

## Lecture 10: Changes of basis (class)

Admin: Reading



Outline: Change of basis, orthogonal bases  
Projections and Gram-Schmidt orthogonalization

Important concepts:

1. Span
  2. Linear independence
  3. Basis
  4. Dimension
- ↔ orthogonal basis  
change of basis

① **Span** ( $\{\vec{v}_1, \vec{v}_2, \dots, \vec{v}_r\}$ )

$$= \left\{ \begin{array}{l} \text{all (finite) linear combinations} \\ \text{of those vectors} \end{array} \right\} = \text{range} \left( \begin{pmatrix} \vec{v}_1 & \vec{v}_2 & \cdots & \vec{v}_r \end{pmatrix} \right) = \mathbb{R} \left( \begin{pmatrix} 1 & 1 & \cdots & 1 \\ v_1 & v_2 & \cdots & v_r \end{pmatrix} \right)$$

②  $\{\vec{v}_1, \dots, \vec{v}_r\}$  is linearly independent if no vector  $\vec{v}_i$  lies in the span of the others.

- equivalently, if the only solution to  $a_1 \vec{v}_1 + a_2 \vec{v}_2 + \cdots + a_r \vec{v}_r = \vec{0}$  is  $a_1 = a_2 = \cdots = a_r = 0$

③ A basis for a vector space  $V$  is a set of vectors that

- spans  $V$ , and
- is linearly independent

Equivalently, it is a minimal set of vectors that spans  $V$ .

④ **Dimension** (a vector space)  
= # of vectors in a basis

Two ways of checking linear independence:

① Gaussian elimination preserves the rowspace

$$\begin{pmatrix} 1 & -1 & 1 \\ 2 & -1 & 1 \\ 0 & 9 & 3 \end{pmatrix} \xrightarrow{R2-R1} \begin{pmatrix} 1 & -1 & 1 \\ 0 & -3 & 0 \\ 0 & 9 & 3 \end{pmatrix} \xrightarrow{R3-3R2} \begin{pmatrix} 1 & -1 & 1 \\ 0 & -3 & 0 \\ 0 & 0 & 0 \end{pmatrix}$$

3rd row dependent on first two!

②  $S = \{\vec{v}_1, \dots, \vec{v}_n\}$  is linearly independent  $\iff$  nullspace of  $\begin{pmatrix} | & | & | \\ v_1 & v_2 & \cdots & v_n \end{pmatrix}$  is  $\{\vec{0}\}$ .

To check if a set is linearly independent, compute the nullspace.

$$A\vec{x} = \vec{0}, \quad \text{ie. } \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}x_1 + \begin{pmatrix} 2 \\ -1 \\ 1 \end{pmatrix}x_2 + \begin{pmatrix} 0 \\ 9 \\ 3 \end{pmatrix}x_3 = \vec{0}$$

$$A = \begin{pmatrix} 1 & 2 & 0 \\ 1 & -1 & 9 \\ 1 & 1 & 3 \end{pmatrix} \xrightarrow{R1-R2} \begin{pmatrix} 1 & 2 & 0 \\ 0 & -3 & 9 \\ 1 & 1 & 3 \end{pmatrix} \xrightarrow{R2-3R1} \begin{pmatrix} 1 & 2 & 0 \\ 0 & 1 & -3 \\ 0 & 0 & 0 \end{pmatrix}$$

$x_3$  is a free variable

$\Rightarrow N(A) \neq \{\vec{0}\} \Rightarrow$  linearly dependent

LINEAR TRANSFORMATIONS  
↑  
MATRICES

- $f(\vec{u} + \vec{v}) = f(\vec{u}) + f(\vec{v})$
- $f(c\vec{u}) = c f(\vec{u})$

$$\begin{array}{ccc} \text{basis } \{\vec{u}_1, \dots, \vec{u}_m\} & & \text{basis } \{\vec{v}_1, \dots, \vec{v}_n\} \\ \vec{u} = \sum_j c_j \vec{u}_j & \xrightarrow{f} & \vec{v} = \sum_i c_i \vec{v}_i \\ & & f(\vec{v}) = \sum_i c_i f(\vec{v}_i) = \sum_i c_i \vec{v}_i \\ & & f(\vec{u}) = \sum_j a_{ij} \vec{v}_i \end{array}$$

$$\vec{u} = \sum_j c_j \vec{u}_j \longrightarrow f(\vec{u}) = \sum_j c_j f(\vec{u}_j) \in V$$

$$f(\vec{u}_j) = \sum_i a_{ij} \vec{v}_i$$

$$A = \begin{pmatrix} & & \\ & \vdots & \\ & a_{ij} & \\ & & \end{pmatrix}_{m \times n}$$

$$f(\vec{u}) = \sum_j c_j f(\vec{u}_j)$$

$$= \sum_{i,j} a_{ij} c_j \vec{v}_i = \left( A \begin{pmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{pmatrix} \right)_{\in V}$$

Observe: • Any  $\vec{u}$  cell is a linear comb. of the  $\vec{u}_j$ 's

$$f\left(\sum_j a_j \vec{u}_j\right) = \sum_j a_j f(\vec{u}_j)$$

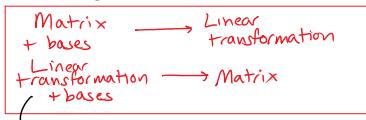
$$\Rightarrow f \text{ is determined by } f(\vec{u}_1), \dots, f(\vec{u}_n)$$

• Each  $f(\vec{u}_j) \in V$  is a linear comb. of the  $\vec{v}_i$ 's

$$f(\vec{u}_j) = \sum_{i=1}^m a_{ij} \vec{v}_i$$

$$\Rightarrow A = \begin{pmatrix} & & \\ & \vdots & \\ & a_{ij} & \\ & & \end{pmatrix} \text{ determines } f$$

More precisely, then,



Remark: If you use different bases, you'll get different matrices, for the same linear transformation.

