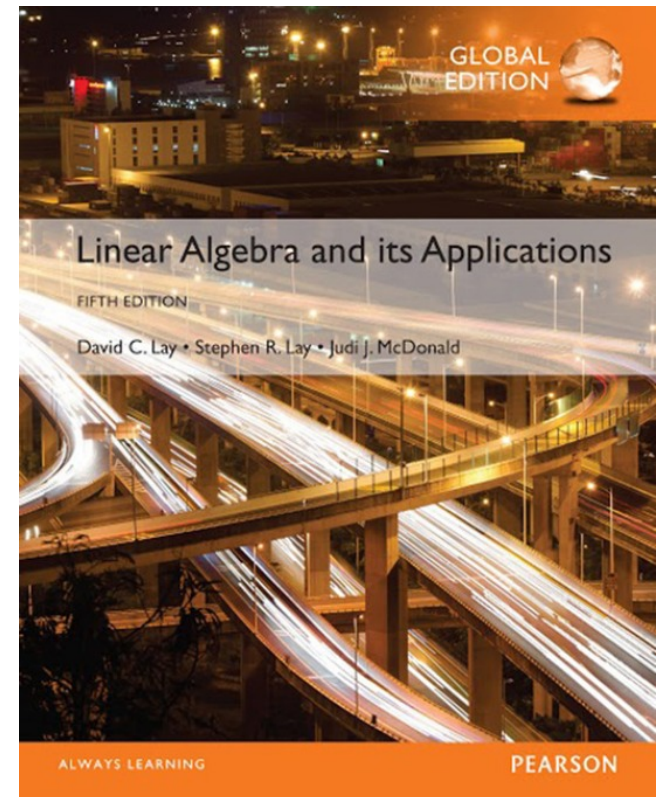


# 4

## Vector Spaces

### 4.4

## COORDINATE SYSTEMS



## THE UNIQUE REPRESENTATION THEOREM

- **Theorem 7:** Let  $B = \{b_1, \dots, b_n\}$  be a basis for vector space  $V$ . Then for each  $\mathbf{x}$  in  $V$ , there exists a unique set of scalars  $c_1, \dots, c_n$  such that

$$\mathbf{x} = c_1 b_1 + \dots + c_n b_n \quad (1)$$

- **Proof:** Since  $B$  spans  $V$ , there exist scalars such that (1) holds.
- Suppose  $\mathbf{x}$  also has the representation

$$\mathbf{x} = d_1 b_1 + \dots + d_n b_n$$

for scalars  $d_1, \dots, d_n$ .

# THE UNIQUE REPRESENTATION THEOREM

- Then, subtracting, we have

$$0 = \mathbf{x} - \mathbf{x} = (c_1 - d_1)\mathbf{b}_1 + \dots + (c_n - d_n)\mathbf{b}_n \quad (2)$$

- Since  $B$  is linearly independent, the weights in (2) must all be zero. That is,  $c_j = d_j$  for  $1 \leq j \leq n$ .
- **Definition:** Suppose  $B = \{\mathbf{b}_1, \dots, \mathbf{b}_n\}$  is a basis for  $V$  and  $\mathbf{x}$  is in  $V$ . **The coordinates of  $\mathbf{x}$  relative to the basis  $B$  (or the  $B$ -coordinate of  $\mathbf{x}$ )** are the weights  $c_1, \dots, c_n$  such that  $\mathbf{x} = c_1\mathbf{b}_1 + \dots + c_n\mathbf{b}_n$

# THE UNIQUE REPRESENTATION THEOREM

- If  $c_1, \dots, c_n$  are the **B**-coordinates of  $\mathbf{x}$ , then the vector in  $\mathbb{R}^n$

$$[\mathbf{x}]_{\mathbf{B}} = \begin{bmatrix} c_1 \\ \vdots \\ c_n \end{bmatrix}$$

is the **coordinate vector of  $\mathbf{x}$  (relative to  $\mathbf{B}$ )**, or the **B-coordinate vector of  $\mathbf{x}$** .

