*Proof.* Since  $B$  spans  $V$ , there exist scalars  $a_i$  such that  $\mathbf{v} = \sum a_i \mathbf{v}_i$ . Suppose there is another representation  $\mathbf{v} = \sum b_i \mathbf{v}_i$ . Then:

$$\mathbf{0} = \mathbf{v} - \mathbf{v} = \sum a_i \mathbf{v}_i - \sum b_i \mathbf{v}_i = \sum (a_i - b_i) \mathbf{v}_i.$$

Since  $B$  is linearly independent, we must have  $a_i - b_i = 0$  for all  $i$ , meaning  $a_i = b_i$ . ■

**Definition 1.5.2 (Coordinates).** Let  $B = \{\mathbf{v}_1, \dots, \mathbf{v}_n\}$  be an **ordered** basis for  $V$ . For any  $\mathbf{v} \in V$ , the unique scalars  $c_1, \dots, c_n$  such that  $\mathbf{v} = \sum c_i \mathbf{v}_i$  are called the **coordinates**

of  $\mathbf{v}$  with respect to  $B$ . We write this as a column vector:

$$[\mathbf{v}]_B = \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{bmatrix}.$$

*Remark.* The map  $\mathbf{v} \mapsto [\mathbf{v}]_B$  provides a way to treat any abstract  $n$ -dimensional vector space as if it were simply  $F^n$ . This is the power of a basis.