

Welcome to EECS 16A!

Designing Information Devices and Systems I



Ana Arias and Miki Lustig
Fa 2022

Lecture 5A
Eigen Values and Vectors



Announcements

- Last time:
 - Vector spaces
 - Subspaces
 - Null spaces
- Today:
 - Computing the determinant
 - Eigen Values and Eigen Vectors of a Matrix
 - Example via page-rank

Jargon from Last time

- **Rank** a matrix A is the number of linearly independent columns
- **Nullspace** of a matrix A is the set of solutions to $A \vec{x} = 0$
- A **vector space** is a set of vectors connected by two operators (+,x)
- A vector **subspace** is a subset of vectors that have “nice properties”
- A **basis** for a vector space is a minimum set of vectors needed to represent all vectors in the space
- **Dimension** of a vector space is the number of basis vectors
- **Column space** is the span (range) of the columns of a matrix
- **Row space** is the span of the rows of a matrix

Null Space

- Definition: The null-space of $A \in \mathbb{R}^{N \times M}$ is the set of all vectors $\vec{x} \in \mathbb{R}^M$ such that: $A \vec{x} = 0$

$$A \xrightarrow{\quad} \vec{x} = 0$$

Examples

$$\begin{bmatrix} 1 & 0 \\ 0 & -2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

Linearly
independent!

$$\vec{x} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$\vec{0}$ is always in the null space — trivial Null space

Examples

$$\begin{bmatrix} 1 & -2 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

Linearly dependent!

Gaussian elimination:

$$\left[\begin{array}{cc|c} 1 & -2 & 0 \\ 0 & 0 & 0 \end{array} \right] \Rightarrow x_1 = 2x_2$$
$$\Rightarrow \vec{x} = \begin{bmatrix} 2\alpha \\ \alpha \end{bmatrix}$$

$$\vec{x} = \alpha \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$

A has a non-trivial null-space, $\text{span} \left\{ \begin{bmatrix} 2 \\ 1 \end{bmatrix} \right\}$

Example

$$A \vec{x} = \vec{b}$$

We know that $\vec{v}_0 \in \text{Null}(A)$

$$\rightarrow A \vec{v}_0 = \vec{0}$$

We know 1 solution: \vec{x}_0

$$\rightarrow A \vec{x}_0 = \vec{b}$$

Example

$$A \vec{x} = \vec{b}$$

We know that $\vec{v}_0 \in \text{Null}(A)$

$$\rightarrow A \vec{v}_0 = \vec{0}$$

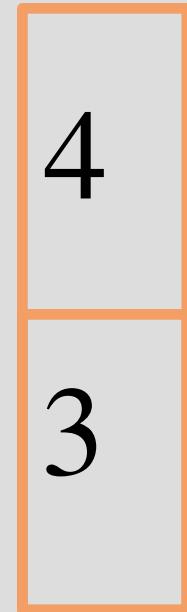
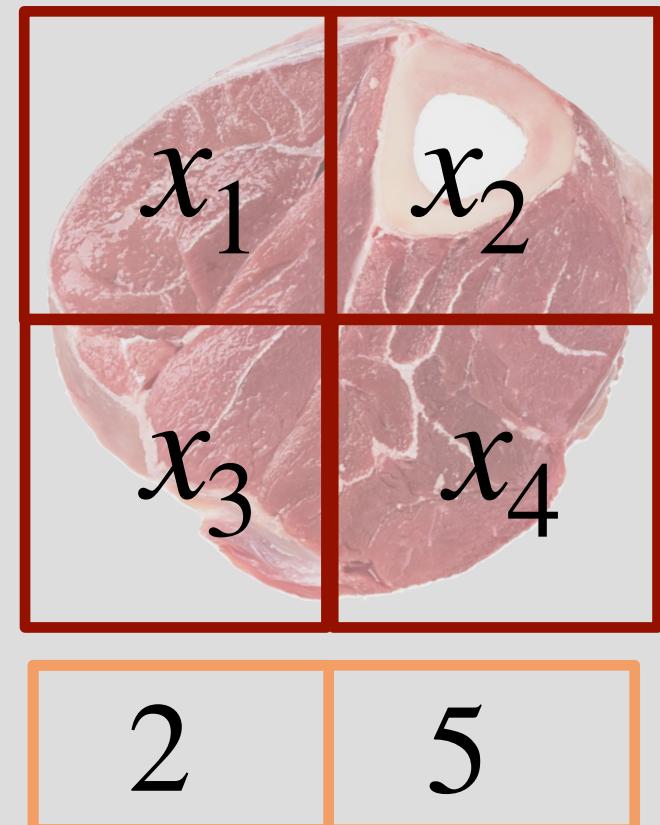
We know 1 solution: \vec{x}_0