### EXAMPLES

$$f(\vec{u}) = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} \vec{u} = \begin{pmatrix} u_1 + 2u_2 \\ 3u_1 + 4u_2 \end{pmatrix}$$

$$\begin{pmatrix} 1 \\ 3 \end{pmatrix} = \begin{pmatrix} 1 & -1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

$$\begin{pmatrix} 1 \\ 3 \end{pmatrix} = \begin{pmatrix} 1 & 1 \\ 3 & 4 \end{pmatrix} \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

$$\text{Now let } \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} = [g]_{B \rightarrow B}$$

$$g(1,0) = \begin{pmatrix} 1 \\ 3 \end{pmatrix}, \quad g(0,1) = \begin{pmatrix} 2 \\ 4 \end{pmatrix}$$

$$[g]_{B \rightarrow B} = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} = \begin{pmatrix} 1 & 1 \\ 3 & 4 \end{pmatrix}$$

$$\text{Example 1: } f(x_1, y_1, z_1) = (x_1, y_1)$$

$$f: \mathbb{R}^3 \rightarrow \mathbb{R}^2$$

- using the standard basis for both  $f(\vec{e}_1) = f(\vec{g}) = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

$$[f]_{S \times S, B \times B} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \quad A\vec{e}_1, A\vec{e}_2$$

- using  $B = \{(1,1), (1,-1)\}$  as the basis for  $\mathbb{R}^2$

$$[f]_{S \times S, B \times B} = \begin{pmatrix} 1 & \vec{e}_1 & \vec{e}_2 & \vec{e}_3 \\ 1 & \frac{1}{2}(1,1) & \frac{1}{2}(1,-1) & 0 \\ 1 & \frac{1}{2}(1,1) & 0 & \frac{1}{2}(1,-1) \end{pmatrix}_{2 \times 3}$$

$$f(\vec{e}_1) = \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \frac{1}{2}(1,1)$$

$$f(\vec{e}_2) = \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \frac{1}{2}(1,-1)$$

$$f(\vec{e}_3) = \vec{0}$$

### Example 1.5:

$$U = V = \{2 \times 2 \text{ matrices}\}$$

$$f: U \rightarrow V \quad S = \{(\begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}), (\begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix}), (\begin{pmatrix} 0 & 0 \\ 1 & 0 \end{pmatrix}), (\begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix})\}$$

$$f(A) = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} A \quad \begin{matrix} \text{(this is linear: } f(\begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}) = \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix} \\ f(cA) = cf(A), f(A+B) = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} A + \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} B \end{matrix}$$

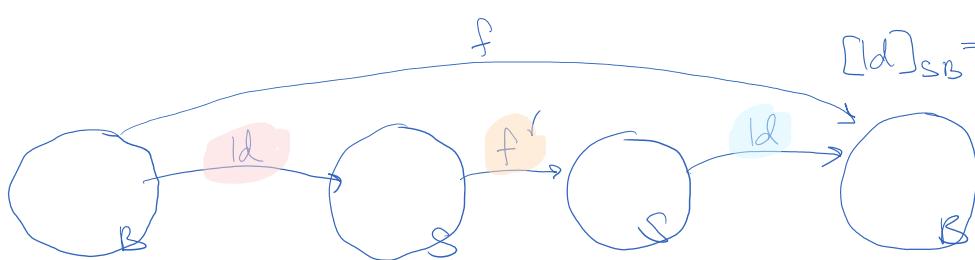
$$[f]_S = \begin{pmatrix} (\begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}) & (\begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix}) & (\begin{pmatrix} 0 & 0 \\ 1 & 0 \end{pmatrix}) & (\begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}) \\ (\begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}) & \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix} & \begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix} & \begin{pmatrix} 0 & 0 \\ 1 & 0 \end{pmatrix} \\ (\begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix}) & \begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix} & \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix} & \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix} \\ (\begin{pmatrix} 0 & 0 \\ 1 & 0 \end{pmatrix}) & \begin{pmatrix} 0 & 0 \\ 1 & 0 \end{pmatrix} & \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix} & \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix} \end{pmatrix}_{4 \times 4}$$

$$B: \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}, \begin{pmatrix} 0 & 1 \\ 0 & -1 \end{pmatrix}, \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}, \begin{pmatrix} 0 & 1 \\ -1 & 0 \end{pmatrix}$$

$$[f]_{B,S} = \begin{pmatrix} (1,0) & (1,0) & (0,1) & (0,1) \\ (0,1) & (0,0) & (1,0) & (-1,0) \\ (0,0) & (1,0) & (0,1) & (0,1) \\ (1,0) & (0,0) & (0,1) & (0,1) \\ (0,1) & (0,1) & (0,0) & (0,1) \end{pmatrix} \quad \begin{matrix} f(I) = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} I = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} \\ f((0,1)) = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} (0,1) = \begin{pmatrix} 2 \\ 4 \end{pmatrix} \end{matrix}$$

$$[f]_{B,B} = \begin{pmatrix} (1,0) & (1,0) & (0,1) & (0,1) \\ (0,1) & (0,0) & (1,0) & (-1,0) \\ (1,0) & (0,1) & (0,0) & (0,1) \\ (0,1) & (0,0) & (0,1) & (0,1) \\ (-1,0) & (0,1) & (0,0) & (0,1) \end{pmatrix} \quad \begin{matrix} f(I) = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} \\ = \frac{1}{2} \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \\ - \frac{3}{2} \begin{pmatrix} 0 & 1 \\ 0 & -1 \end{pmatrix} \\ + \frac{5}{2} \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \\ - \frac{1}{2} \begin{pmatrix} 0 & 1 \\ -1 & 0 \end{pmatrix} \end{matrix}$$

$$[Id]_{BS} = [B \rightarrow S] = \begin{pmatrix} (1,0) & (1,0) & (0,1) & (0,1) \\ (0,0) & (0,0) & (1,0) & (-1,0) \\ (0,1) & (0,0) & (0,1) & (0,1) \\ (0,0) & (0,1) & (0,0) & (0,1) \end{pmatrix} \quad \begin{matrix} (1,0) & (1,0) & (0,1) & (0,1) \\ (0,0) & (0,0) & (1,0) & (-1,0) \\ (0,1) & (0,0) & (0,1) & (0,1) \\ (0,0) & (0,1) & (0,0) & (0,1) \end{matrix}$$



$$[f]_{BB} = [B \rightarrow S]^{-1} [f]_{SS} [B \rightarrow S] =$$

### Example 2: Matrix transpose

$U = V = \{2 \times 2 \text{ matrices}\}$

$f: U \rightarrow V, f(A) = A^T$

In the basis  $\{(0,0), (0,1), (1,0), (1,1)\}$

$$f \text{ corresponds to } \begin{pmatrix} (0,0) & (0,0) & (0,0) & (0,0) \\ (0,0) & (0,0) & (0,0) & (0,0) \\ (0,0) & (0,0) & (0,0) & (0,0) \\ (0,0) & (0,0) & (0,0) & (0,0) \end{pmatrix}$$

Observe: Order matters!

