Linear Algebra (MATH 21)

Question of the Day

If you could pick two animals and swap the noises they make, which and why?

On the Docket

Check-in

Concept Review: Determinants Concept Review: Subspaces

Determinants

We know that we can calculate the determinant of a matrix by cofactor expansion, so let us look at a concrete example.

For an arbitrary 3×3 matrix, the determinant is a function which returns

$$\begin{vmatrix} a & b & c \\ d & e & f \\ g & h & i \end{vmatrix} = aei - afh - bdi + bfg + cdg - ceg$$

Geometrically, this is the oriented (+/-) rvolume of a parallelepiped which is described by three 3-vectors.

Consider what happens if we set one of the vectors to zero.

$$\begin{vmatrix} a & b & 0 \\ d & e & 0 \\ g & h & 0 \end{vmatrix} = aei - a0h - bd0 + b0g + 0dg - 0eg$$

The determinant collapses to zero. The parallelogram, described by two vectors, has no volume in 3-space. In that space, it is "flat" and cannot be inverted. This behavior continues in higher dimensions.

We can play a similar game to see the effects of row operations.





Vector Space Axioms

A vector space V over a field $\mathbb F$ is a nonempty set equipped with two binary functions

$$+: V \times V \to V$$
 and $\cdot: \mathbb{F} \times V \to V$

such that for every $\vec{u}, \vec{v}, \vec{w} \in V$ and every $a, b \in \mathbb{F}$ the following hold.

Vector Space Axioms

1. Commutativity of addition:

$$\vec{u} + \vec{v} = \vec{v} + \vec{u}$$

$$(\vec{u} + \vec{v}) + \vec{w} = \vec{u} + (\vec{v} + \vec{w})$$

 $0 + \vec{u} = \vec{u} = \vec{u} + 0$

$$\vec{u} + (-\vec{u}) = 0$$

$$(a+b)\vec{u} = a\vec{u} + b\vec{u}$$

$$r(\vec{u} + \vec{v}) = r\vec{u} + r\vec{v}$$

$$a(b\vec{u}) = (ab)\vec{u}$$

$$1\vec{u}=\vec{u}$$

Subspaces

Subspace

For a vector space V over a field \mathbb{F} , a subset $W\subseteq V$ is a subspace if for each $\vec{u},\vec{v}\in W$ and for every $\lambda\in\mathbb{F}$

1. W is closed under addition:

$$\vec{u} + \vec{v} \in W$$

2. W is closed under scalar multiplication:

$$\lambda \vec{u} \in W$$