

Basic Vars
 $\begin{bmatrix} 1 & 2 & 3 & 4 & 5 \\ 0 & 0 & 1 & 2 & 4 & 5 \\ 0 & 0 & 0 & 1 & 4 & 5 \\ 0 & 0 & 0 & 0 & 1 & 5 \end{bmatrix}$
Free vars
 $\begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 & x_6 \\ 1 & 2 & 3 & 4 & 5 & 6 \\ 0 & 0 & 1 & 4 & 5 & 7 \\ 0 & 0 & 0 & 1 & 5 & 7 \\ 0 & 0 & 0 & 0 & 1 & 7 \end{bmatrix}$
PIVOTS
 ≥ 1 free var \Rightarrow soln
 0 free var \Rightarrow soln
 ≤ 1 free var \Rightarrow soln

Matrix Multiplication For each row of A, multiply and sum for each col of B

$$\begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \begin{bmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{bmatrix} = \begin{bmatrix} a_{11}b_{11} + a_{12}b_{21} & a_{11}b_{12} + a_{12}b_{22} \\ a_{21}b_{11} + a_{22}b_{21} & a_{21}b_{12} + a_{22}b_{22} \end{bmatrix}$$

Span

$\text{span}\{v_1, \dots, v_n\} = \left\{ \sum_{i=1}^n d_i v_i : d_i \in \mathbb{R} \right\}$

• set of all linear combos of $\{v_1, \dots, v_n\}$

• span of a set

of vectors is a subspace

• $\text{span}(A) = \text{range}(A)$

• $\text{span}(A) = \text{columnspace}(A)$

IS \vec{v} in the span $\{\vec{v}_1, \vec{v}_2, \vec{v}_3\}$?
 To solve this, aug matrix $\vec{v} | \vec{v}_1, \vec{v}_2, \vec{v}_3$

$\begin{bmatrix} \vec{v}_1 & \vec{v}_2 & \vec{v}_3 & \vec{v} \end{bmatrix} \rightarrow$ if no soln, \vec{v} not in the span

Are $\vec{v}_1, \vec{v}_2, \vec{v}_3$ Lin. Ind?
 need to find nullspace. If trivial, LT, if nontrivial, LD

$\begin{bmatrix} \vec{v}_1 & \vec{v}_2 & \vec{v}_3 & \vec{0} \end{bmatrix}$

state-transition matrix

$$A = \begin{bmatrix} P_{1,1} & P_{1,2} & \dots & P_{1,n} \\ P_{2,1} & P_{2,2} & \dots & P_{2,n} \\ \vdots & \vdots & \ddots & \vdots \\ P_{n,1} & P_{n,2} & \dots & P_{n,n} \end{bmatrix}$$

\Rightarrow conservative system

MATRIX VECTOR MULT

$$\begin{aligned} \text{1. } \{v_1, v_2, \dots, v_n\} \text{ LD if } a_1 v_1 + \dots + a_n v_n = \vec{0} \\ \text{2. } \vec{v}_i = \sum_{j \neq i} a_j v_j \end{aligned}$$

Definitions of Linear Dependence

Calculating Matrix Inv.

$[A | I_n] \rightarrow \text{ge} \rightarrow [I_n | A^{-1}]$
 note: A^{-1} doesn't have to be in RREF

note:
 for $A = BC$ $A^{-1} = C^{-1}B^{-1}$
 DNE because C has more columns than rows \Rightarrow LD

Subspace

V is a subspace of W if: ① Contains $\vec{0}$ ② Closed under vector + scalar X

Basis

- For $\{v_1, \dots, v_n\} = S$, the vectors in S are a basis for V if ① they're LI
- ② their span is V
- minimal set of spanning vectors
- for \mathbb{R}^N , N LI vectors form a basis

Dimension

- dimension(V) equals # vectors in its basis
- $\dim(\mathbb{R}^N) = N$

Columnspace

$\text{Col}(A)$ where $m \times n$
 $= \text{span } n \text{ columns of } A$
 $= \text{range}(A)$