In the basis  $\{(0,1), (1,0), (0,0), (1,1)\}$ ,

$$f \text{ corresponds to } \begin{pmatrix} (0,1) & (0,0) & (0,0) & (0,0) \\ (1,0) & (0,0) & (0,0) & (0,0) \\ (0,0) & (0,0) & (0,0) & (0,0) \\ (1,1) & (0,0) & (0,0) & (0,0) \end{pmatrix}$$

In the basis  $\{(1,0), (0,-1), (1,1), (-1,0)\}$ ,

$$f \text{ corresponds to } \begin{pmatrix} (1,0) & (0,-1) & (1,1) & (-1,0) \\ (0,-1) & (0,0) & (0,0) & (0,0) \\ (1,1) & (0,0) & (0,0) & (0,0) \\ (-1,0) & (0,0) & (0,0) & (0,0) \end{pmatrix}$$

Remark: A basis in which a linear transformation acts diagonally is called an "eigenbasis".

## CHANGING BASIS

Problems:

- Given a vector expressed in one basis, how do we express it in a different basis?
- Given a linear transformation expressed with respect to two bases, how do we express it in different bases?

Notation:  $[f]_{B_U, B_V}$

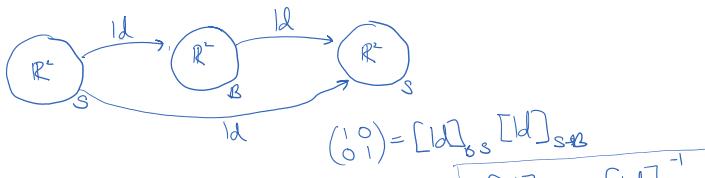
denotes the matrix representation of  $f: U \rightarrow V$  in the respective bases  $B_U, B_V$ .

Example:  $\text{Id}(x, y) = (x, y) : \mathbb{R}^2 \rightarrow \mathbb{R}^2$   $\mathcal{B} = \begin{pmatrix} (1) & (1) \\ (1) & (-1) \end{pmatrix}$

$$[\text{Id}]_{\text{std}} = \begin{pmatrix} (1) & (0) \\ (0) & (1) \end{pmatrix} \quad [\text{Id}]_{B \times I} = \begin{pmatrix} (1) & (1) \\ (1) & (0) \end{pmatrix}$$

$$[\text{Id}]_{B, S} = \begin{pmatrix} (1) & (1) \\ (0) & (1) \end{pmatrix}_{2 \times 2} \quad [\text{Id}]_{S, B} = \begin{pmatrix} (1) & (0) \\ (0) & (1) \end{pmatrix}_{2 \times 2}$$

$$(1) = \frac{1}{2}(1) + \frac{1}{2}(-1) \quad (0) = \begin{pmatrix} (1) \\ (0) \end{pmatrix}_{\mathbb{R}}$$



For  $f(x, y, z) = (x, y)$ ,

$$[\text{f}]_{(e_1, e_2, e_3), (e_1, e_2)} = e_1 \begin{pmatrix} (1) & (0) \\ (0) & (0) \end{pmatrix} e_2$$

$$[\text{f}]_{(e_1, e_2, e_3), (u_1, u_2)} = u_1 \begin{pmatrix} (\frac{1}{2}) & (\frac{1}{2}) \\ (\frac{1}{2}) & (0) \end{pmatrix} u_2$$

$$= u_1 \begin{pmatrix} (\frac{1}{2}) & (\frac{1}{2}) \\ (\frac{1}{2}) & (-\frac{1}{2}) \end{pmatrix} e_1 \begin{pmatrix} (1) & (0) \\ (0) & (0) \end{pmatrix} e_2$$

$$[\text{f}]_{B_U, B_V} = [\text{identity}]_{B_V, B_V} [\text{f}]_{B_U, B_V}$$

You can similarly change the basis for  $U$  by computing  $[\text{Identity}]_{B_U, B_U}$ :

$$[\text{f}]_{B_U, B_V} = [\text{f}]_{B_U, B_U} [\text{identity}]_{B_U, B_U}$$

Exercise: Consider the linear operator  $A: \mathbb{R}^2 \rightarrow \mathbb{R}^2$  given by

$$A(x, y) = (-2y, 3x+2y).$$

a) Express  $A$  as a  $2 \times 2$  matrix in the standard basis.

$$[A] = \begin{pmatrix} (0) & (0) \\ (0) & (-2) \end{pmatrix} \quad A(1, 0) = (0, 0)$$

$$[A] = \begin{pmatrix} (0) & (0) \\ (0) & (2) \end{pmatrix} \quad A(0, 1) = (-2, 2)$$

$$[A] \begin{pmatrix} (x) \\ (y) \end{pmatrix} = \begin{pmatrix} (-2y) \\ (3x+2y) \end{pmatrix} \checkmark$$

b) Let  $\mathcal{B}$  be the basis  $(1, 1), (-1, 1)$ .