$$\rightarrow A \vec{x}_0 = \vec{b}$$

Then: $\vec{x}_0 + \alpha \vec{v}_0$ is also a solution

$$\begin{aligned}\rightarrow A(\vec{x}_0 + \alpha \vec{v}_0) &= A \vec{x}_0 + A(\alpha \vec{v}_0) \\ &= \vec{b} + \alpha A \vec{v}_0 \\ &= \vec{b}\end{aligned}$$

Back to Tomography



$$1 \cdot x_1 + 1 \cdot x_2 + 0 \cdot x_3 + 0 \cdot x_4 = 4$$

$$0 \cdot x_1 + 0 \cdot x_2 + 1 \cdot x_3 + 1 \cdot x_4 = 3$$

$$1 \cdot x_1 + 0 \cdot x_2 + 1 \cdot x_3 + 0 \cdot x_4 = 2$$

$$0 \cdot x_1 + 1 \cdot x_2 + 0 \cdot x_3 + 1 \cdot x_4 = 5$$

$$\left[\begin{array}{cccc|c} 1 & 1 & 0 & 0 & 4 \\ 0 & 0 & 1 & 1 & 3 \\ 1 & 0 & 1 & 0 & 2 \\ 0 & 1 & 0 & 1 & 5 \end{array} \right]$$

Null Space of the Tomography System (4 measur.)

Step I

$$\left[\begin{array}{cccc|c} 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 \end{array} \right]$$

Step IV

$$\left[\begin{array}{cccc|c} 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{array} \right]$$

(3) + (2)

Step II

$$\left[\begin{array}{cccc|c} 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & -1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 \end{array} \right]$$

(3) - (1)

Step V

$$\left[\begin{array}{cccc|c} 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{array} \right]$$

(4) - (3)

Step III

$$\left[\begin{array}{cccc|c} 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & -1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{array} \right]$$

Step VI

$$\left[\begin{array}{cccc|c} 1 & 0 & 0 & -1 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{array} \right]$$

(1) - (2)

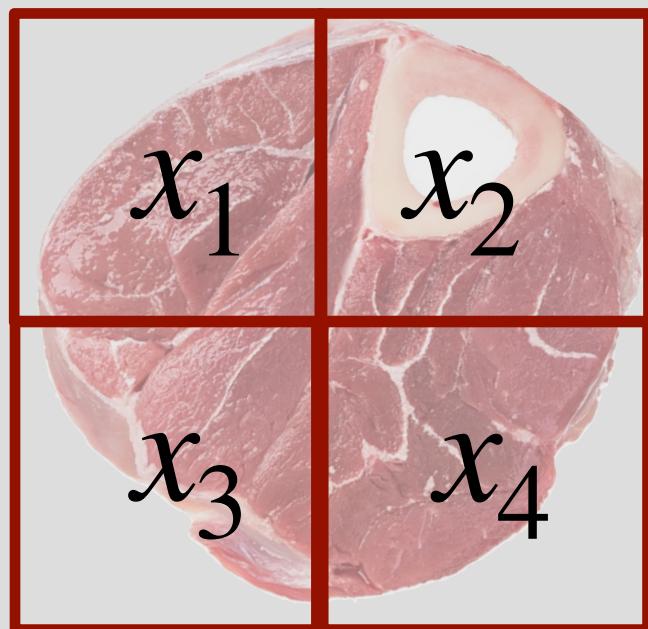
Null Space of the Tomography System (4 measur.)