Rowspace

$= \text{span } n \text{ rows of } A$

Rank-Nullity Thm

$\dim(\text{range}(A)) + \dim(\text{null}(A)) = n$

Rank

$= \dim(\text{col}(A)) = \# \text{ pivots in RREF}$

$= \dim(\text{range}(A)) = \# \text{ can be at most min}(m, n)$

$= \dim(\text{span}(A))$ if A an $m \times n$ matrix

Nullspace

subset of \mathbb{R}^n s.t. $A\vec{x} = \vec{0}$
 or $\vec{x} = \vec{0}$ is only soln, trivial nullspace

- solve for free vars, write as a vector, tada!

ex:

$$\begin{bmatrix} 1 & 0 & -2 & 3 & 0 \\ 0 & 1 & -1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix} \quad \begin{array}{l} x_2, x_4, x_5 \text{ free vars} \\ x_1 = -2x_3 \\ x_2 = x_3 \\ x_3 = \beta - x_1 \\ x_4 = \beta \\ x_5 = \gamma \end{array}$$

$$\begin{bmatrix} x_1 & -1 & 2 & 0 & -3 \\ x_2 & 0 & 0 & \beta & 0 \\ x_3 & 0 & 1 & 0 & 0 \\ x_4 & 0 & 0 & 0 & 1 \\ x_5 & 0 & 0 & 0 & 0 \end{bmatrix} \quad \begin{array}{l} \text{write as vector sum} \\ x_1 = -x_2 - 3x_5 \\ x_2 = x_3 \\ x_3 = \beta \\ x_4 = \beta \\ x_5 = \gamma \end{array}$$

$\text{NC}(A) =$

$$\left\{ \begin{bmatrix} -1 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 2 \\ 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} -3 \\ 0 \\ 0 \\ 1 \\ 0 \end{bmatrix} \right\}$$

$\dim(\text{NC}(A)) = 3$

Rotation Matrix

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \quad A^{-1} = \frac{1}{ad-bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

Steady-state $\vec{x}^* = P\vec{x}^*$

- to find steady state, substitute $\lambda = 1$, solve for nullspace and that's the st-state ex:

$$A - \lambda I = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 1/2 & 1 & 0 & 0 & 0 \\ 1/2 & -1 & 1/2 & 0 & 0 \\ 1/2 & 1/2 & 0 & 1 & 0 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix} \rightarrow \begin{array}{l} x_1 = 2x_4 \\ x_2 = 2/3x_4 \\ x_3 = 1/2x_4 \\ x_4 = \vec{0} \end{array} \rightarrow \vec{x}^* = \begin{bmatrix} 2/3 \\ 1/2 \\ 0 \\ 0 \end{bmatrix} x_4$$

IF you start pumps with A_0, B_0 and C_0 , what's the associated steady-state?

① $A_0 + B_0 + C_0 = D$ ② given $x^* = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} \alpha$, $x_1 + x_2 + x_3 = E$ ③ $D = E\alpha$. Solve for α . ④ multiply x^* by α to get ss for A_0, B_0, C_0

Predicting system behavior for initial states

$A^n \vec{x} = \vec{x}(\lambda^n \vec{x})$: $\lambda > 1$: $\vec{x}[n] \rightarrow \infty$ exponential growth

: $\lambda = 1$: $\vec{x}[n] \rightarrow \vec{k}$ (constant) : $\lambda < 1$: $\vec{x}[n] \rightarrow \vec{0}$ instant disappearance

$\vec{x}[0] = \vec{q}, \vec{v}_1 + \vec{v}_2 \vec{v}_2 + \dots + \vec{v}_n \vec{v}_n \Rightarrow \vec{x}[n] = \vec{q}, \lambda_1 \vec{v}_1 + \lambda_2 \vec{v}_2 + \dots + \lambda_n \vec{v}_n$

① Given an initial state, solve for $\alpha_1, \dots, \alpha_n$ ② Plug $\alpha_1, \dots, \alpha_n$ into a $\vec{x}[n]$ eqn and lambdas and \vec{v}_i

Change of Basis

$F_C(v) = V^{-1} U F(v) \quad F_C(v) = V^{-1} F \quad T = V^{-1} U$

Equivalent statements - LI for $A \in \mathbb{R}^{n \times n}$ matrix doesn't have an inverse if A has n pivot positions columns/rows form a basis for \mathbb{R}^n spans \mathbb{R}^n

