# Unit I: Ax = b and the Four Subspaces

## Session 1.1: The Geometry of Linear Equations

We have a system of equations:

$$\begin{cases} 2x - y = 0 \\ -x + 2y = 3 \end{cases}$$

#### Row Picture

Line 2x - y = 0 and line -x + 2y = 0 intersects at the point (1, 2), so (1, 2) is the solution of the system of equations.

Maybe I should draw a X-Y coordinates here >\_>

#### Column Picture

We rewrite the system of linear equations as a single equation:

$$x \begin{bmatrix} 2 \\ -1 \end{bmatrix} + y \begin{bmatrix} -1 \\ 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 3 \end{bmatrix}$$

We see x and y as scalars of column vectors:  $\mathbf{v_1} = \begin{bmatrix} 2 \\ -1 \end{bmatrix}$  and  $\mathbf{v_2} = \begin{bmatrix} -1 \\ 2 \end{bmatrix}$ , and the sum  $x\mathbf{v_1} + y\mathbf{v_2}$  is called a *linear combination* of  $\mathbf{v_1}$  and  $\mathbf{v_2}$ .

Geometrically, we can find one copy of  $v_1$  added to two copies of  $v_2$  just equals the vector  $\begin{bmatrix} 0 \\ 3 \end{bmatrix}$ . Then the solution should be x=1,y=2.

I will add a figure when time is available >\_>

## **Matrix Picture**

We rewrite the equations in our example as a compact form,

$$Ax = b$$

that is

$$\begin{bmatrix} 2 & -1 \\ -1 & 2 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 3 \end{bmatrix}$$

Matrix Multiplication

$$\begin{bmatrix} 2 & -1 \\ -1 & 2 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} = 1 \begin{bmatrix} 2 \\ -1 \end{bmatrix} + 2 \begin{bmatrix} -1 \\ 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 3 \end{bmatrix}$$

A matrix times by a vector is just a linear combination of the column vectors of the matrix.

Session 1.2: An Overview of Key Ideas

Vectors

Let us take linear combinations of vectors.

Matrices

The product of a matrix and a vector is a combination of the columns of the matrix.

Subspaces

All combinations of column vectors creates a subspace. The subspaces of  $\mathbb{R}^3$  are:

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- the origin,
- a line through the origin,
- a plane through the origin,
- all of  $\mathbb{R}^3$ .

Conclusion

• A is invertible

 $\Leftrightarrow Ax = b$  has the unique solution x for each b

 $\Leftrightarrow Ax = 0$  has no non-zero solution x

 $\Leftrightarrow$  The columns of A are independent

 $\Leftrightarrow$  All vectors Ax cover the whole vector space

Example:  $A = \begin{bmatrix} 1 & 0 & 0 \\ -1 & 1 & 0 \\ 0 & -1 & 1 \end{bmatrix}$ 

- A is not invertible
  - $\Leftrightarrow Ax = b$  has a solution x only for some of b in the vector space
  - $\Leftrightarrow Ax = 0$  has non-zero solutions x
  - $\Leftrightarrow$  The columns of A are dependent
  - $\Leftrightarrow$  All vectors Ax lies in only a subspace of the vector space

Example: 
$$A = \begin{bmatrix} 1 & 0 & -1 \\ -1 & 1 & 0 \\ 0 & -1 & 1 \end{bmatrix}$$

## Session 1.3: Elimination with Matrices

## Method of Elimination

We have an example Ax = b,

$$A = \begin{bmatrix} 1 & 2 & 1 \\ 3 & 8 & 1 \\ 0 & 4 & 1 \end{bmatrix} \text{ and } \boldsymbol{b} = \begin{bmatrix} 2 \\ 12 \\ 2 \end{bmatrix}.$$

Steps of Elimination:

- Step 1: subtract 3 times row 1 from row 2;
- Step 2: subtract 2 times row 2 from row 3.

$$A = \begin{bmatrix} 1 & 2 & 1 \\ 3 & 8 & 1 \\ 0 & 4 & 1 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & 2 & 1 \\ 0 & 2 & -2 \\ 0 & 4 & 1 \end{bmatrix} \rightarrow U = \begin{bmatrix} 1 & 2 & 1 \\ 0 & 1 & -2 \\ 0 & 0 & 5 \end{bmatrix}$$

$$\boldsymbol{b} = \begin{bmatrix} 2 \\ 12 \\ 2 \end{bmatrix} \to \cdots \to \begin{bmatrix} 2 \\ 6 \\ -10 \end{bmatrix}$$

Thus, we can easily solve the systems of equations,  $\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 2 \\ 1 \\ -2 \end{bmatrix}$ .