$$\left[\begin{array}{cccc|c} 1 & 0 & 0 & -1 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{array} \right]$$

x_4 is the free variable:

$$\Rightarrow \vec{x} = \alpha \begin{bmatrix} 1 \\ -1 \\ -1 \\ 1 \end{bmatrix}$$

Possible reconstruction



$$= \begin{bmatrix} 1 & 3 \\ 1 & 2 \end{bmatrix} + \alpha \begin{bmatrix} 1 & -1 \\ -1 & 1 \end{bmatrix}$$

Rank

- $A \in \mathbb{R}^{N \times M}$, $\text{Rank } \{A\} = \dim \left\{ \text{Span } \{A\} \right\}$
- $\text{Rank } \{A\} = \dim \left\{ \text{Span } \{A\} \right\} \leq \min(M, N)$
- Rank = L , mean the matrix $A \in \mathbb{R}^{N \times M}$ has L independent rows&columns
- $\text{Rank } \{A\} + \dim \left\{ \text{Null } \{A\} \right\} = \min(M, N)$

Equivalent Statements

- Matrix A is **invertible**
- $A \vec{x} = \vec{b}$ has a unique solution
- A has linearly independent columns (A is **full rank**)
- A has a **trivial nullspace**
- The **determinant** of A is not zero

The Determinant

- For $A \in \mathbb{R}^{2 \times 2}$

$$\det(A) = \begin{pmatrix} [a & b] \\ [c & d] \end{pmatrix} = ad - bc$$

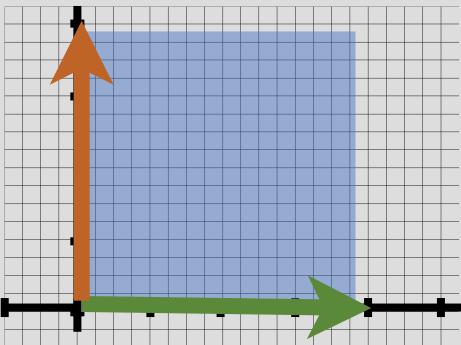
When $\det(A) \neq 0$, A is invertible

Recall:

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

Interpretation of Determinant of a Matrix in $\mathbb{R}^{2\times 2}$

- Area of a parallelogram



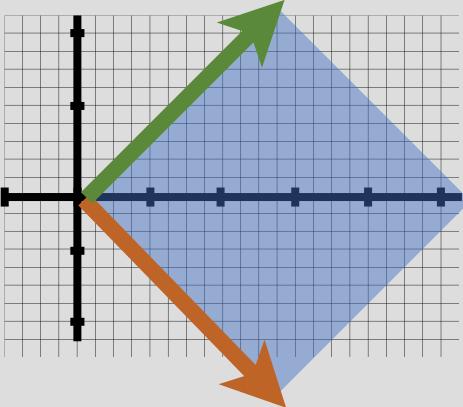
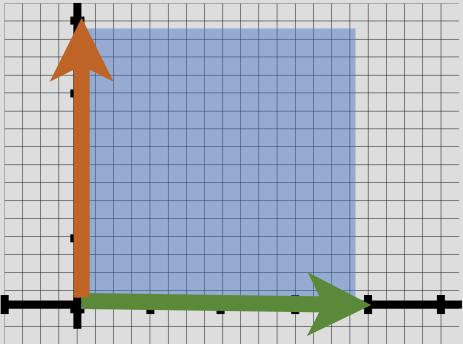
$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