• rank(A)=n • A invertible • A has trivial nullspace • A has LI columns

• A is full rank • det(A) ≠ 0 • $A\vec{x} = \vec{b}$ has a unique soln • col(A) = \mathbb{R}^n

Thm: $\text{Span}\{\vec{v}_1, \vec{v}_2\} = \mathbb{R}^2$

Known: $\text{span}\{\vec{v}_1, \vec{v}_2\}$ set of all \vec{b} that can be written as

$S = \{a_1\vec{v}_1 + a_2\vec{v}_2 : a_1, a_2 \in \mathbb{R}\}$

Want: All \vec{b} to belong to the set S

$[b_1] = a_1 [v_1] + a_2 [v_2] \rightarrow [b_1] = [b_1] \begin{bmatrix} a_1 & a_2 \end{bmatrix} = [b_1] \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

$[b_2] = a_1 [v_1] + a_2 [v_2] \rightarrow [b_2] = [b_2] \begin{bmatrix} a_1 & a_2 \end{bmatrix} = [b_2] \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

$\rightarrow \text{ge} \rightarrow [1 \ 0 \ b_1 \ b_2] \rightarrow a_1 = b_1, a_2 = b_2 \Rightarrow$

every $\vec{b} \in \mathbb{R}^2$ can be represented as a linear combo of $\vec{v}_1, \vec{v}_2 \in S$

Thm: If $\text{col}(A)$ are LD, then $A\vec{x} = \vec{b}$ doesn't have a unique soln

Known: $A = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 0 & 1 \\ 1 & 1 & 0 \end{bmatrix}$

$\vec{x} = c_1 \vec{v}_1 + c_2 \vec{v}_2 + c_3 \vec{v}_3 = c_1 \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} + c_2 \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} + c_3 \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}$

we know $A\vec{x} = \vec{b} \rightarrow A\vec{s} + \vec{o} = \vec{b} \rightarrow A\vec{s} + A\vec{w} = \vec{b} \rightarrow A(\vec{s} + \vec{w}) = \vec{b}$

$\vec{s} \neq \vec{w} \Rightarrow \vec{s} + \vec{w} \neq \vec{s} \Rightarrow$ also a soln

$\rightarrow \vec{x}$ is not a unique soln

Thm: If $\text{col}(A)$ are LD, A is not invertible

Known: $\text{col}(A)$ are LD \rightarrow A is not invertible

Assume A is invertible $\rightarrow A^{-1}A = A = I \rightarrow [a_{ij}] = [1 \ 0 \ 0 \ \dots \ 0 \ 1]$

Let $A^{-1} = \begin{bmatrix} a_{ij} \end{bmatrix} \rightarrow A^{-1}A = A^{-1}I \rightarrow [a_{ij}] = [a_{ij}] = [1 \ 0 \ 0 \ \dots \ 0 \ 1]$

contradiction! $\rightarrow A^{-1}$ can't exist

Transformation

$T = V^{-1} U$

Diagonalization

- matrix T_{nn} is diagonalizable iff it has n LI e-vectors with corresponding e-vals

$\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n$

$A = [v_1 \ v_2 \ \dots \ v_n] \quad D = \text{matrix of e-vals}$

$T = ADA^{-1}$

$TK = ADK^{-1} \quad D = \begin{bmatrix} \lambda_1 & & & \\ & \lambda_2 & & \\ & & \ddots & \\ & & & \lambda_n \end{bmatrix}$

Procedure

① compute (V, λ) pairs of

② make sure e-vects are LI (can use GCF and nullspace to make sure it's trivial)

③ make A and A^{-1} using e-vects

④ make D out of $\lambda_1, \dots, \lambda_n$

⑤ multiply and get T

Thm: $A\vec{x} = \vec{b}$ has 2 solutions \Leftrightarrow A are LD

Known: $A\vec{x} = \vec{b}$ has 2 distinct solutions \Leftrightarrow A are LD

$\vec{s} \neq \vec{w}$ but both solve

$A\vec{s} = \vec{b}, A\vec{w} = \vec{b} \Rightarrow A\vec{s} = A\vec{w} \Rightarrow \vec{s} = \vec{w}$