- The mapping  $\mathbf{x} \mapsto [\mathbf{x}]_{\mathbf{B}}$  is the **coordinate mapping (determined by  $\mathbf{B}$ )**.

# COORDINATES IN $\mathbb{R}^n$

- When a basis  $B$  for  $\mathbb{R}^n$  is fixed, the  $B$ -coordinate vector of a specified  $\mathbf{x}$  is easily found, as in the example below.

- **Example 1:** Let  $\mathbf{b}_1 = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$ ,  $\mathbf{b}_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$ ,  $\mathbf{x} = \begin{bmatrix} 4 \\ 5 \end{bmatrix}$ , and

$B = \{\mathbf{b}_1, \mathbf{b}_2\}$ . Find the coordinate vector  $[\mathbf{x}]_B$  of  $\mathbf{x}$  relative to  $B$ .

- **Solution:** The  $B$ -coordinate  $c_1, c_2$  of  $\mathbf{x}$  satisfy

$$c_1 \underbrace{\begin{bmatrix} 2 \\ 1 \end{bmatrix}}_{\mathbf{b}_1} + c_2 \underbrace{\begin{bmatrix} -1 \\ 1 \end{bmatrix}}_{\mathbf{b}_2} = \underbrace{\begin{bmatrix} 4 \\ 5 \end{bmatrix}}_{\mathbf{x}}$$

# COORDINATES IN $\mathbb{R}^n$

or

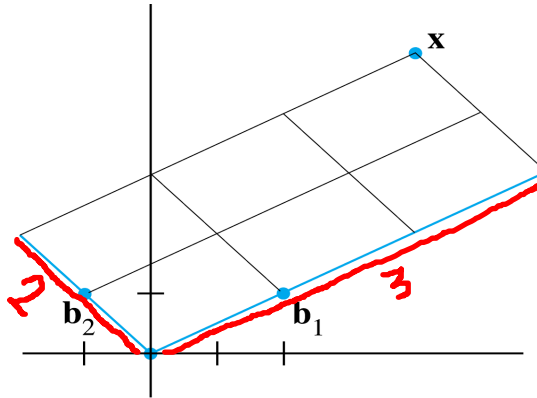
$$\begin{array}{ccccc} \begin{bmatrix} 2 & -1 \\ 1 & 1 \end{bmatrix} & \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} & = & \begin{bmatrix} 4 \\ 5 \end{bmatrix} & (3) \\ \mathbf{b}_1 & \mathbf{b}_2 & & \mathbf{x} & \end{array}$$

- This equation can be solved by row operations on an augmented matrix or by using the inverse of the matrix on the left.
- In any case, the solution is  $c_1 = 3, c_2 = 2$ .
- Thus  $\mathbf{x} = 3\mathbf{b}_1 + 2\mathbf{b}_2$  and

$$[\mathbf{x}]_B = \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} = \begin{bmatrix} 3 \\ 2 \end{bmatrix}$$

# COORDINATES IN $\mathbb{R}^n$

- See the following figure.



The  $\mathcal{B}$ -coordinate vector of  $\mathbf{x}$  is  $(3, 2)$ .

- The matrix in (3) changes the  $\mathcal{B}$ -coordinates of a vector  $\mathbf{x}$  into the standard coordinates for  $\mathbf{x}$ .
- An analogous change of coordinates can be carried out in  $\mathbb{R}^n$  for a basis  $\mathcal{B} = \{b_1, \dots, b_n\}$ .
- Let  $P_{\mathcal{B}} = \begin{bmatrix} b_1 & b_2 & \cdots & b_n \end{bmatrix}$

# COORDINATES IN $\mathbb{R}^n$

- Then the vector equation

$$\mathbf{x} = c_1 \mathbf{b}_1 + c_2 \mathbf{b}_2 + \dots + c_n \mathbf{b}_n$$

is equivalent to

$$(4) \quad \underline{\mathbf{x} = P_B [\mathbf{x}]_B}$$

- $P_B$  is called the **change-of-coordinates matrix** from B to the standard basis in  $\mathbb{R}^n$ .
- Left-multiplication by  $P_B$  transforms the coordinate vector  $[\mathbf{x}]_B$  into  $\mathbf{x}$ .
- Since the columns of  $P_B$  form a basis for  $\mathbb{R}^n$ ,  $P_B$  is invertible (by the Invertible Matrix Theorem).



