

Chapter 2 Solutions

1 Linear Algebra

1.1 Bases and linear independence

1. We see that

$$a_1 \begin{pmatrix} 1 \\ -1 \end{pmatrix} + a_2 \begin{pmatrix} 1 \\ 2 \end{pmatrix} + a_3 \begin{pmatrix} 2 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

has solution $a_1 = a_2 = -a_3 \neq 0$. Therefore the vectors are linearly dependent.

2. Choosing the basis $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$, $|1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$, the matrix representation of A with respect to this basis is

$$A = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}.$$

Taking instead the basis $|0\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix}$, $|1\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ -1 \end{pmatrix}$, the matrix representation of A with respect to this basis is

$$A = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}.$$

3. Using equation (2.12) repeatedly, we have

$$\begin{aligned} BA|v_i\rangle &= B\left(\sum_j A_{ji}|w_j\rangle\right) \\ &= \sum_j A_{ji}(B|w_j\rangle) \\ &= \sum_j A_{ji} \sum_k B_{kj}|x_k\rangle \\ &= \sum_k \left(\sum_j B_{kj}A_{ji}\right)|x_k\rangle \end{aligned}$$

Also by (2.12), we have

$$BA|v_i\rangle = \sum_k (BA)_{ki}|x_k\rangle$$

Comparing the two expressions, we find

$$(BA)_{ki} = \sum_j B_{kj} A_{ji},$$

which is the matrix product of the matrix representations for B and A .

4. Introducing the basis $|v_i\rangle$ for V , equation (2.12) gives

$$\begin{aligned} I_V |v_j\rangle &= \sum_i (I_V)_{ij} |v_i\rangle \\ &= |v_j\rangle \end{aligned}$$

which implies $(I_V)_{ij} = \delta_{ij}$.

5. We need to check the three conditions:

(1)

$$\begin{aligned} (y, \sum_k \lambda_k z^{(k)}) &= \sum_i y_i^* \sum_k \lambda_k z_i^{(k)} \\ &= \sum_k \lambda_k \sum_i y_i^* z_i^{(k)} \\ &= \sum_k \lambda_k (y, z^{(k)}) \end{aligned}$$

(2)

$$(z, y)^* = (\sum_i z_i^* y_i)^* = \sum_i z_i y_i^* = (y, z)$$

(3)

$$(y, y) = \sum_i y_i^* y_i = \sum_i |y_i|^2 \geq 0, = 0 \text{ iff } y = 0.$$

Therefore, this is an inner product on \mathbb{C}^n .