

## Bases & coordinates

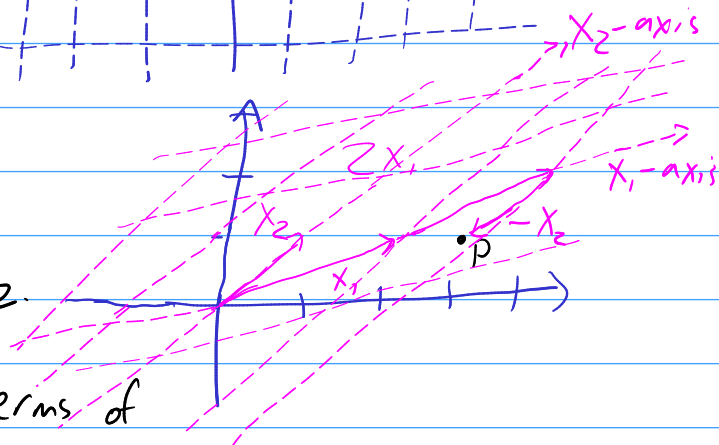
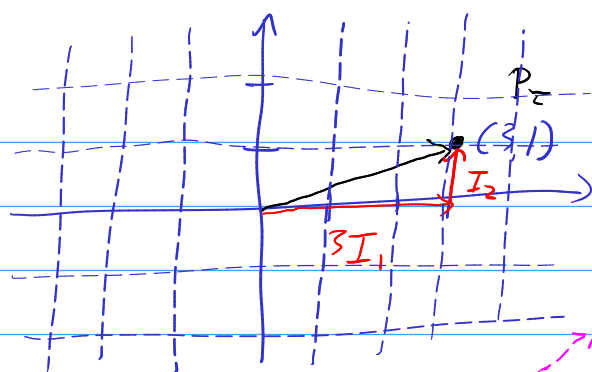
The coordinates  $(3, 1)$  mean that  $P = 3I_1 + I_2$ .

ex.  $B = \left\{ \underset{X_1}{\begin{bmatrix} 2 \\ 1 \end{bmatrix}}, \underset{X_2}{\begin{bmatrix} 1 \\ 1 \end{bmatrix}} \right\}$ .

solve system  $\begin{bmatrix} 2 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 3 \\ 1 \end{bmatrix}$

Then  $\begin{bmatrix} 3 \\ 1 \end{bmatrix} = 2X_1 - X_2$ .

The coordinates of  $P$  in terms of  $B$  are  $(2, -1)$ .



Can think about different bases as giving:

- different axes/grids
- different languages
- different systems of units.

ex. There's a 1-dimensional vector space of lengths.  
One basis is  $B_1 = \{1 \text{ inch}\}$   
Another basis is  $B_2 = \{1 \text{ cm}\}$ .

If  $X$  is the vector "2 inches"  
in terms of  $B_2$ ,  $X = "5.08 \text{ cm}"$ .

How to translate between coordinate systems?

$$\begin{aligned} \begin{bmatrix} 3 \\ 1 \end{bmatrix} &= 2X_1 - X_2 = 2 \begin{bmatrix} 2 \\ 1 \end{bmatrix} - \begin{bmatrix} 1 \\ 1 \end{bmatrix} \\ &= \begin{bmatrix} 2 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 2 \\ -1 \end{bmatrix}. \end{aligned}$$

$$\begin{bmatrix} 3 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ x_1 & x_2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 2 \\ -1 \end{bmatrix}$$

point  $\nearrow$  matrix whose columns are  $B$ .  
 coordinates in terms of  $B$   
 = "point matrix" for  $B$ . =  $P_B$

The point matrix has maximal rank, so it's invertible.

Say  $C_B = P_B^{-1}$ , the "coordinate matrix".

$$\begin{bmatrix} 2 \\ -1 \end{bmatrix} = C_B \begin{bmatrix} 3 \\ 1 \end{bmatrix}$$

coordinates in terms of  $B$       coord. matrix      point.

$$\text{In this case } C_B = \begin{bmatrix} 2 & 1 \\ 1 & 1 \end{bmatrix}^{-1} = \frac{1}{ad-bc} \begin{bmatrix} 1 & -1 \\ -1 & 2 \end{bmatrix} \\ = \frac{1}{2-1} \begin{bmatrix} 1 & -1 \\ -1 & 2 \end{bmatrix} = \begin{bmatrix} 1 & -1 \\ -1 & 2 \end{bmatrix}.$$

$$\text{So } \begin{bmatrix} 2 \\ -1 \end{bmatrix} = \begin{bmatrix} 1 & -1 \\ -1 & 2 \end{bmatrix} \begin{bmatrix} 3 \\ 1 \end{bmatrix}$$

$$\text{ex. Say } B = \left\{ \begin{bmatrix} x_1 \\ 1 \end{bmatrix}, \begin{bmatrix} x_2 \\ -3 \end{bmatrix} \right\}, P = \begin{bmatrix} 0 \\ 2 \end{bmatrix}.$$

$$\text{The point matrix is } P_B = \begin{bmatrix} 1 & 2 \\ 1 & -3 \end{bmatrix}.$$

The coordinate matrix is  $C_B = P_B^{-1}$ .

$$\left[ \begin{array}{cc|cc} 1 & 2 & 1 & 0 \\ 1 & -3 & 0 & 1 \end{array} \right] \xrightarrow{P_B \quad I} \left[ \begin{array}{cc|cc} 1 & 2 & 1 & 0 \\ 0 & -5 & -1 & 1 \end{array} \right] \xrightarrow{} \left[ \begin{array}{cc|cc} 1 & 2 & 1 & 0 \\ 0 & 1 & 1/5 & -1/5 \end{array} \right] \\ \xrightarrow{} \left[ \begin{array}{cc|cc} 1 & 0 & 3/5 & 2/5 \\ 0 & 1 & 1/5 & -1/5 \end{array} \right] \xrightarrow{I \quad C_B}$$

So the coordinates of  $P$  in terms of  $B$  are

$$[B] \cdot P = \begin{bmatrix} 3/5 & 2/5 \\ 1/5 & -1/5 \end{bmatrix} \begin{bmatrix} 0 \\ 2 \end{bmatrix} = \begin{bmatrix} 4/5 \\ -2/5 \end{bmatrix}.$$

$$\text{So } P = \frac{4}{5} v_1 - \frac{2}{5} v_2.$$

Note that: - if  $B$  doesn't span the vector space, not every point will have coordinates in terms of  $B$ .

- if  $B$  isn't linearly independent, a given point may have more than one set of coordinates in terms of  $B$ .

- if  $B$  is a basis, coordinates in terms of  $B$  exist & are unique for every point.

Also, we need to order the elements of  $B$ .

The coordinates of  $P$  in terms of  $\{v_1, v_2\}$  are  $(4/5, -2/5)$ .

The coordinates of  $P$  in terms of  $\{v_2, v_1\}$  are  $(-2/5, 4/5)$ .