# COORDINATES IN $\mathbb{R}^n$

- Left-multiplication by  $P_B^{-1}$  converts  $\mathbf{x}$  into its B-coordinate vector:

$$P_B^{-1}\mathbf{x} = [\mathbf{x}]_B$$

- The correspondence  $\mathbf{x} \mapsto [\mathbf{x}]_B$ , produced by  $P_B^{-1}$ , is the coordinate mapping.
- Since  $P_B^{-1}$  is an invertible matrix, the coordinate mapping is a one-to-one linear transformation from  $\mathbb{R}^n$  onto  $\mathbb{R}^n$ , by the Invertible Matrix Theorem.

# THE COORDINATE MAPPING

- **Theorem 8:** Let  $B = \{\mathbf{b}_1, \dots, \mathbf{b}_n\}$  be a basis for a vector space  $V$ . Then the coordinate mapping  $\mathbf{x} \mapsto [\mathbf{x}]_B$  is a one-to-one linear transformation from  $V$  onto  $\mathbb{R}^n$ .

- **Proof:** Take two typical vectors in  $V$ , say,

$$\mathbf{u} = c_1 \mathbf{b}_1 + \dots + c_n \mathbf{b}_n$$

$$\mathbf{w} = d_1 \mathbf{b}_1 + \dots + d_n \mathbf{b}_n$$

- Then, using vector operations,  
$$\mathbf{u} + \mathbf{v} = (c_1 + d_1) \mathbf{b}_1 + \dots + (c_n + d_n) \mathbf{b}_n$$

# THE COORDINATE MAPPING

- It follows that

$$[\mathbf{u} + \mathbf{w}]_B = \begin{bmatrix} c_1 + d_1 \\ \vdots \\ c_n + d_n \end{bmatrix} = \begin{bmatrix} c_1 \\ \vdots \\ c_n \end{bmatrix} + \begin{bmatrix} d_1 \\ \vdots \\ d_n \end{bmatrix} = [\mathbf{u}]_B + [\mathbf{w}]_B$$

- So the coordinate mapping preserves addition.
- If  $r$  is any scalar, then

$$r\mathbf{u} = r(c_1\mathbf{b}_1 + \dots + c_n\mathbf{b}_n) = (rc_1)\mathbf{b}_1 + \dots + (rc_n)\mathbf{b}_n$$

# THE COORDINATE MAPPING

- So

$$\begin{bmatrix} r\mathbf{u} \end{bmatrix}_{\mathbf{B}} = \begin{bmatrix} r\mathbf{c}_1 \\ \vdots \\ r\mathbf{c}_n \end{bmatrix} = r \begin{bmatrix} \mathbf{c}_1 \\ \vdots \\ \mathbf{c}_n \end{bmatrix} = r \begin{bmatrix} \mathbf{u} \end{bmatrix}_{\mathbf{B}}$$

- Thus the coordinate mapping also preserves scalar multiplication and hence is a linear transformation.
- The linearity of the coordinate mapping extends to linear combinations.
- If  $\mathbf{u}_1, \dots, \mathbf{u}_p$  are in  $V$  and if  $c_1, \dots, c_p$  are scalars, then
$$\begin{bmatrix} c_1\mathbf{u}_1 + \dots + c_p\mathbf{u}_p \end{bmatrix}_{\mathbf{B}} = c_1 \begin{bmatrix} \mathbf{u}_1 \end{bmatrix}_{\mathbf{B}} + \dots + c_p \begin{bmatrix} \mathbf{u}_p \end{bmatrix}_{\mathbf{B}} \quad (5)$$

# THE COORDINATE MAPPING

- In words, (5) says that the B-coordinate vector of a linear combination of  $\mathbf{u}_1, \dots, \mathbf{u}_p$  is the *same* linear combination of their coordinate vectors.
- The coordinate mapping in Theorem 8 is an important example of an *isomorphism* from  $V$  onto  $\mathbb{R}^n$ .
- In general, a one-to-one linear transformation from a vector space  $V$  onto a vector space  $W$  is called an **isomorphism** from  $V$  onto  $W$ .
- The notation and terminology for  $V$  and  $W$  may differ, but the two spaces are indistinguishable as vector spaces.