Give the change-of-basis matrices for  $\mathcal{B}$  to and from the standard basis, and use them to express  $A$  in the basis  $\mathcal{B}$ .

$$[\text{Id}]_{S, B} = [S \rightarrow \mathcal{B}] = \frac{1}{2} \begin{pmatrix} (1) & (-1) \\ (-1) & (1) \end{pmatrix} \quad [\text{Id}]_{B, S} = [\mathcal{B} \rightarrow S] = \begin{pmatrix} (1) & (1) \\ (1) & (-1) \end{pmatrix}$$

$$\begin{pmatrix} (0) & (-2) \\ (3) & (2) \end{pmatrix} \quad A(-1, 1) = (-2, -1)$$

$$= -\frac{3}{2}(\frac{1}{2}) + \frac{1}{2}(-\frac{1}{2})$$

$$[A]_{\mathcal{B}} = [S \rightarrow \mathcal{B}] [A]_{SS} [B \rightarrow S]$$

$$= \frac{1}{2} (1, 1) \begin{pmatrix} (0) & (-2) \\ (3) & (2) \end{pmatrix} \begin{pmatrix} (1) & (1) \\ (1) & (-1) \end{pmatrix} = \frac{1}{2} \begin{pmatrix} (3) & (-3) \\ (7) & (1) \end{pmatrix}$$

$$[A]_B = [S \rightarrow B][A]_{S \rightarrow B}^{-1}$$

$$= \frac{1}{2} \begin{pmatrix} 1 & -1 \\ -1 & 1 \end{pmatrix} \begin{pmatrix} 0 & -2 \\ 3 & 2 \end{pmatrix} \begin{pmatrix} 1 & -1 \\ 1 & 1 \end{pmatrix} = \frac{1}{2} \begin{pmatrix} 3 & -3 \\ 7 & 1 \end{pmatrix}$$

$$[B' \rightarrow B] = \frac{1}{2} \begin{pmatrix} 1 & -1 \\ -1 & 1 \end{pmatrix}$$

$$[B \rightarrow B'] = [B' \rightarrow B]^{-1} = \frac{1}{2} \begin{pmatrix} 1 & 1 \\ -1 & 1 \end{pmatrix}$$

↑ check:  $(B) = \frac{1}{2} \vec{v}_1 - \frac{1}{2} \vec{v}_2 \quad \checkmark$

$$\Rightarrow [A]_B = [B \rightarrow B][A]_{S \rightarrow B}[B' \rightarrow B]$$

$$= \frac{1}{2} \begin{pmatrix} 1 & -1 \\ -1 & 1 \end{pmatrix} \begin{pmatrix} 0 & -2 \\ 3 & 2 \end{pmatrix} \begin{pmatrix} 1 & -1 \\ 1 & 1 \end{pmatrix}$$

$$= \frac{1}{2} \begin{pmatrix} 3 & -3 \\ 7 & 1 \end{pmatrix}$$

Check:

$$A \vec{v}_1 - A(\vec{v}_1) = (-2, 5)$$

$$[A]_B \vec{v}_1 = \frac{1}{2} \begin{pmatrix} 3 \\ 7 \end{pmatrix} \quad \text{and} \quad \frac{1}{2}(3\vec{v}_1 + 7\vec{v}_2) = \left( \frac{3}{2} - \frac{7}{2}, \frac{3}{2} + \frac{7}{2} \right) = (-2, 5) \quad \checkmark$$

### HARDER EXAMPLES

#### ① Polynomial differentiation $f(p) = \frac{d}{dx} p$

$$f: \left\{ \begin{array}{l} \text{polynomials in } x \\ \text{of degree } \leq 4 \end{array} \right\} \rightarrow \left\{ \begin{array}{l} \text{polynomials} \\ \text{of degree } \leq 3 \end{array} \right\}$$

$\xrightarrow{5-\text{dim}} \xrightarrow{4-\text{dim}}$

$$\{1, x, x^2, x^3, x^4\} \quad \{1, x, x^2, x^3\}$$

$$[f] = \begin{pmatrix} 1 & x & x^2 & x^3 & x^4 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 2 & 0 & 0 \\ 0 & 0 & 0 & 3 & 0 \\ 0 & 0 & 0 & 0 & 4 \end{pmatrix}_{4 \times 5}$$

↑ ↑ ↑ ↑

$$f(1) = \frac{d}{dx} 1 = 0 \quad f(x^2) = 2x \quad f(x^3) = 3x^2$$

$$f(x) = \frac{d}{dx} x = 1 \quad f(x^4) = 4x^3$$

Different bases  $\Rightarrow$  different matrix  $\mathbf{x}$ !

#### Hermite polynomials

From Wikipedia, the free encyclopedia

In mathematics, the Hermite polynomials are a classical orthogonal polynomial sequence. The polynomials arise in:

- probability, such as the Edgeworth series;
- in combinatorics, as an example of an Apollonius sequence, obeying the umbral calculus;
- in numerical analysis, as Gaussian quadrature rules;
- in finite element methods as shape functions for beams;
- in physics, where they give rise to the eigenstates of the quantum harmonic oscillator;
- in systems theory in connection with nonlinear operations on Gaussian noise.

The first eleven probabilists' Hermite polynomials are:

$$\begin{aligned} H_0(x) &= 1 \\ H_1(x) &= x \\ H_2(x) &= x^2 - 1 \\ H_3(x) &= x^3 - 3x \\ H_4(x) &= x^4 - 6x^2 + 3 \\ H_5(x) &= x^5 - 10x^3 + 15x \\ H_6(x) &= x^6 - 15x^4 + 45x^2 - 15 \\ H_7(x) &= x^7 - 21x^5 + 105x^3 - 105x \\ H_8(x) &= x^8 - 28x^6 + 210x^4 - 420x^2 + 105 \\ H_9(x) &= x^9 - 36x^7 + 378x^5 - 1260x^3 + 945x \\ H_{10}(x) &= x^{10} - 45x^8 + 630x^6 - 3150x^4 + 4725x^2 - 945 \end{aligned}$$

$$\begin{matrix} U \\ \text{degree } \leq 4 \\ \text{polynomials in } x \end{matrix} \xrightarrow{f(p) = \frac{d}{dx} p} \begin{matrix} V \\ \text{degree } \leq 3 \\ \text{polynomials in } x \end{matrix}$$

$$\{1, x, x^2, x^3, x^4\}$$

Hermite polynomials

$$\{1, x, x^2 - 1, x^3 - 3x, x^4 - 6x^2 + 3\}$$

$$[\frac{d}{dx}]_{HS} = \begin{pmatrix} 1 & x & x^2 & x^3 & x^4 \\ 0 & 1 & 0 & -3 & 0 \\ 0 & 0 & 2 & 0 & -12 \\ 0 & 0 & 0 & 3 & 0 \\ 0 & 0 & 0 & 0 & 4 \end{pmatrix}_{4 \times 7}$$

