

• In discussion, we proved that a linear map

$$T: V \longrightarrow W$$

is uniquely determined by its behavior on a basis for V . We use this idea to introduce the concept of a matrix.

Defn: An ordered basis is a basis where the elements/vectors have a definitive ordering.

Eg: $\{e_1, e_2, e_3\}$ can be considered as an ordered basis.

• Let $\beta = \{u_i\}_{i=1}^n$ be any ordered basis for V .

Then any vector $v \in V$ has the form

$$v = \sum_{i=1}^n a_i u_i$$

for some scalars a_1, \dots, a_n . Define

$$[v]_{\beta} \stackrel{\text{def}}{=} \begin{bmatrix} a_1 \\ \vdots \\ a_n \end{bmatrix} \in \mathbb{R}^n.$$

This is the "column vector representation of v with respect to the ordered basis β ".

Ex: Consider $V = P_2$. A nice ordered basis for P_2 $\beta = \{1, x, x^2\}$. Then:

$$\left[1 + 2x - x^2\right]_{\beta} = \begin{bmatrix} 1 \\ 2 \\ -1 \end{bmatrix} \in \mathbb{R}^3$$

$$\left[3 + x\right]_{\beta} = \begin{bmatrix} 3 \\ 1 \\ 0 \end{bmatrix} \in \mathbb{R}^3.$$

• Now suppose $\beta = \{v_i\}_{i=1}^n$ is ^{ordered} basis for V and $\gamma = \{w_j\}_{j=1}^m$ is ordered basis for W .

Then:

$$T(v_i) = \sum_{j=1}^m a_{ij} w_j$$

for some scalars a_{ij} , $j=1, \dots, m$. But, we do this for each i so really we get $m \times n$ scalars

$$\left\{ a_{ij} \right\}_{\substack{i=1 \dots n \\ j=1 \dots m}}$$

We arrange these into a matrix. Define the $m \times n$ matrix:

$$[T]_{\beta}^{\gamma} = \begin{bmatrix} a_1^1 & a_2^1 & \dots & a_n^1 \\ a_1^2 & a_2^2 & \dots & a_n^2 \\ \vdots & \vdots & \ddots & \vdots \\ a_1^m & a_2^m & \dots & a_n^m \end{bmatrix}.$$

Matrix representation of T with respect to β, γ .

Ex: $T: \mathbb{R}^2 \rightarrow \mathbb{R}^3, \quad T \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} a+b \\ 3b \\ 2a-b \end{bmatrix}.$

We will use the standard bases

$$\beta = \{e_1, e_2\} \text{ for } \mathbb{R}^2$$

$$\gamma = \{e_1, e_2, e_3\} \text{ for } \mathbb{R}^3.$$

Then: $T(e_1) = \begin{bmatrix} 1 \\ 0 \\ 2 \end{bmatrix}, T(e_2) = \begin{bmatrix} 1 \\ 3 \\ -1 \end{bmatrix}.$

So: $[T]_{\beta}^{\gamma} = \begin{bmatrix} 1 & 1 \\ 0 & 3 \\ 2 & -1 \end{bmatrix}.$ This is the 3×2 matrix which represents T using the standard basis vectors of \mathbb{R}^n .

Ex: Suppose V is a vector space w/ an ordered

$$\beta = \{u_1, u_2\}. \quad \text{so } \dim V = 2.$$

Also, assume that $T: V \rightarrow W$ is a linear map s.t. $\{T(u_1), T(u_2)\}$ is a basis for W .

Let $\gamma = \{T(u_1), T(u_2)\}$. Then:

$$[T]_{\beta}^{\gamma} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

• When we look at maps of the form

$$T: V \longrightarrow V$$

we can consider the same ordered basis β on "both sides".

We let $[T]_{\beta} \stackrel{\text{def}}{=} [T]_{\beta}^{\beta}$.

Ex: If $T = \mathbb{1}: V \longrightarrow V$ is the identity

$$\mathbb{1}(v) = v \quad \text{for all } v.$$

Then

$$[T]_{\beta} = \begin{bmatrix} 1 & & & 0 \\ & 1 & & \\ & & \ddots & \\ 0 & & & 1 \end{bmatrix}$$

↖ "Identity matrix"

for any basis β .

Ex: Let $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ be rotation by $\theta = \pi/3$ counter clockwise.