$\rightarrow A(\vec{s} - \vec{w}) = \vec{0} \Rightarrow \vec{s} - \vec{w} = \vec{0} \Rightarrow \vec{s} = \vec{w}$

$\rightarrow \text{ge} \rightarrow [1 \ 0 \ b_1 \ b_2] \rightarrow \vec{s} = \vec{w} \Rightarrow \vec{s} = \vec{w}$

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$\rightarrow \text{ge} \rightarrow [1 \ 0 \ b_1$

hcto(Ch) : E2
 decar(doj) : E1
 base(c6) : E0
 deci(d) : E-1
 centi(c) : E-2
 milli(m) : E-3
 micro(μ) : E-6
 nano(n) : E-9
 pico(p) : E-12
 femto(f) : E-15

KCL: $\sum I_{in} = \sum I_{out}$
 KVL: $\sum V_k = 0$; add + - + subtract

series eq.: $R_1 + R_2 + \dots$
parallel eq.: $\frac{1}{R_1} + \frac{1}{R_2} + \dots$
energy store: none
norm: $E = \frac{1}{2} CV^2$
V: $V = IR$

POWER: $P = VI = \frac{V^2}{R} = I^2 R$

Comparitor: $V_{out} = \begin{cases} V_{cc} & \text{if } V_1 > V_2 \\ V_{ee} & \text{if } V_1 < V_2 \end{cases}$

Capacitor: "stores a voltage which increases/decreases linearly with respect to time" or a voltage ramp with a given slope.
 $I_s = C \frac{dV_c}{dt} + V_c \frac{dC}{dt}$
 $V_c(t) = I_s(t-t_0) + V_c(t_0)$

ID Touchscreen: $R_1 = \rho L_{Touch}$, $R_2 = \rho L_{rest}$
 $U_{mid} = V_s \frac{\rho L_{rest}}{A}$
 $U_{mid} = V_s \frac{\rho L_{rest} + \rho L_{Touch}}{A}$
 $U_{mid} = V_s \frac{L_{rest}}{L_{rest} + L_{Touch}}$
 $U_{mid} = V_s \frac{L_{rest}}{L_{Touch}}$

2D Touchscreen: $U_2 \rightarrow U_4$: measure position
 $V_{out} = V_s \frac{L_{Touch, vertical}}{L}$
 $U_2 \rightarrow U_3$: measure position
 $V_{out} = V_s \frac{L_{Touch, horizontal}}{L}$

Voltage Summer: $V_{out} = V_1 R_2 + V_2 R_1$
 R_1, R_2

Buffer: isolates load
 $V_{out} = V_{in}$

Transresistance amp: convert current to voltage
 $V_{out} = i_{in} (-R) + V_{ref}$

Noninverting opamp: with refn
 $V_{out} = V_{in} (1 + \frac{R_{top}}{R_{bottom}}) - V_{ref} \left(\frac{R_{top}}{R_{bottom}} \right)$
 -0 output resistance

Inverting opamp: with refn
 $V_{out} = V_{in} \left(-\frac{R_f}{R_s} \right) + V_{ref} \left(\frac{R_f}{R_s} + 1 \right)$
 $i_{in} = I_{out}$

Noninverting amp: $V_{out} = V_{in} (1 + \frac{R_{top}}{R_{bottom}})$

Inverting amp: $V_{out} = V_{in} \left(-\frac{R_f}{R_s} \right)$

ideal op amp: $A \rightarrow \infty$, $U^+ - U^- = 0$, $U^+ = U^-$

Inverting summing amplifier: $V_{out} = -R_f \left(\frac{V_{in1}}{R_1} + \frac{V_{in2}}{R_2} \right)$

Opamps and golden rules:
 ① $I^+ = I^- = 0$
 ② (NCF only) $V^+ = V^-$ (note $V^+ \neq 0 \neq V^-$)

Capacitive TS: $\frac{E_1}{C_{EF}} \frac{1}{C_{OF}} \frac{1}{C_{EF}} \frac{1}{C_{OF}}$

KVL: $V_1 - V_2 + V_3 - V_4 = 0$

Capacitor: $I_s = C \frac{dV_c}{dt}$
 $\int_a b I_s dt = \int_a b C \frac{dV_c}{dt} dt$
 $I_{st} = C(V_c(b) - V_c(a))$
 $V_c(t) = I_{st} + V_c(a)$