Area $\neq 0$

$$\det(A) = \begin{pmatrix} [a & b] \\ [c & d] \end{pmatrix} = ad - bc$$

Interpretation of Determinant of a Matrix in $\mathbb{R}^{2\times 2}$

- Area of a parallelogram



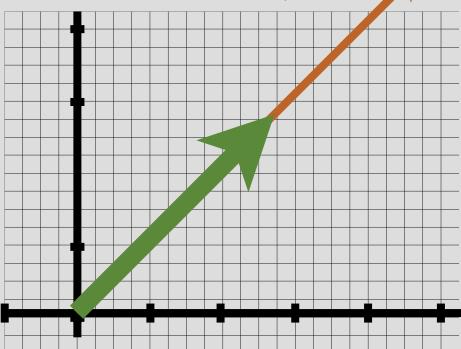
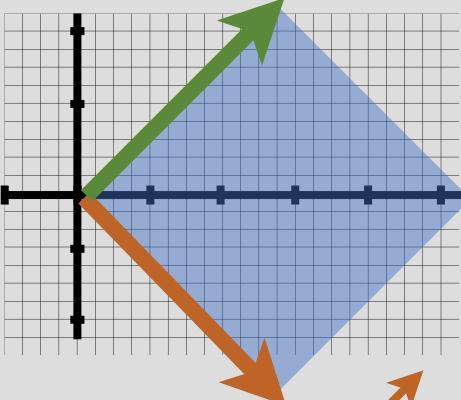
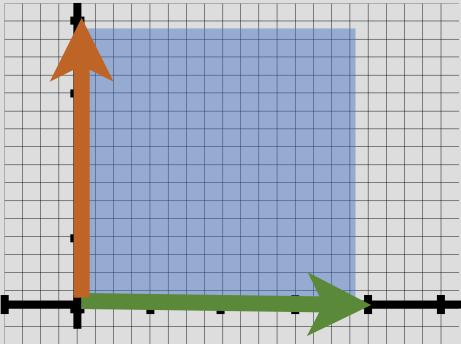
$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \text{Area} \neq 0$$

$$\det(A) = \begin{pmatrix} [a & b] \\ [c & d] \end{pmatrix} = ad - bc$$

$$\begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \text{Area} \neq 0$$

Interpretation of Determinant of a Matrix in $\mathbb{R}^{2\times 2}$

- Area of a parallelogram



$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \text{Area} \neq 0$$

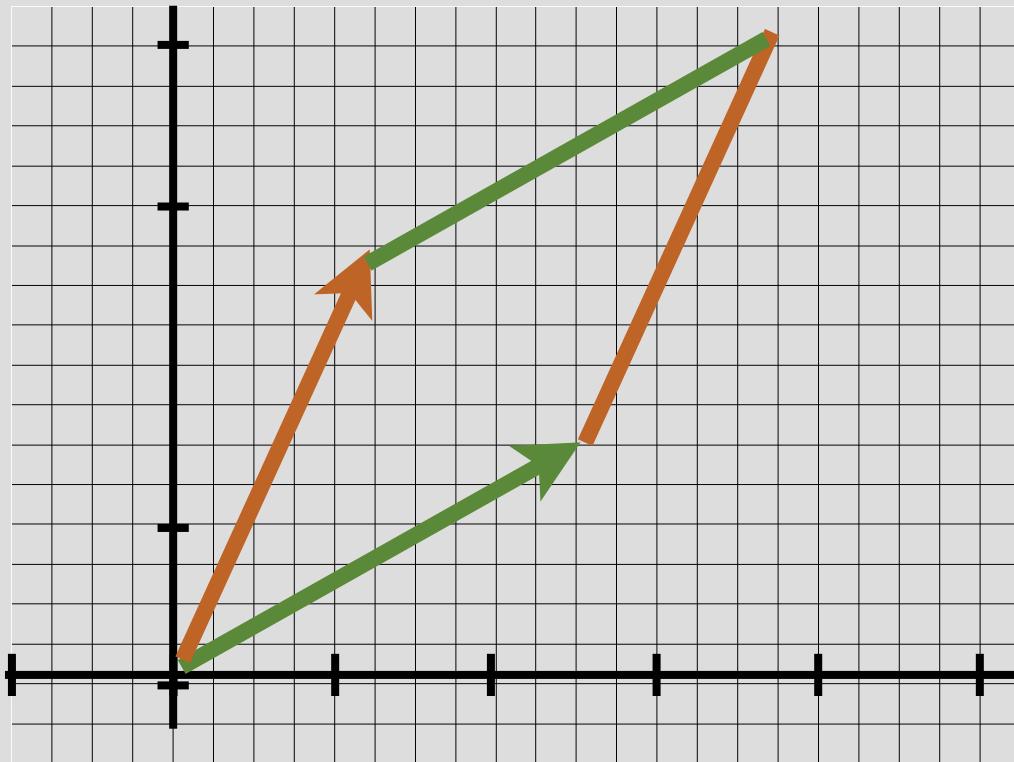
$$\det(A) = \begin{pmatrix} [a & b] \\ [c & d] \end{pmatrix} = ad - bc$$

