\mathbb{R}^n , but we can define "linear equations" independently of bases and in any dimension, by viewing them as elements of the vector space Hom(E,K) of linear maps from E to the field K.

Definition 11.1. Given a vector space E, the vector space $\operatorname{Hom}(E,K)$ of linear maps from E to the field K is called the *dual space (or dual)* of E. The space $\operatorname{Hom}(E,K)$ is also denoted by E^* , and the linear maps in E^* are called *the linear forms*, or *covectors*. The dual space E^{**} of the space E^* is called the *bidual* of E.

As a matter of notation, linear forms $f: E \to K$ will also be denoted by starred symbol, such as u^* , x^* , etc.

Given a vector space E and any basis $(u_i)_{i\in I}$ for E, we can associate to each u_i a linear form $u_i^* \in E^*$, and the u_i^* have some remarkable properties.

Definition 11.2. Given a vector space E and any basis $(u_i)_{i\in I}$ for E, by Proposition 3.18, for every $i\in I$, there is a unique linear form u_i^* such that

$$u_i^*(u_j) = \begin{cases} 1 & \text{if } i = j \\ 0 & \text{if } i \neq j, \end{cases}$$

for every $j \in I$. The linear form u_i^* is called the *coordinate form* of index i w.r.t. the basis $(u_i)_{i \in I}$.

The reason for the terminology *coordinate form* was explained in Section 3.9.

We proved in Theorem 3.23 that if (u_1, \ldots, u_n) is a basis of E, then (u_1^*, \ldots, u_n^*) is a basis of E^* called the *dual basis*.

If (u_1, \ldots, u_n) is a basis of \mathbb{R}^n (more generally K^n), it is possible to find explicitly the dual basis (u_1^*, \ldots, u_n^*) , where each u_i^* is represented by a row vector.

Example 11.1. For example, consider the columns of the Bézier matrix

$$B_4 = \begin{pmatrix} 1 & -3 & 3 & -1 \\ 0 & 3 & -6 & 3 \\ 0 & 0 & 3 & -3 \\ 0 & 0 & 0 & 1 \end{pmatrix}.$$

In other words, we have the basis

$$u_1 = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} \qquad u_2 = \begin{pmatrix} -3 \\ 3 \\ 0 \\ 0 \end{pmatrix} \qquad u_3 = \begin{pmatrix} 3 \\ -6 \\ 3 \\ 0 \end{pmatrix} \qquad u_4 = \begin{pmatrix} -1 \\ 3 \\ -3 \\ 1 \end{pmatrix}.$$