Let $\beta = \{e_1, e_2\}$ be standard basis.

$$\begin{aligned} \text{Then } T(e_1) &= \begin{bmatrix} \cos \pi/3 \\ \sin \pi/3 \end{bmatrix} \\ &= \begin{bmatrix} 1/2 \\ \sqrt{3}/2 \end{bmatrix} \end{aligned}$$



$$\begin{aligned} T(e_2) &= \begin{bmatrix} \cos(\pi/2 + \pi/3) \\ \sin(\pi/2 + \pi/3) \end{bmatrix} \\ &= \begin{bmatrix} -\sqrt{3}/2 \\ 1/2 \end{bmatrix} \end{aligned}$$

So:

$$[T]_{\beta} = \begin{bmatrix} 1/2 & -\sqrt{3}/2 \\ \sqrt{3}/2 & 1/2 \end{bmatrix}$$

More generally, if $T = T_{\theta}$ rotation by θ then

$$[T]_{\beta} = \begin{bmatrix} \cos \theta & \cos(\pi/2 + \theta) \\ \sin \theta & \sin(\pi/2 + \theta) \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}.$$

Ex: let $\int: \mathbb{P}_2 \rightarrow \mathbb{P}_3$ be the linear map

$$\int f = \int_0^x f(t) dt.$$

Let $\beta = \{1, x, x^2\}$ and $\gamma = \{1, x, x^2, x^3\}$.

We compute $\left[\int \right]_{\beta}^{\gamma}$.

$$\cdot \int 1 = \int_0^x 1 dt = x.$$

$$\cdot \int x = \int_0^x t dt = \frac{1}{2} x^2.$$

$$\cdot \int x^2 = \int_0^x t^2 dt = \frac{1}{3} x^3.$$

Thus:

$$\left[\int \right]_{\beta}^{\gamma} = \begin{matrix} & \begin{matrix} 1 & x & x^2 \end{matrix} \\ \begin{bmatrix} 0 & 0 & 0 \\ 1 & 0 & 0 \\ 0 & \frac{1}{2} & 0 \\ 0 & 0 & \frac{1}{3} \end{bmatrix} & \begin{matrix} 1 \\ x \\ x^2 \\ x^3 \end{matrix} \end{matrix}.$$

Prop: Sps $T: V \rightarrow \mathbb{R}$ is not the zero map. Then,
there exists a basis β of V s.t.

$$\begin{bmatrix} T \end{bmatrix}_{\beta}^{\beta+\delta} = \begin{bmatrix} 1 & 0 & 0 & \dots & 0 \end{bmatrix}$$

$n = \dim V$ entries.

Pf: Sps $v \in V$ is such that $T(v) \neq 0$.

Consider the nonzero vector $\frac{v}{T(v)} = \frac{1}{T(v)} v \in V$.

The set $\left\{ \frac{v}{T(v)} \right\}$ is linearly independent,

and can hence be extended to a basis:

$$\gamma = \left\{ \frac{v}{T(v)}, u_2, u_3, \dots, u_n \right\}.$$

Claim 1: $T(u_1) = 1$. Easy.

The problem is we don't know $T(u_2) = T(u_3) = \dots = 0$.

In general this may not be true. Sps $T(u_2) \neq 0$.

Then, define:

$$\tilde{u}_2 = u_2 - T(u_2) u_1.$$

$$\begin{aligned}
 \text{Notice, } T(\tilde{u}_2) &= T(u_2) - T(T(u_2)u_1) \\
 &= T(u_2) - T(u_2)T(u_1) \\
 &= T(u_2) - T(u_2) = 0.
 \end{aligned}$$

We can do this for each $u_k \rightsquigarrow \tilde{u}_k = u_k - T(u_k)u_1$.

Claim: $\beta = \{u_1, \tilde{u}_2, \tilde{u}_3, \dots, \tilde{u}_n\}$ is a basis.

$$[\text{sps } \lambda_1 u_1 + \lambda_2 \tilde{u}_2 + \dots + \lambda_n \tilde{u}_n = 0]$$

\parallel

$$\lambda_1 u_1 + \lambda_2 u_2 + \dots + \lambda_n u_n - T(u_2)u_1 - T(u_3)u_1 - \dots$$

\parallel

$$\left(\lambda_1 - \sum_{i=2}^n \lambda_i T(u_i) \right) u_1 + \sum_{j=2}^n \lambda_j u_j$$

Therefore, since $\{u_1, u_2, \dots, u_n\}$ is basis we have:

$$\lambda_1 = \sum_{i=2}^n \lambda_i T(u_i) \quad \text{and} \quad \lambda_2 = \lambda_3 = \dots = \lambda_n = 0.$$

but then $\lambda_1 = 0$ as well.

This basis β has the property:

$$[T]_{\beta} = \begin{bmatrix} 1 & 0 & 0 & \dots & 0 \end{bmatrix} \text{ as desired. } \square$$