↑ ↑ ↑ ↑

$$\frac{d}{dx}(x^2 - 1) = 2x \quad \frac{d}{dx}(x^3 - 3x) = 3x^2 - 3$$

$$[\frac{d}{dx}]_{HS} = [\frac{d}{dx}]_S [H \rightarrow S]$$

$$= \begin{pmatrix} 0 & 1 & 0 & -1 & 0 & 3 \\ 0 & 0 & 1 & 0 & -3 & 0 \\ 0 & 0 & 0 & 1 & 0 & -6 \\ 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

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$$\begin{pmatrix} \text{U} \\ \text{B}_u \end{pmatrix} = \begin{pmatrix} \text{S} \\ \text{B}_s \end{pmatrix} \begin{pmatrix} \text{H} \\ \text{B}_h \end{pmatrix} \begin{pmatrix} \text{U} \\ \text{B}_u \end{pmatrix}$$

$$[\frac{d}{dx}]_H = [S \rightarrow H] [\frac{d}{dx}]_S [H \rightarrow S]$$

$\xrightarrow{\quad U \quad}$

degree  $\leq 4$   
polynomials in  $x$

degree  $\leq 3$   
polynomials in  $x$

$f(p) = \frac{dp}{dx}$

$$\{1, x, x^2 - 1, x^3 - 3x, x^4 - 6x^2 + 3\} \quad \{1, x, x^2 - 1, x^3 - 3x\}$$

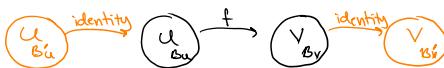
These alternative representations can also be computed using

$$[\text{Identity}]_{B_u B_u} = \begin{pmatrix} 1 & x & x^2 & x^3 & x^4 & x^5 & x^6 & x^7 & x^8 \\ 1 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & -3 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & -6 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

$$[\text{Identity}]_{B_V B_V} = \begin{pmatrix} 1 & x & x^2 & x^3 \\ 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 3 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

since  $x^3 = 3x + 1(x^2 - 3x)$   
since  $x^2 = 1 + (x^2 - 1)$

$$[f]_{B_u B_v} = [\text{Identity}]_{B_v B_v} \cdot [f]_{B_u B_v} \cdot [\text{Identity}]_{B_u B_u}$$



Example:  $f(p) = p(2+3x)$  : polynomials of degree  $\leq 3$

$$[f] = \begin{pmatrix} 1 & x & x^2 & x^3 \\ 1 & 2 & 4 & 8 \\ 0 & 3 & 12 & 36 \\ 0 & 0 & 9 & 54 \\ 0 & 0 & 0 & 27 \end{pmatrix} \quad \begin{aligned} f(1) &= 1 \\ f(x) &= 2+3x \\ f(x^2) &= 4+12x+9x^2 \\ p(x) = x^2 &\quad p(2+3x) = 4+12x+9x^2 \\ f(x^3) &= (2+3x)^3 = 8+36x+54x^2+27x^3 \end{aligned}$$

Example:  $f(p) = (2+3x) \cdot p$  :  $\deg \leq 2 \rightarrow \deg \leq 3$

$$[f] = \begin{pmatrix} 1 & x & x^2 \\ 2 & 0 & 0 \\ 3 & 2 & 0 \\ 0 & 2 & 2 \\ x^3 & 0 & 0 \\ 0 & 0 & 3 \end{pmatrix}_{4 \times 3} = 2 \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}_{4 \times 2} + 3 \begin{pmatrix} 0 & 0 \\ 1 & 0 \\ 0 & 1 \end{pmatrix}_{4 \times 3}$$

$f(x) = 2x+3x^2 \quad f(x^2) = 2x^2+3x^3$

If  $f(\text{polynomial } p(x)) := p(x^2)$  :  $\deg \leq d \rightarrow \deg \leq 2d$

input	$p(x)$	$p(x^2)$
1	$x$	$x^2$
$x$	$x^2$	$x^4$
$x^2$	$x^4$	$x^8$
$x^3$	$x^6$	$x^{12}$

$2d \times d$

$$\mathbb{R}^3 \xrightarrow{f(\vec{x}) = A\vec{x}} \mathbb{R}^2$$

$$A = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 0 & 4 \\ 2 & -1 & 1 \end{pmatrix}$$

$$\begin{pmatrix} 3 \\ 7 \end{pmatrix} = \begin{pmatrix} 1 \\ 4 \\ 2 \end{pmatrix} + \begin{pmatrix} 2 \\ 0 \\ -1 \end{pmatrix}$$

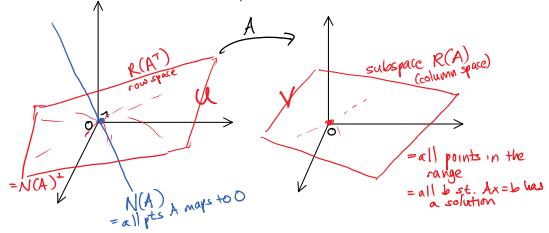
$$\Rightarrow \text{Rank}(A) = 2$$

$$\{\vec{e}_1, \vec{e}_2, \vec{e}_3\}$$

$$\Rightarrow R(A) = \text{Span}\left\{\begin{pmatrix} 1 \\ 3 \\ 2 \end{pmatrix}, \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix}\right\}$$

$$\{\vec{e}_1, \vec{e}_2, \vec{e}_3\}$$

$$R(A) = \text{Span}\left\{\begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}, \begin{pmatrix} 2 \\ 0 \\ -1 \end{pmatrix}\right\}$$



$$\mathbb{R}(A^T)$$

$$\xrightarrow{f \text{ restricted to } \mathbb{R}(A^T)}$$

$$\mathbb{R}(A)$$

$$\{\begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}, \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix}\}$$

$$\{\begin{pmatrix} 1 \\ 4 \\ 2 \end{pmatrix}, \begin{pmatrix} 2 \\ 0 \\ -1 \end{pmatrix}\}$$

$$A \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} = x \begin{pmatrix} 1 \\ 4 \\ 2 \end{pmatrix} + y \begin{pmatrix} 2 \\ 0 \\ -1 \end{pmatrix}$$

$$x=4, y=5$$

$$A \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 4 \\ 2 \\ 0 \end{pmatrix} = x \begin{pmatrix} 1 \\ 4 \\ 2 \end{pmatrix} + y \begin{pmatrix} 2 \\ 0 \\ -1 \end{pmatrix}$$

$$x=2, y=1$$

Q: What is the matrix for this restricted map?