Notes: to use this, I_s must be constant \Rightarrow choose intervals where C is constant

Capacitor Principles:
 • charge at floating nodes is conserved
 • if sum of charges on a floating node = 0, the sum of their charges at steady state will equal zero.
 • the charge of a capacitor $\Rightarrow +Q = +CV$
 • if 2 caps are initially uncharged, then connected in series, the charges on both caps are equal at steady state.
 • voltage across capacitors in parallel is equal at steady state.
 • in steady state, DC capacitors act as open circuits (no current flows through them)

Derivation:
 $I = C \frac{dV_c}{dt}$, $I dt = C dV_c$, $\int_0^t I dt = \int_0^t C dV_c$,
 $I t = C V_c(t) - V_c(0)$, $V_c(t) = \frac{I}{C} t + V_c(0)$

Charge Sharing:
 ① Label cell voltages across capacitors
 ② Draw the equivalent circuit in each phase
 ③ Identify all floating nodes in your circuit during Phase 2. For each node U_i :
 a) Identify all cap plates attached to the node during phase 2.
 b) calculate the charge on each of the plates in the steady state of phase 1.
 c) calculate the charge on each plate during phase 2's steady state.
 d) set $Q^{01} = Q^{02}$. solve for the unknown node voltage.
 e) repeat.

④ $Q^{01} = C_1 V_1^{01} + C_2 V_2^{01} = (V_s - \alpha) C_1 + \alpha = V_s C_1$
 ⑤ $Q^{02} = C_1 V_1^{02} + C_2 V_2^{02} = (U_2 - U_3) C_1 + U_3 C_2 = (U_2 - V_s) C_1 + U_3 C_2 = U_3 (C_1 + C_2) - V_s C_1$
 ⑥ $Q^{01} = Q^{02} \Rightarrow 2 V_s C_1 = U_3 (C_1 + C_2)$, $U_3 = \frac{2 V_s C_1}{C_1 + C_2}$

Checking for negative feedback:
 ① zero out all independent sources, other than the power supply

Given 2 eigenvectors \vec{v}_1 and \vec{v}_2 corresponding to the same eigenvalue λ .
 Known:
 $A\vec{v}_1 = \lambda_1\vec{v}_1$, $A\vec{v}_2 = \lambda_2\vec{v}_2$, $\lambda_1 \neq \lambda_2$, $\vec{v}_1 \neq \vec{v}_2 \neq \vec{0}$
 $A \in \mathbb{R}^{2 \times 2}$

If possible, let $\vec{v}_1 \neq \vec{v}_2$ be LD.

$\alpha_1\vec{v}_1 + \alpha_2\vec{v}_2 = \vec{0} \Rightarrow$ so $\alpha_1 \neq 0 \Rightarrow \vec{v}_1 = -\frac{\alpha_2}{\alpha_1}\vec{v}_2$
 Mult. by A .
 $A\vec{v}_1 = -\frac{\alpha_2}{\alpha_1}A\vec{v}_2$
 $A\vec{v}_1 = -\frac{\alpha_2}{\alpha_1}\lambda_2\vec{v}_2$
 $\lambda_1\vec{v}_1 = -\frac{\alpha_2}{\alpha_1}\lambda_2\vec{v}_2$
 $\lambda_1\vec{v}_1 = -\frac{\alpha_2}{\alpha_1}\lambda_2\vec{v}_2$

Want \vec{v}_1, \vec{v}_2 form a basis for \mathbb{R}^2
 ① \vec{v}_1, \vec{v}_2 are LI
 ② \vec{v}_1, \vec{v}_2 span all of \mathbb{R}^2

Therefore \vec{v}_1, \vec{v}_2 are LI
 To show they span all of \mathbb{R}^2 :
 $[\vec{v}_1, \vec{v}_2 | \vec{x}] \rightarrow V = [\vec{v}_1, \vec{v}_2]$
 V is an invertible matrix
 $\Rightarrow [V | \vec{x}]$ has a unique soln

therefore $X \in \text{span}\{\vec{v}_1, \vec{v}_2\}$
 $\Rightarrow \{\vec{v}_1, \vec{v}_2\}$ form a basis for \mathbb{R}^2

If $\{\vec{v}_1, \vec{v}_2, \vec{v}_3\}$ are LD vectors in \mathbb{R}^n , then
 $\{A\vec{v}_1, A\vec{v}_2, \dots, A\vec{v}_n\}$ are LD.

