# Basis and Change of basis

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Bachelor's Degree in Video Game Design and Development

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### Generators

A set of vectors  $\mathbf{v}_1, \mathbf{v}_2, ..., \mathbf{v}_k$  is a generator of the vector space E iff  $E = \operatorname{span}(\mathbf{v}_1, \mathbf{v}_2, ..., \mathbf{v}_k)$ 

Which means that any vector of E can be described as a linear combination of  $\mathbf{v}_1, \mathbf{v}_2, ..., \mathbf{v}_k$ 

#### **Basis**

A basis  $\mathfrak{B} = \{e_1, e_2, ..., e_n\}$  for the subspace E is a set of linear independent vectors generators of E

Since the elements of  $\mathfrak B$  are independent, n coincides with the dimension of E and any vector  $\mathbf u \in E$  can be written in a unique form as

$$u = x_1 e_1 + x_2 e_2 + ... + x_n e_n$$

As consequence, the coefficients  $x_i$  are the components of the vector  $\boldsymbol{u}$  in the basis  $\mathfrak B$ 



#### Exercise

Let

$$S = \left\langle \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}, \begin{pmatrix} 4 \\ 5 \\ 1 \end{pmatrix}, \begin{pmatrix} -3 \\ -2 \\ 2 \end{pmatrix}, \begin{pmatrix} 2 \\ 0 \\ 5 \end{pmatrix} \right\rangle$$

- Calculate the dimension of S
- Give two different basis for *S*
- Is the vector  $\mathbf{u} = (-4, 11, -3)^{\mathsf{T}}$  contained in S?
- What are the components of  $\boldsymbol{u} = (11, 13, 0)^{\mathsf{T}}$  on the given basis?



The most used basis is the canonical basis. The vectors that conforms this basis are

$$\mathbf{e}_1 = (1, 0, ..., 0)^\mathsf{T}, \ \mathbf{e}_2 = (0, 1, ..., 0)^\mathsf{T}, ..., \mathbf{e}_n = (0, 0, ..., n)^\mathsf{T}$$

If nothing different is said, it must be assumed that any vector given is expressed on this basis. The canonical basis is the default basis. I.e  $u = (5, 3, -1)^{T} = (5e_1 + 3e_2 - e_3)$ 

- 2 Change of Basis



# Same vector in different basis Change of Basis

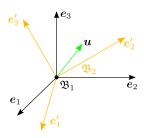
Let  $\mathfrak{B}_1 = \{e_1, e_2, ..., e_k\}$  and  $\mathfrak{B}_2 = \{e'_1, e'_2, ..., e'_k\}$  be two different basis of the same subspace E with dim(E) = k.

Therefore a vector  $\mathbf{u} \in E$  can be written as

$$\mathbf{u} = x_1 \mathbf{e}_1 + x_2 \mathbf{e}_2 + ... + x_k \mathbf{e}_k = \sum_{i=1}^k x_i \mathbf{e}_i$$

and equivalently

$$\mathbf{u} = x_1' \mathbf{e}_1' + x_2' \mathbf{e}_2' + ... + x_k' \mathbf{e}_k' = \sum_{i=1}^k x_j' \mathbf{e}_j'$$



# Same vector in different basis Change of Basis

Let the vectors of the  $\mathfrak{B}_2$  to be known in the basis  $\mathfrak{B}_1$ , i.e

$$\mathbf{e}_{j}' = \sum_{i=1}^{k} a_{ij} \mathbf{e}_{i}$$

And since

$$\sum_{i=1}^{k} x_{i} \mathbf{e}_{i} = \sum_{j=1}^{k} x'_{j} \left[ \mathbf{e}'_{j} \right] = \sum_{j=1}^{k} x'_{j} \sum_{i=1}^{k} a_{ij} \mathbf{e}_{i} = \sum_{i=1}^{k} \sum_{j=1}^{k} a_{ij} x'_{j} \mathbf{e}_{i}$$

Hence

$$x_i = \sum_{i=1}^k a_{ij} x_j'$$

Which is a matrix multiplication



# Change of Basis Change of Basis

### Change of basis

$$(\mathbb{R}^k, \mathfrak{B}_2) \xrightarrow{\mathsf{c}} (\mathbb{R}^k, \mathfrak{B}_1)$$

Given the components of a vector on  $\mathfrak{B}_2$  as  $\boldsymbol{u}_{\mathfrak{B}_2} = (x_1', x_2', ..., x_k')$ , the components of the same vector in the basis  $\mathfrak{B}_1$ , can be calculated as  $\boldsymbol{u}_{\mathfrak{B}_1} = \mathbf{C}\boldsymbol{u}_{\mathfrak{B}_2}$ 

Note: that C is composed by the row concatenation of the column vectors of the basis  $\mathfrak{B}_2$  as seen from  $\mathfrak{B}_1$ 

$$\mathbf{C} = \begin{pmatrix} a_{11} & a_{12} & \cdots & a_{1k} \\ a_{21} & \ddots & & & a_{2k} \\ \vdots & & & \vdots \\ a_{k1} & a_{k2} & \cdots & a_{kk} \end{pmatrix}$$

# Change of Basis Change of Basis

### (Re)-Change of basis

Since  ${\bf C}$  is composed by linearly independent vectors,  ${\bf C}$  is regular  $\to \exists {\bf C}^{-1}$  hence  ${\bf u}_{\mathfrak{B}_2} = {\bf C}^{-1}{\bf u}_{\mathfrak{B}_1}$ 

$$(\mathbb{R}^k,\mathfrak{B}_1) \xrightarrow{\mathbf{C}^{-1}} (\mathbb{R}^k,\mathfrak{B}_2)$$

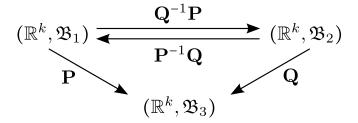
A direct consequence is that  $\mathbf{C}^{-1}$  represents the components of the basis  $\mathfrak{B}_1$  seen from  $\mathfrak{B}_2$  as columns

### Example

- Verify that  $e'_1 = (1, 1, 1)^{\mathsf{T}}$ ,  $e'_2 = (1, 1, 2)^{\mathsf{T}}$ ,  $e'_3 = (0, 1, 1)^{\mathsf{T}}$  forms a basis of the  $\mathbb{R}^3$ .
- Give the components of the vector  $\mathbf{u}' = (-1, 2, 1)^{\mathsf{T}}$  in the canonical basis
- Find the components of the vectors of the canonical basis on the given basis

## Multiple basis Change of Basis

Many times we will need to transform between two basis for which we don't know the vectors of one basis seen from the other, but we know the components of all the vectors in a third base



Note: The order of the matrix multiplications



### Example

- Verify that  $\mathbf{e}_1' = (1,1,1)^\intercal$ ,  $\mathbf{e}_2' = (1,1,2)^\intercal$ ,  $\mathbf{e}_3' = (0,1,1)^\intercal$  and that  $\mathbf{e}_1'' = (1,1,2)^\intercal$ ,  $\mathbf{e}_2'' = (0,0,1)^\intercal$ ,  $\mathbf{e}_3'' = (-1,1,2)^\intercal$  are valid basis basis of  $\mathbb{R}^3$ .
- Knowing  $\mathbf{u}' = (-1, 2, 1)^{\mathsf{T}}$ , calculate  $\mathbf{u}''$
- Knowing  $\mathbf{u}'' = (-1, 2, 1)^{\mathsf{T}}$ , calculate  $\mathbf{u}'$



3 Homework

1 Basis

Homework Homework

■ Chapter 3: 39, 40, 42, 46, 47, 52