A:

$$A = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 0 & 4 \\ 2 & -1 & 1 \end{pmatrix}$$

$$\begin{pmatrix} 1 \\ 4 \\ 2 \end{pmatrix} \begin{pmatrix} 2 \\ 0 \\ -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix}$$

$$2 \times 2$$

$$\Rightarrow \begin{pmatrix} 1 & 2 & 3 \\ 4 & 2 & 0 \\ 2 & 0 & -1 \end{pmatrix}$$

## More Basis Change Examples

Example:

$$\mathbb{B} = \{1, x, x^2, x^3\}$$

$$\mathbb{B}' = \{1, x, x^2, x^3\}$$

$$f(p) = \frac{dp}{dx}$$

$$[f]_{\mathbb{B}} = \begin{pmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 2 & 0 \\ 0 & 0 & 0 & 3 \\ 0 & 0 & 0 & 0 \end{pmatrix}$$

$$[f]_{\mathbb{B}'} = \begin{pmatrix} 1 & x & x^{2-1} & x^{3-1} \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ x & 0 & 0 & 1 \end{pmatrix}$$

$$[\mathbb{B}' \rightarrow \mathbb{B}] = \begin{pmatrix} 1 & x & x^{2-1} & x^{3-1} \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ x & 0 & 0 & 1 \end{pmatrix}$$

$$[\mathbb{B} \rightarrow \mathbb{B}'] = \begin{pmatrix} 1 & x & x^{2-1} & x^{3-1} \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ x & 0 & 0 & 1 \end{pmatrix}$$

$$\Rightarrow [f]_{\mathbb{B}'} = [\mathbb{B} \rightarrow \mathbb{B}] [f]_{\mathbb{B}} [\mathbb{B}' \rightarrow \mathbb{B}]$$

>> A = [0 1 0 0; 0 0 2 0; 0 0 0 3; 0 0 0 0];

B = [1 0 1 0; 0 1 0 3; 0 0 1 0; 0 0 0 1];

inv(B) \* A \* B

$$\text{ans} =$$

$$\begin{pmatrix} 1 & x & x^{2-1} & x^{3-1} \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 2 & 0 \\ x & 0 & 0 & 3 \end{pmatrix}$$

Note: Any nonsingular matrix  $A$  can be thought of as a basis change.  $A'$  changes back.

$$A \begin{pmatrix} \text{linear} \\ \text{trans.} \\ \text{in std. basis} \end{pmatrix} A^{-1} = \begin{pmatrix} \text{same linear} \\ \text{trans. in the} \\ \text{new basis} \end{pmatrix}$$

Example: For

$\mathcal{U} = \{1, x, x^2, x^3\}$   
 $\mathcal{B}_U = \{1, x, x^2 - 1, x^3 - 3x\}$

$\mathcal{V} = \{1, x, x^2, x^3, x^4\}$   
 $\mathcal{B}_V = \{1, x, x^2 - 1, x^3 - 3x, x^4 - 6x^2 + 3\}$

and  $(p) = (2+3x) \cdot p$   
give the matrices  $[g]_{B_V B_U}, [g]_{B_V B_U}, [g]_{B_V B_U}, [g]_{B_V B_U}$ .

$$[g]_{B_U \rightarrow B_V} = \begin{pmatrix} 1 & x & x^2 & x^3 \\ 2 & 0 & 0 & 0 \\ 3 & 2 & 0 & 0 \\ 0 & 5 & 2 & 0 \\ 0 & 0 & 3 & 2 \\ x^4 & 0 & 0 & 3 \end{pmatrix} \quad [B'_U \rightarrow B_U] = \begin{pmatrix} 1 & x & x^2 - 1 & x^3 - 3x \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ x^3 & 0 & 0 & 1 \end{pmatrix}$$

$$[g]_{B'_U \rightarrow B_V} = [g]_{B_U \rightarrow B'_U} \cdot [B'_U \rightarrow B_U]$$

$$= \begin{pmatrix} 1 & x & x^2 - 1 & x^3 - 3x \\ 2 & 0 & -2 & 0 \\ 3 & 2 & -3 & -6 \\ 0 & 3 & 2 & -9 \\ x^2 & 0 & 0 & 2 \\ x^3 & 0 & 0 & 3 \end{pmatrix} \quad \text{sanity check: } (2+3x)(x^3 - 3x) = 3x^4 + 2x^3 - 9x^2 - 6x$$

$$[g]_{B_U \rightarrow B'_V} = [B_V \rightarrow B'_V] \cdot [g]_{B_U \rightarrow B_V}$$

$$= \begin{pmatrix} 1 & x & x^2 & x^3 \\ 2 & 3 & 2 & 9 \\ 3 & 2 & 9 & 0 \\ 0 & 3 & 2 & 18 \\ 0 & 0 & 3 & 2 \\ x^4 & 0 & 0 & 3 \end{pmatrix} \quad \text{sanity check: } (2+3x) \cdot x = 3x^2 + 2x$$

$$\quad \quad \quad = 3(x^2 - 1) + 2x + 3$$

$$[g]_{B'_U \rightarrow B_V} = [B_V \rightarrow B'_V] \cdot [g]_{B_U \rightarrow B_V} \cdot [B'_U \rightarrow B_U]$$