Known:

$$\vec{v}_i = \sum_{j \neq i} d_j \vec{v}_j$$

$$A\vec{v}_i = A\left(\sum_{j \neq i} d_j \vec{v}_j\right) = \sum_{j \neq i} A(d_j \vec{v}_j)$$

Show:
 $A\vec{v}_i = \sum_{j \neq i} \beta_j \vec{v}_j$

IF \vec{v}_1, \vec{v}_2 solve to $A\vec{x} = \vec{b}$,
 \vec{v}_1, \vec{v}_2 must be
 \vec{v}_1, \vec{v}_2

Known:
 $A\vec{v}_1 = \vec{b}$, $A\vec{v}_2 = \vec{b}$
 $A(\vec{v}_1 + \vec{v}_2) = \vec{b} \Rightarrow A\vec{v}_1 + A\vec{v}_2 = \vec{b}$
 $\vec{b} + \vec{b} = \vec{b} \Rightarrow \vec{b} = \vec{0}$

QED

$$A\vec{v}_i = \sum_{j \neq i} d_j (A\vec{v}_j) \Rightarrow \text{linear combo exists}$$

QED

Transpose

- eigenvalues remain the same across transposes

Applying Matrices

- go from right to left. ex.

$$ABCD\vec{x}$$

$$(A(B(C(D\vec{x}))))$$

(4)(3)(2)(1)

Given unknown Matrix

A , given $A\vec{v}_1 = A\vec{v}_2 = \vec{0}$,

find \vec{z} s.t. $A\vec{z} = \vec{0}$

where $\vec{0} \neq \vec{0}$.

$$A\vec{v}_1 - A\vec{v}_2 = \vec{0}$$

$$A(\vec{v}_1 - \vec{v}_2) = \vec{0}$$

$$\vec{u} = \vec{v}_1 - \vec{v}_2$$

More steady-state:

$$\vec{s}[0] = \alpha\vec{v}_1 + \beta\vec{v}_2 + \gamma\vec{v}_3$$

To decompose $\vec{s}[0]$ into the eqn (given $\vec{s}[0]$):

$$\begin{bmatrix} 1 & 1 & 1 \\ \vec{v}_1 & \vec{v}_2 & \vec{v}_3 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \\ \gamma \end{bmatrix} = \vec{s}[0]$$

↳ do GE

$A\vec{s}[0]$ has lambdas

$$(A\vec{s}[0]) = \lambda \vec{s}[0]$$

(18) Q in the column space of A when $a=0$ (PART 1)

is $v = \begin{bmatrix} 3 \\ -8 \end{bmatrix}$ in $C(A)$ when $a=3$?

$$A = \begin{bmatrix} 2 & 1 \\ -1 & a \end{bmatrix} \quad a=3 \quad v = \begin{bmatrix} 3 \\ -8 \end{bmatrix}$$

$\begin{bmatrix} 2 & 1 \\ -1 & 3 \end{bmatrix}$ are LI? span \mathbb{P}^2 → yes
 identical e-vals for A.

$$A = \begin{bmatrix} 2 & 1 \\ -1 & 3 \end{bmatrix} \rightarrow \det(A - \lambda I) = 0 \rightarrow 2^2 - (2+a)\lambda + (2a+1) = 0$$

$$\rightarrow \lambda = \frac{2+a \pm \sqrt{(2a+1)^2 - 4(2a+1)}}{2} \rightarrow$$

since we want identical e-vals, everything under sqrt = 0.

$$\rightarrow (2a+1)^2 - 4(2a+1) = 0 \rightarrow \text{solve for } a \rightarrow a=0, 4$$