#### **Elimination Matrices**

The product of a matrix (3x3) and a column vector (3x1) is a column vector (3x1) that is a linear combination of the columns of the matrix.

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The product of a row vector (1x3) and a matrix (3x3) is a row vector (1x3) that is a linear combination of the rows of the matrix.

For example,

$$\begin{bmatrix} 1 & 0 & 0 \\ -3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 & 1 \\ 3 & 8 & 1 \\ 0 & 4 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 2 & 1 \\ 0 & 2 & -2 \\ 0 & 4 & 1 \end{bmatrix}.$$

Multiplying on the left by a permutation matrix exchanges the rows of a matrix, while multiplying on the right exchanges the columns. For example,

$$P = \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}.$$

P is a *permutation matrix* and the first and second rows of the matrix PA are the second and first rows of the matrix A.

Note, matrix multiplication is associative but not commutative.

## **Inverses**

We have a matrix:

$$E_{21} = \begin{bmatrix} 1 & 0 & 0 \\ -3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

which subtracts 3 times row 1 from row 2. To "**undo**" this operation we must add 3 times row 1 to row 2 using the inverse matrix:

$$E_{21}^{-1} = \begin{bmatrix} 1 & 0 & 0 \\ 3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}.$$

In fact,  $E_{21}^{-1}E_{21} = I$ .

## Session 1.4: Multiplication and Inverse Matrices

## Four and a half ways we see matrix multiplication

We have AB = C. A is an  $m \times n$  matrix and B is an  $n \times p$  matrix, then C is an  $m \times p$  matrix. We use  $c_{ij}$  to denote the entry in row i and column j of matrix C and the same denotation applies to  $a_{ij}$  and  $b_{ij}$ .

#### Row times column

$$c_{ij} = \sum_{k=1}^{n} a_{ik} b_{kj}$$

#### Columns

The product of matrix A and column j of matrix B equals column j of matrix C. This tells us that the columns of C are combinations of columns of A.

$$A \begin{bmatrix} | & | & | \\ column1 & column2 & column3 \\ | & | & | \end{bmatrix} = \begin{bmatrix} | & | & | \\ A(column1) & A(column2) & A(column3) \\ | & | & | \end{bmatrix}$$

#### Rows

The product of row i of matrix A and matrix B equals row i of matrix C. So the rows of C are combinations of rows of B.

$$\begin{bmatrix} --- & row1 & --- \\ --- & row2 & --- \\ --- & row3 & --- \end{bmatrix} B = \begin{bmatrix} --- & (row1)B & --- \\ --- & (row2)B & --- \\ --- & (row3)B & --- \end{bmatrix}$$

#### Column times row

$$AB = \sum_{k=1} n \begin{bmatrix} a_{1k} \\ \vdots \\ a_{mk} \end{bmatrix} \begin{bmatrix} b_{k1} & \cdots & b_{kp} \end{bmatrix}$$

note: I fixed a typo in the original MIT's lecture summary here:  $b_{kp}$  instead of  $b_{kn}$ .

#### **Blocks**

$$\begin{bmatrix} A_1 & A_2 \\ A_3 & A_4 \end{bmatrix} \begin{bmatrix} B_1 & B_2 \\ B_3 & B_4 \end{bmatrix} = \begin{bmatrix} A_1B_1 + A_2B_3 & A_1B_2 + A_2B_4 \\ A_3B_1 + A_4B_3 & A_3B_2 + A_4B_4 \end{bmatrix}$$

## **Inverses**

If A is singular or not invertible,

then A does not have an inverse,

and we can find some non-zero vector  $\boldsymbol{x}$  for which  $A\boldsymbol{x}=0$ 

#### **Gauss-Jordan Elimination**

$$E \left[ A \mid I \right] = \left[ I \mid E \right]$$

If EA = I, then  $E = A^{-1}$ .