$$= \begin{pmatrix} 1 & x & x^2 - 1 & x^3 - 3x \\ 2 & 3 & 0 & 0 \\ 3 & 2 & 6 & 0 \\ 0 & 3 & 2 & 9 \\ 0 & 0 & 3 & 2 \\ x^4 & 0 & 0 & 3 \end{pmatrix} \quad \text{sanity check: } (2+3x)(x^3 - 3x) = 3x^4 + 2x^3 - 9x^2 - 6x$$

$$\quad \quad \quad = 3(x^4 - 6x^2) + 2(x^3 - 3x) + 9(x^2 - 1)$$

Example: Differentiation can also be considered as a map  
 $\{ \text{polynomials in } x \} \rightarrow \{ \text{polynomials in } x \}$   
 $\{ \text{of degree } \leq 4 \} \rightarrow \{ \text{of degree } \leq 4 \}$

basis  $B = \{1, x, x^2, x^3, x^4\}$

$$[f]_B = \begin{pmatrix} 1 & x & x^2 & x^3 & x^4 \\ 0 & 0 & 2 & 0 & 0 \\ 0 & 0 & 0 & 3 & 0 \\ 0 & 0 & 0 & 0 & 4 \\ x^4 & 0 & 0 & 0 & 0 \end{pmatrix} \quad \text{since, e.g., } f(x^4) = 3x^2 = 0 \cdot 1 + 0 \cdot x + 3 \cdot x^2 + 0 \cdot x^3 + 0 \cdot x^4$$

basis  $H = \{1, x, x^2 - 1, x^3 - 3x, x^4 - 6x^2 + 3\}$

basis change matrices:  
 $[Identity]_{H \rightarrow B} = \begin{pmatrix} 1 & x & x^2 - 1 & x^3 - 3x & x^4 - 6x^2 + 3 \\ 1 & 0 & -1 & 0 & 3 \\ 0 & 1 & 0 & -3 & 0 \\ 0 & 0 & 1 & 0 & -6 \\ 0 & 0 & 0 & 1 & 0 \\ x^4 & 0 & 0 & 0 & 1 \end{pmatrix}$

$$[Identity]_{B \rightarrow H} = \begin{pmatrix} 1 & x & x^2 & x^3 & x^4 \\ 1 & 0 & 1 & 0 & 3 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 6 \\ 0 & 0 & 0 & 1 & 0 \\ x^4 & 0 & 0 & 0 & 1 \end{pmatrix}$$

$$\text{e.g., } x^4 = 1 \cdot (x^4 - 6x^2 + 3) + 0 \cdot (x^3 - 1) + 0 \cdot x^2 + 0 \cdot x^1$$

Observe:  $[Identity]_{B \rightarrow H} = ([Identity]_{H \rightarrow B})^{-1}$

$$\text{Identity}_{H \rightarrow B} = \begin{pmatrix} 1 & 0 & -1 & 0 & 3 \\ 0 & 1 & 0 & -3 & 0 \\ 0 & 0 & 1 & 0 & -6 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

Identity<sub>H → B</sub> // MatrixForm

$$\begin{pmatrix} 1 & 0 & -1 & 0 & 3 \\ 0 & 1 & 0 & -3 & 0 \\ 0 & 0 & 1 & 0 & -6 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

$$[f]_H = [id]_{B \rightarrow H} [f]_B [id]_{H \rightarrow B} = [id]_{H \rightarrow B}^{-1} [f]_B [id]_{H \rightarrow B}$$

$$\begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 2 & 0 & 0 \end{pmatrix}$$

$$f_B = \begin{bmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

idBtoA, fB, idBtoB // MatrixForm

for example,

$$\frac{d}{dx}(x^3 - 3x^2 + 3) = 4x^2 - 12x = 4 \cdot (x^2 - 3x)$$

Note: Any nonsingular matrix  $A$  can be thought of as a basis change.  $A^{-1}$  changes back.

$$A \begin{pmatrix} \text{linear} \\ \text{trans.} \\ \text{in std. basis} \end{pmatrix} A^{-1} = \begin{pmatrix} \text{same linear} \\ \text{trans. in the} \\ \text{new basis} \end{pmatrix}$$

## HAAR WAVELET BASES

$$\mathbb{R}^2: \frac{1}{\sqrt{2}}(1, 1), \frac{1}{\sqrt{2}}(1, -1)$$

$$\mathbb{R}^4: \frac{1}{2}(1, 1, 1, 1), \frac{1}{2}(1, 1, -1, -1), \frac{1}{2}(1, -1, 0, 0), \frac{1}{2}(0, 0, 1, -1)$$

Note: These each have length 1, and are pairwise orthogonal!

$$\begin{pmatrix} w \\ x \\ y \\ z \end{pmatrix} = \frac{1}{2}(w+x+y+z) \cdot \frac{1}{2} \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \end{pmatrix} + \frac{1}{2}(w+x-y-z) \cdot \frac{1}{2} \begin{pmatrix} 1 \\ 1 \\ -1 \\ -1 \end{pmatrix} + \frac{1}{2}(w-x) \cdot \frac{1}{2} \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} + \frac{1}{2}(y-z) \cdot \frac{1}{2} \begin{pmatrix} 0 \\ 1 \\ 0 \\ -1 \end{pmatrix}$$

$\mathbb{R}^8:$

$$\begin{aligned} &\frac{1}{8}(1, 1, 1, 1, 1, 1, 1, 1) \\ &\frac{1}{8}(1, 1, 1, 1, -1, -1, -1, -1) \\ &\frac{1}{8}(1, 1, -1, -1, 0, 0, 0, 0) \\ &\frac{1}{8}(1, -1, 0, 0, 0, 0, 0, 0) \\ &\frac{1}{8}(0, 0, 1, -1, 0, 0, 0, 0) \\ &\frac{1}{8}(0, 0, 0, 0, 1, 1, -1, -1) \\ &\frac{1}{8}(0, 0, 0, 0, 1, -1, 0, 0) \\ &\frac{1}{8}(0, 0, 0, 0, 0, 0, 1, -1) \end{aligned}$$

Intuition: It comes from recursive downampling:

$$(a, b, c, d, e, f, g, h) \in \mathbb{R}^8$$

$$\rightarrow (a+b, c+d, e+f, g+h, a-b, c-d, e-f, g-h)$$

first  $\frac{1}{2} = 4$  coordinates  
come from binning coords

two at a time

$$\xrightarrow{\text{downsample 1st 4 coords.}} (a+b+c+d, e+f+g+h, a-b, c-d, e-f, g-h, \dots)$$

$$\xrightarrow{\text{downsample again}} (a+b+c+d, a+b+c+d, \downarrow \quad \downarrow \quad \downarrow \quad \downarrow \quad \dots \quad \dots \quad \dots)$$

DONE! Up to scaling, this gives the above basis vectors.

