# Math 415 - Lecture 39 Review

Wednesday December 6th 2015

• Thursday December 17th, 8:00-11:00AM.

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- Conflict Tuesday, December 15th, 8:00-11:00AM.

Diagonalization,

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- Discrete Dynamical Systems.

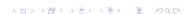
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- Spectral Theorem and Quadratic forms: each symmetric matrix A gives a quadratic form  $q(\mathbf{x}) = \mathbf{x}^T A \mathbf{x}$ , and conversely. The eigenvalues of A (real!) determine if the quadratic form is always positive.

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- Singular Value Decomposition of A from spectral theorem for  $A^TA$ , and  $AA^T$ .
- Approximation of a matrix A according to the singular values: image compression.

Big Topics



• Solving Systems  $A\mathbf{x} = \mathbf{b}$ 

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  - Pivots, free variables, parametric form of general solution.
  - Inconsistent system, unique solution or infinitely many solutions.



Vectors and Matrices

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  - Elementary row operations and elementary matrices.
  - LU factorization, solving Ax = b by Lc = b, Ux = c.
  - Inverse of a square matrix, Gauss-Jordan calculation of  $A^{-1}$  (Big Augmented Matrix).



Vector Spaces.

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  - Coordinates with respect to a basis.

Linear Transformations

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  - Coordinate matrix with respect to input/output bases.



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  - Orthogonal and orthonormal basis.



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  - Dimensions of the subspaces and bases, from echelon form.
  - Networks and fundamental subspaces.



Projections

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  - Orthogonal decomposition: x can be written as  $x = x_W + x_{W^{\perp}}$  for  $x_W \in W$ ,  $x_{W^{\perp}} \in W^{\perp}$ .



Least Squares

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  - Data Fitting



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  - Orthogonal matrix  $Q: Q^TQ = I$ .



Determinants

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  - $\det(AB) = \det(A) \det(B)$ ,  $\det(A^T) = \det(A)$ .
  - Cofactor expansion.



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  - Discrete Dynamical systems: state vector  $\mathbf{x}_t$  evolves in time by  $\mathbf{x}_{t+1} = A\mathbf{x}_t$ .



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  - if  $A = A^T$  then eigenvalues of A are real
  - A has an orthonormal basis of eigenvectors.

Random Examples

Let

$$a_1 = \begin{bmatrix} 1 \\ 2 \\ 1 \end{bmatrix}, \quad a_2 = \begin{bmatrix} 2 \\ 1 \\ 2 \end{bmatrix}, \quad a_3 = \begin{bmatrix} 3 \\ 3 \\ 3 \end{bmatrix}, \quad b = \begin{bmatrix} 3 \\ 4 \\ 4 \end{bmatrix}$$

Is b a linear combination of  $a_1, a_2, a_3$ ? Explain!

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#### Solution

We need to solve a system Ax = b, with augmented matrix

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

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 So b is/is not a linear

combination?

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- Find the LU factorization.
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- If  $b \in Col(A)$  is the general set of solutions  $\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$  of Ax = b a

point, a line, a plane or all of  $\mathbb{R}^3$ ?

$$A = \begin{bmatrix} 2 & 1 & 1 \\ 4 & 2 & 3 \\ 6 & 3 & 2 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 2 & 1 & 0 \\ 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} 2 & 1 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix}.$$

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see this immediately, do row operations on  $\begin{bmatrix} 2 & 1 & 1 & b_1 \\ 4 & 2 & 3 & b_2 \\ 6 & 3 & 2 & b_3 \end{bmatrix}$ )

If  $b \in Col(A)$  how many solutions of Ax = b, how many free variables? Get point, line, plane....?

Let 
$$v_1 = \begin{bmatrix} 1 \\ 2 \\ 0 \end{bmatrix}$$
,  $v_2 = \begin{bmatrix} 3 \\ 1 \\ 0 \end{bmatrix}$  and let  $V = \operatorname{Span}(v_1, v_2)$ . If  $x = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$  we can write  $x = x_V + x_{V^{\perp}}$ .

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• Explain why  $x_V = \frac{\langle x, v_1 \rangle}{\langle v_1, v_1 \rangle} v_1 + \frac{\langle x, v_2 \rangle}{\langle v_2, v_2 \rangle} v_2$  is not correct.

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- ullet Find an orthonormal basis for V.

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,  $v_2 = \begin{bmatrix} 3 \\ 1 \\ 0 \end{bmatrix}$  and let  $V = \operatorname{Span}(v_1, v_2)$ . If  $x = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$  we can write  $x = x_V + x_{V^{\perp}}$ .

- Explain why  $x_V = \frac{\langle x, v_1 \rangle}{\langle v_1, v_1 \rangle} v_1 + \frac{\langle x, v_2 \rangle}{\langle v_2, v_2 \rangle} v_2$  is not correct.
- ullet Find an orthonormal basis for V.
- Calculate  $x_{V^{\perp}}$ .

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$$x_{V} = \frac{\langle \begin{bmatrix} 1 \\ 2 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} \rangle}{\langle \begin{bmatrix} 1 \\ 2 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \\ 0 \end{bmatrix} \rangle} \begin{bmatrix} 1 \\ 2 \\ 0 \end{bmatrix} + \frac{\langle \begin{bmatrix} 1 \\ 2 \end{bmatrix}, \begin{bmatrix} -2 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} -2 \\ 1 \\ 0 \end{bmatrix} \rangle}{\langle \begin{bmatrix} -2 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} -2 \\ 1 \\ 0 \end{bmatrix}} \begin{bmatrix} -2 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \\ 0 \end{bmatrix}.$$

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Hence 
$$x_{V^{\perp}} = \begin{bmatrix} 0 \\ 0 \\ 3 \end{bmatrix}$$

Example	

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- If A is the 2 × 3 zero matrix, then  $Nul(A) = \{ \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \}$ . True or false?

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