## Session 1.5: Factorization into A = LU

Inverse of a product

$$(AB)^{-1} = B^{-1}A^{-1}$$

Transpose of a product

$$(AB)^T = B^T A^T, \quad (A^T)^{-1} = (A^{-1})^T$$

A=LU

We can use elimination to convert A into an upper triangular matrix U, that is EA = U, and further we can also convert this to a factorization A = LU in which  $L = E^{-1}$ .

For example, in a three dimensional case, if  $E_{32}E_{31}E_{21}A = U$  then  $A = E_{21}^{-1}E_{31}^{-1}E_{32}^{-1}U = LU$ . Suppose  $E_{31}$  is the identity matrix and  $E_{32}$  and  $E_{21}$  are as shown below:

$$\begin{bmatrix} E_{32} & E_{21} & E \\ 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -5 & 1 \end{bmatrix} \quad \begin{bmatrix} 1 & 0 & 0 \\ -2 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad = \quad \begin{bmatrix} 1 & 0 & 0 \\ -2 & 1 & 0 \\ 10 & -5 & 1 \end{bmatrix} \; .$$

Here  $L = E^{-1} = E_{21}^{-1} E_{32}^{-1}$ :

$$\begin{bmatrix} E_{21}^{-1} & E_{32}^{-1} & L \\ \begin{bmatrix} 1 & 0 & 0 \\ \underline{2} & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} & \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & \underline{5} & 1 \end{bmatrix} & = & \begin{bmatrix} 1 & 0 & 0 \\ \underline{2} & 1 & 0 \\ 0 & \underline{5} & 1 \end{bmatrix}$$

Notice the 0 in row three column one of L, where E had a 10. The factorization A = LU is preferable to the statement EA = U because the combination of row subtractions does not have the effect on L that it did on E.

If there are no row exchanges, the multipliers from the elimination matrices are copied directly into L.

## Cost of elimination

If we define a typical operation is to multiply one row and then subtract it from another, then the total number of operations needed to factor  $n \times n$  A into LU is on the order of  $n^3$ :

$$1^{2} + 2^{2} + \dots + (n-1)^{2} + n^{2} = \sum_{i=1}^{n} i^{2} \approx \int_{0}^{n} x \, dx = \frac{1}{3}n^{3}.$$

While we're factoring A we're also operating on **b**. That costs about  $n^2$  operations, which is hardly worth counting compared to  $1/3n^3$ .

## Row exchanges

The inverse of any permutation matrix P is  $P^{-1} = P^{T}$ .

There are n! different ways to permute the rows of an  $n \times n$  matrix (including the permutation that leaves all rows unfixed) so there are n! permutation matrices. These matrices form a *multiplicative group*.

# Session 1.6: Transpose, Permutation, Vector Spaces $\mathbb{R}^n$

## Permutations

Nothing new here.

## Transposes

$$(A^T)_{ij} = A_{ji}$$

Given any matrix R the product  $R^TR$  is always symmetric, which means the transpose of a matrix equals itself, because  $(R^TR)^T = R^T(R^T)^T = R^TR$ .

## Vector spaces

#### Closure

A collection of vectors has to satisfy two conditions:

- 1. closed under addition, which means the sum of any two vectors in the collection lies again in the collection,
- 2. closed under multiplication by any real numbers, that is to say that multiplying any vector in the collection by any real number will not give a vector beyond the collection,

or, to put it in another way, closed under linear combinations.

s.t. we call the collection a vector space.

## Subspaces

A vector space that is contained inside of another vector space is called a *subspace* of that space. For example,

the subspaces of  $\mathbb{R}^2$  are:

- 1. all of  $\mathbb{R}^2$ ,
- 2. any line through the zero vector and
- 3. the zero vector alone.

Every subspace must contain the zero vector.

#### Column space

Given a matrix A, all the linear combinations of the columns of A form a subspace. This is the column space C(A).

For example, if  $A=\begin{bmatrix}1&3\\2&3\\4&1\end{bmatrix}$ , the column space of A is the plane through the origin in  $\mathbb{R}^3$  containing  $\begin{bmatrix}1\\2\\4\end{bmatrix}$  and  $\begin{bmatrix}3\\3\\1\end{bmatrix}$ .