## Haar wavelets for arrays $\mathbb{R}^{2^k \times 2^k}$

What if your vector gives the pixel values of a 2D image?

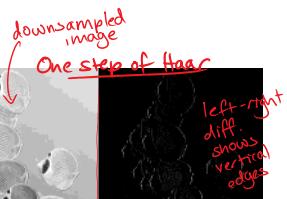
→ We should use a 2D version of the Haar basis.

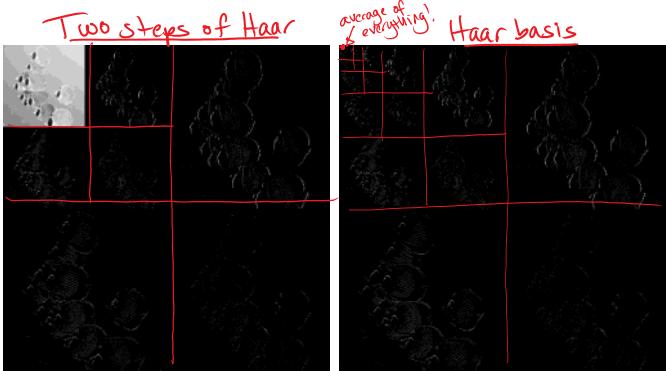
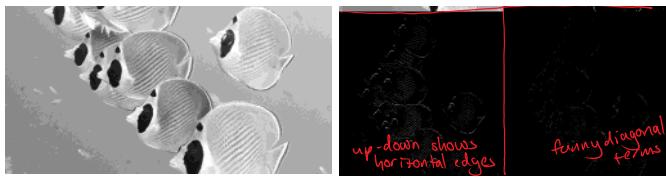
$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \rightarrow \begin{pmatrix} \boxed{\text{average}} & \boxed{\text{left-right diff.}} \\ \boxed{\text{up-down diff.}} & \boxed{\text{cross difference}} \\ a+b+c+d & a+b-c-d \\ a+b-c-d & a-b-c+d \end{pmatrix}$$

& recurse in upper-left quadrant

Example:

```
pkg load image;
P = double(imread('IMG_8474_g512.jpg'))/256;
PH1 = Haarstep(P, length(P));
imshow(PH1/2);
imwrite(PH1/2, 'IMG_8474_g512_Haar1.jpg');
```





```

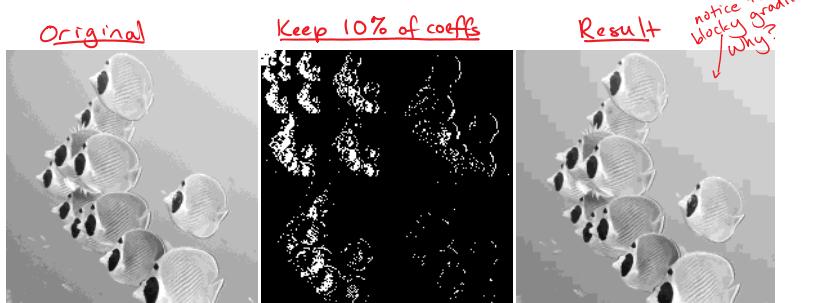
function p = Haarstep(p, n)
    oddodd = p(1:2:n, 1:2:n); ●
    evenodd = p(2:2:n, 1:2:n); ○
    oddeven = p(1:2:n, 2:2:n); ●
    eveneven = p(2:2:n, 2:2:n); ○
    NW = (odddodd + evenodd + oddeven + eveneven)/2; +
    NE = (odddodd + evenodd - oddeven - eveneven)/2; !
    SW = (odddodd - evenodd + oddeven - eveneven)/2; !
    SE = (odddodd - evenodd - oddeven + eveneven)/2; !
    p(1:n/2,1:n/2) = NW;
    p(1:n/2,n/2+1:n) = NE;
    p(n/2+1:n,1:n/2) = SW;
    p(n/2+1:n,n/2+1:n) = SE;
end

function p = Haar(p)
    n = length(p);
    while (n > 1)
        p = Haarstep(p, n);
        n = n/2;
    end
end

```

Nice property: Real-world images tend to have fairly sparse representations in the Haar basis (i.e., most Haar coordinates are close to 0).

Examples:





Why are gradients so blocky?

- Other bases perform better...

Code to change back from the Haar basis:

```
function p = undoHaarstep(p, n)
    NW = p(1:n/2, 1:n/2);
    NE = p(1:n/2, n/2+1:n);
    SW = p(n/2+1:n, 1:n/2);
    SE = p(n/2+1:n, n/2+1:n);
    oddodd = (NW + NE + SW + SE)/2;
    evenodd = (NW + NE - SW - SE)/2;
    oddeven = (NW - NE + SW - SE)/2;
    eveneven = (NW - NE - SW + SE)/2;
    p(1:2:n, 1:2:n) = oddodd;
    p(2:2:n, 1:2:n) = evenodd;
    p(1:2:n, 2:2:n) = oddeven;
    p(2:2:n, 2:2:n) = eveneven;
end

function p = undoHaar(p)
    n = 2;
    while (n <= length(p))
        p = undoHaarstep(p, n);
        n = n*2;
    end
end
```

**Moral:** Real-world signals are often nearly sparse  
in some known basis.

Application: Image compression

- Change basis
- Throw away the small components
- Only store/transmit the large coefficients

e.g., instead of  $(x_1, x_2, x_3, X_4, x_5, x_6, x_7, x_8)$ ,

send  $4, X_4$