# THE COORDINATE MAPPING

- Every vector space calculation in  $V$  is accurately reproduced in  $W$ , and vice versa.
- In particular, any real vector space with a basis of  $n$  vectors is indistinguishable from  $\mathbb{R}^n$ .

- **Example 7:** Let  $v_1 = \begin{bmatrix} 3 \\ 6 \\ 2 \end{bmatrix}$ ,  $v_2 = \begin{bmatrix} -1 \\ 0 \\ 1 \end{bmatrix}$ ,  $x = \begin{bmatrix} 3 \\ 12 \\ 7 \end{bmatrix}$ ,

and  $B = \{v_1, v_2\}$ . Then  $B$  is a basis for  $H = \text{Span}\{v_1, v_2\}$ . Determine if  $x$  is in  $H$ , and if it is, find the coordinate vector of  $x$  relative to  $B$ .

# THE COORDINATE MAPPING

- **Solution:** If  $\mathbf{x}$  is in  $H$ , then the following vector equation is consistent:

$$c_1 \begin{bmatrix} 3 \\ 6 \\ 2 \end{bmatrix} + c_2 \begin{bmatrix} -1 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 3 \\ 12 \\ 7 \end{bmatrix}$$

- The scalars  $c_1$  and  $c_2$ , if they exist, are the B-coordinates of  $\mathbf{x}$ .

# THE COORDINATE MAPPING

- Using row operations, we obtain

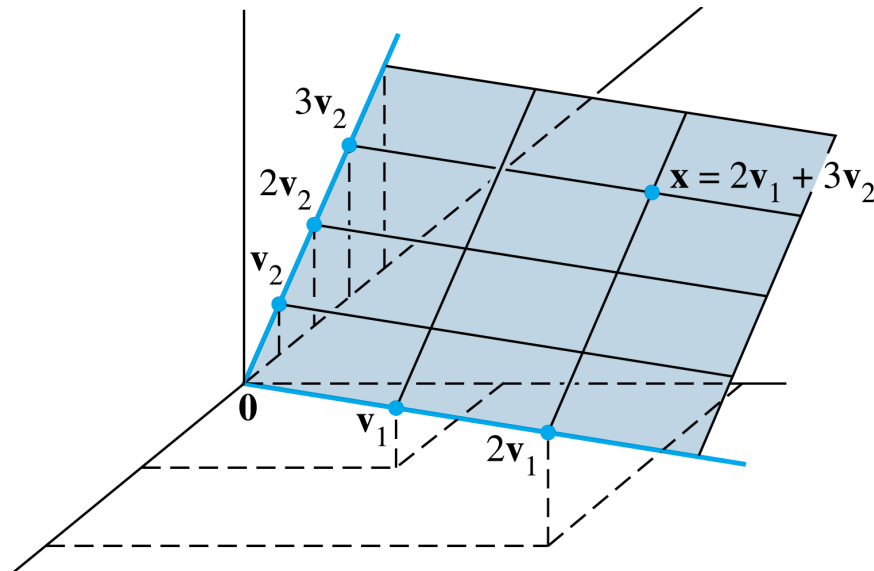
$$\begin{bmatrix} 3 & -1 & 3 \\ 6 & 0 & 12 \\ 2 & 1 & 7 \end{bmatrix} \sim \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & 3 \\ 0 & 0 & 0 \end{bmatrix}$$

- Thus  $c_1 = 2$ ,  $c_2 = 3$  and  $[\mathbf{x}]_B = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$ .



# THE COORDINATE MAPPING

- The coordinate system on  $H$  determined by  $B$  is shown in the following figure.



A coordinate system on a plane  $H$  in  $\mathbb{R}^3$ .