$$\begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \text{Area} \neq 0$$

$$\begin{bmatrix} 1 & 2 \\ 1 & 2 \end{bmatrix} \text{Area} = 0 \quad \det(A) = 1 \cdot 2 - 1 \cdot 2 = 0$$

Interpretation of Determinant of a Matrix in $\mathbb{R}^{2\times 2}$

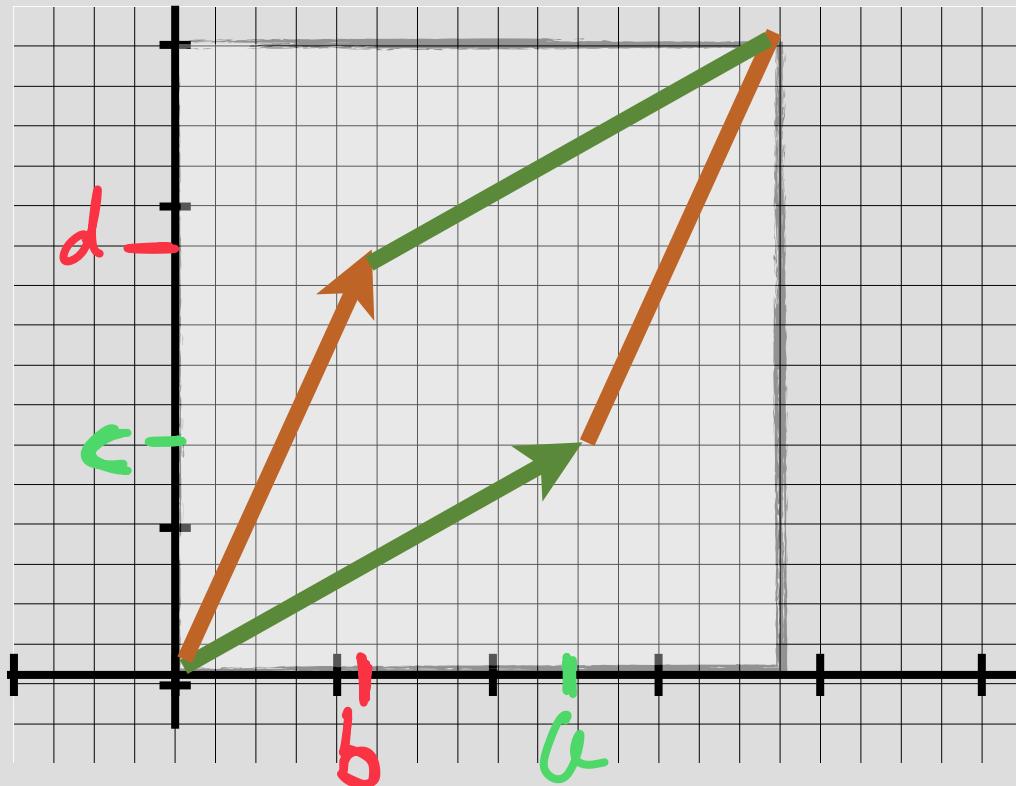
- Area of a parallelogram



$$\det(A) = \left(\begin{bmatrix} a & b \\ c & d \end{bmatrix} \right) = ad - bc$$