→ want a minimizing e-val → plug in a to the quadratic eqn formula w/ the λs → ($a=4 \rightarrow \lambda=3$):

$$(a=0 \rightarrow \lambda=1) \rightarrow \boxed{a=0}$$

Find all vals for x s.t. A has a trivial nullspace

$$\begin{bmatrix} 1 & 0 & 4 \\ 1 & 2 & 6 \\ 0 & 1 & x \end{bmatrix} \rightarrow \text{GE} \rightarrow \begin{bmatrix} 1 & 0 & 4 \\ 0 & 2 & 2 \\ 0 & 2 & 2x \end{bmatrix} \rightarrow \text{Want LI so } x \neq 0$$

Given a transformation, what is the transformation matrix that created the transform?

ex: $\begin{bmatrix} 0 \\ 2 \end{bmatrix} \rightarrow \begin{bmatrix} 0 \\ 3 \end{bmatrix}$

and $\begin{bmatrix} -2 \\ -1 \end{bmatrix} \rightarrow \begin{bmatrix} -3 \\ -1.5 \end{bmatrix}$

rewrite:

$$\begin{bmatrix} 0 \\ 2 \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} -2 \\ -1 \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} -3 \\ -1.5 \end{bmatrix}$$

do matmul, solve for a, b, c, d
 and plug into A
 $a = \frac{2}{3}$, $b = 0$, $c = 0$, $d = \frac{2}{3}$

$$\Rightarrow A = \begin{bmatrix} 2/3 & 0 \\ 0 & 2/3 \end{bmatrix}$$

if A invertible, unique A^{-1}

Known:

$A^{-1} = A^{-1}A = I$ [Want A^{-1} unique]

say $\vec{e} \in \text{span}\{\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n\}$

$\vec{e} = \alpha_1\vec{v}_1 + \alpha_2\vec{v}_2 + \dots + \alpha_n\vec{v}_n$

$\Rightarrow \vec{e} \in \text{span}\{\vec{v}_1 + \vec{v}_2, \vec{v}_2, \dots, \vec{v}_n\}$

$\vec{e} = \beta_1(\vec{v}_1 + \vec{v}_2) + \beta_2(\vec{v}_2) + \dots + \beta_n\vec{v}_n$

$\Rightarrow \vec{e} \in \text{span}\{\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n\}$

contradiction, A^{-1} must be unique

IF $QP = I$ and $P = R^{-1}$, then $RP = I$

$QP = RQ$

$RQ = RRQ$

$(RQ)P = P = (RRQ)P$

$I = P = R^{-1}I$

Matrix Inverse Properties

$\cdot AA^{-1} = A^{-1}A = I$

$\cdot (A^{-1})^{-1} = A$

$\cdot (KA)^{-1} = K^{-1}A^{-1} \quad K \in \mathbb{R}$

$\cdot (CAB)^{-1} = B^{-1}A^{-1}$

$\cdot (A^T)^{-1} = (A^{-1})^T$

$\cdot (AB)(B^{-1}A^{-1}) = A(BB^{-1})A^{-1} = I$

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

$$A^{-1} = \frac{1}{ad-bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

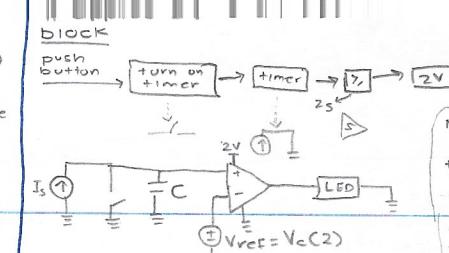
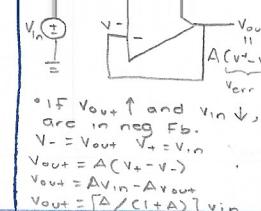
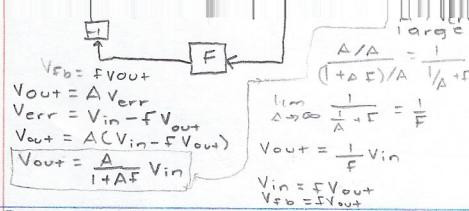
$$\lambda_i \vec{v}_i = A\vec{v}_i$$

$$\Rightarrow A^{-1}\lambda_i \vec{v}_i = \vec{v}_i$$

$$A^{-1}\vec{v}_i = \frac{1}{\lambda_i} \vec{v}_i$$

Plots

$$= C_1 + C_2$$



Note: Before button is pushed, S is closed to short circuit and make sure there is no current across C.

- gives us $V_c(0) = 0$
- $I_c(C) = 0$
- (path of least resistance \Rightarrow wire of S)

"wiggles"

↳ if $V_{out} \uparrow$, then $V_- \uparrow$

↳ since V_- is subtracted from V_+ , then $(V_+ - V_-) \downarrow$

↳ this pulls $V_{out} \downarrow$, cancelling the increase

Restated:

if $V_{out} \uparrow$ then $(V_+ - V_-) \downarrow$ in neg fb

so $V_{out} = AC(V_+ - V_-) \downarrow$

Find the power dissipated by the voltage source,

$V_o \rightarrow 4R \rightarrow V_o = 4R \cdot I_s \rightarrow P = VI = -V^2/R = -V^2/G_R$

Derive an exp for Crank.

$C_{crank} = C_{air} + C_{H_2O}$

$C_{air} = E(h_{tot} - h_{H_2O})W$

$= E h_{tot} - h_{H_2O}$

$C_{H_2O} = 81E h_{H_2O}$

$C_{crank} = Eh_{tot} + 80h_{H_2O}$

Circuit that outputs 10V w/light 0V w/o.

Given: $V_o = 10V, I_{light,dark} = 1mA, R_{load} = 1k\Omega, R_{dark} = 10V, R_{light} = 1k\Omega, V_{ref} = 2V$

one opamp, one resistor, 2 voltage sources

corresp light sensor can only provide max of 40mW.

is this a problem?

$P = IV = CS(mA)(C-S)V = -25mW$

No, not a problem bc our circuit can generate 25mW which is less than max.

Resistances that meet the req: $R_P \leq 40mW \Rightarrow R_P \leq 1.6k\Omega$

What to use as a ref. voltage?
Halfway between the 2 options.
 $V_{ref} = \frac{V_+ + V_-}{2}$

Design a motor driving circuit that outputs a decreasing positive motor voltage as the robot moves toward the light.

Specs

- Distance \downarrow , speed \downarrow
- $V_m \geq 5V$ when far ($D \uparrow$)
- "far away": $R_{PH} = 10k\Omega$
- "close by": $R_{PH} = 100\Omega$

Given: op amps, 10V, -10V, resistors

Strategy: decr. as a func of distance

$D \uparrow \downarrow R_{PH} \uparrow$

Question: can we build something to measure resistance? w/ output voltage
A/ $\sqrt{C+S}$ & try a voltage divider

Now we have $D \uparrow \downarrow R_{PH} \uparrow (\frac{R_1}{R_{PH}}) \downarrow V_x \uparrow$

From spec: $V_x = 5V$ when $R_{PH} = 10k\Omega$
↳ plug R_{PH} into V_x eqn and solve for R_P .
 $\Rightarrow R_P = 10k\Omega$

design a comparator circuit that outputs a positive motor voltage \downarrow when robot exceeds 1m in distance, making the robot move toward it, and a negative voltage when robot is within 1m (making robot move away)

Given: resistors, comparators, 10V, -10V

Design: $V_x = R_{PH} V_{in}$

$V_x = \frac{R_{PH}}{R_{ref} + R_{PH}} V_{in}$

$D \uparrow \downarrow R_{PH} \uparrow \downarrow V_x \uparrow$

"gain" usually voltage gain $G = \frac{V_{out}}{V_{in}}$

$R_1 \uparrow (\frac{R_1}{R_2}) \uparrow \downarrow V_x \uparrow$

$R_2 \uparrow (\frac{R_2}{R_1}) \downarrow \downarrow V_x \uparrow \quad \text{make } R_2 = R_1$

Pick $R_{ref} = 1k\Omega \Rightarrow V_x = 5V \text{ at } 1m$

Finally $10V \rightarrow 1k\Omega \rightarrow R_{PH} \rightarrow 10V$

Need buffer to avoid loading.

Recall $R_{PH} \uparrow, D \uparrow$ and $R_{PH} \downarrow, D \downarrow$

charge on a cap after time t

$$I = \frac{dQ}{dt}$$

$U_{c,did}$ set comparator up right?
(+ or - terminals)

6a \rightarrow No C source $V_{out} = 0$?

6b \rightarrow redesign

7a, 7b

Ge

DNA