Interpretation of Determinant of a Matrix in $\mathbb{R}^{2\times 2}$

- Area of a parallelogram

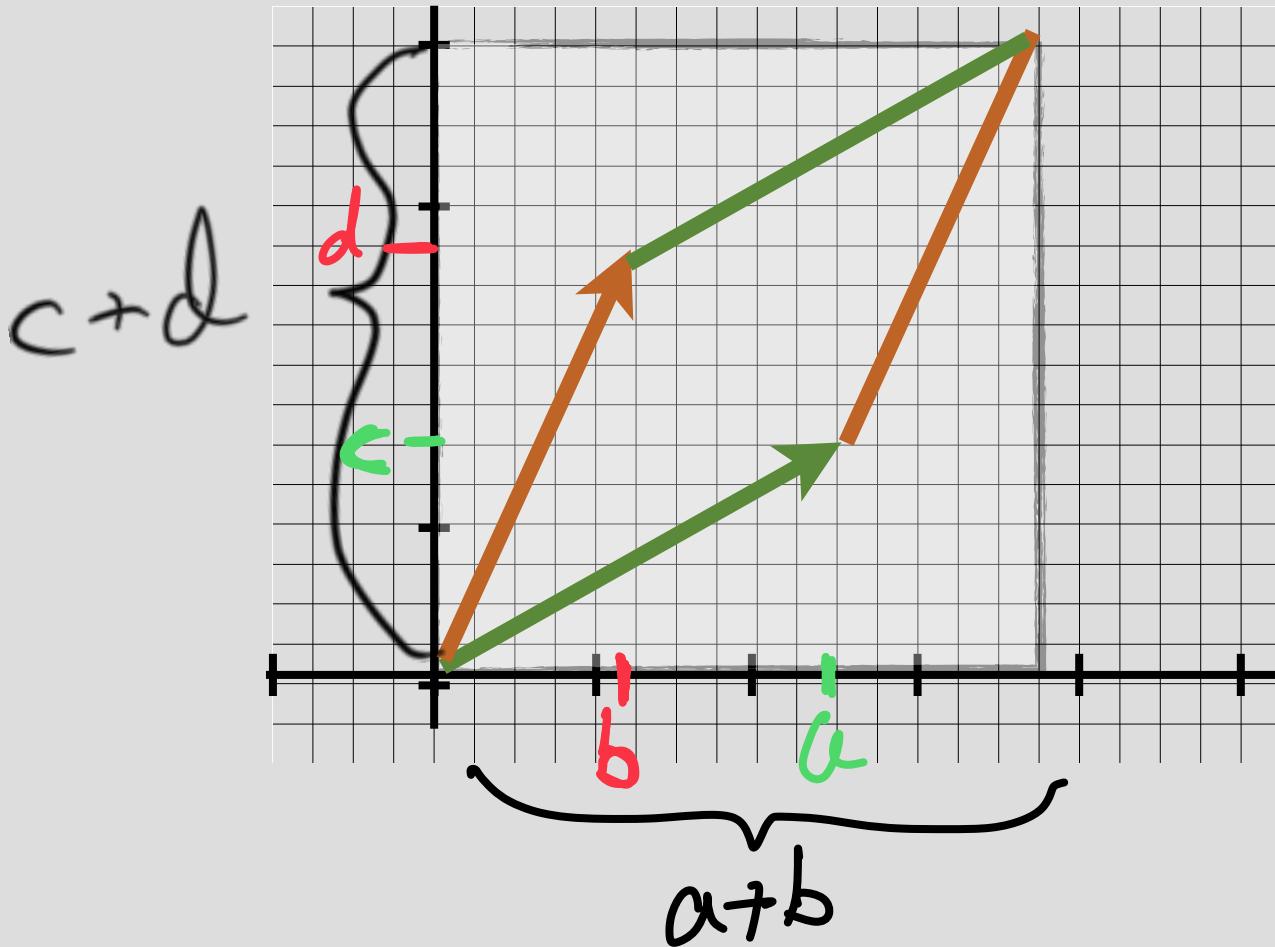


$$\det(A) = \left(\begin{bmatrix} a & b \\ c & d \end{bmatrix} \right) = ad - bc$$

Interpretation of Determinant of a Matrix in $\mathbb{R}^{2 \times 2}$

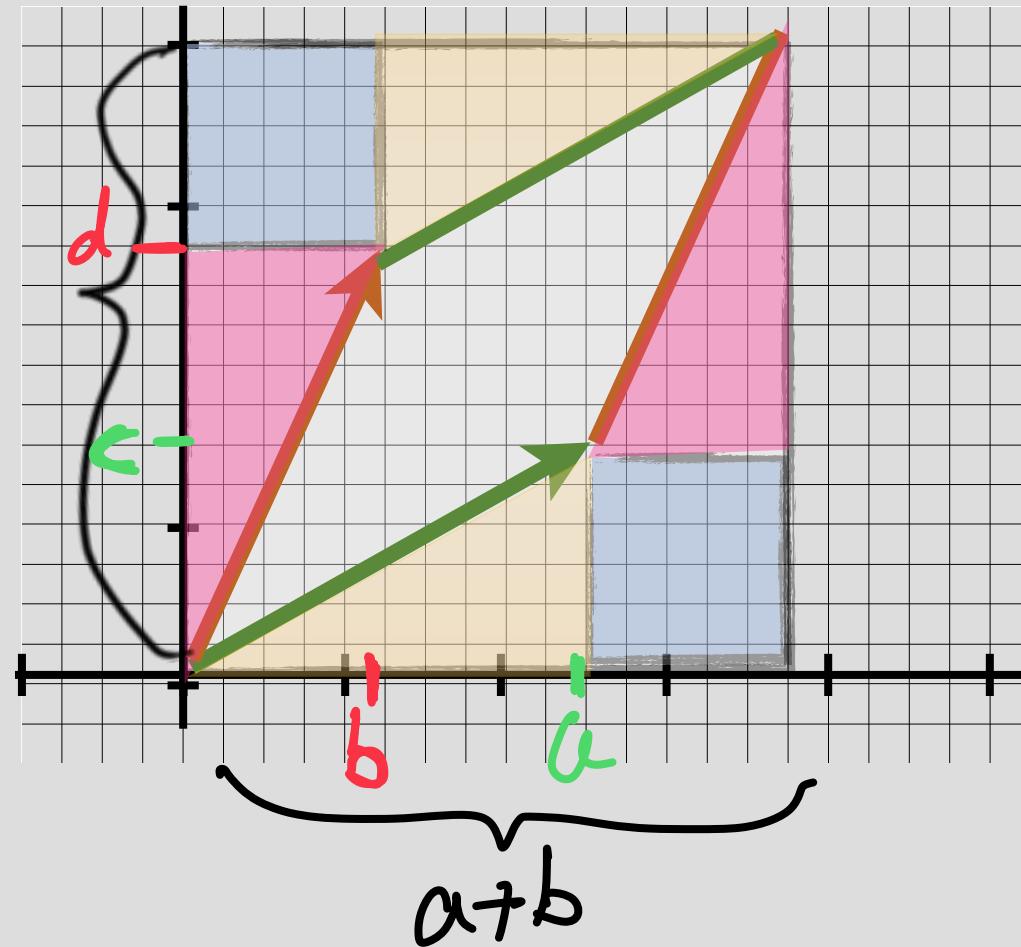
- Area of a parallelogram

$$\det(A) = \left(\begin{bmatrix} a & b \\ c & d \end{bmatrix} \right) = ad - bc$$

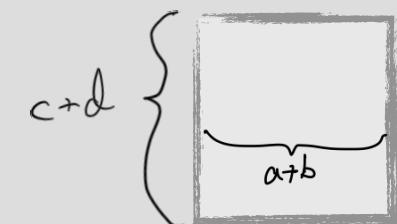


Interpretation of Determinant of a Matrix in $\mathbb{R}^{2 \times 2}$

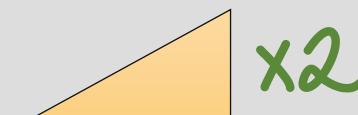
- Area of a parallelogram



$$\det(A) = \left(\begin{bmatrix} a & b \\ c & d \end{bmatrix} \right) = ad - bc$$



$$(c+d)(a+b)$$

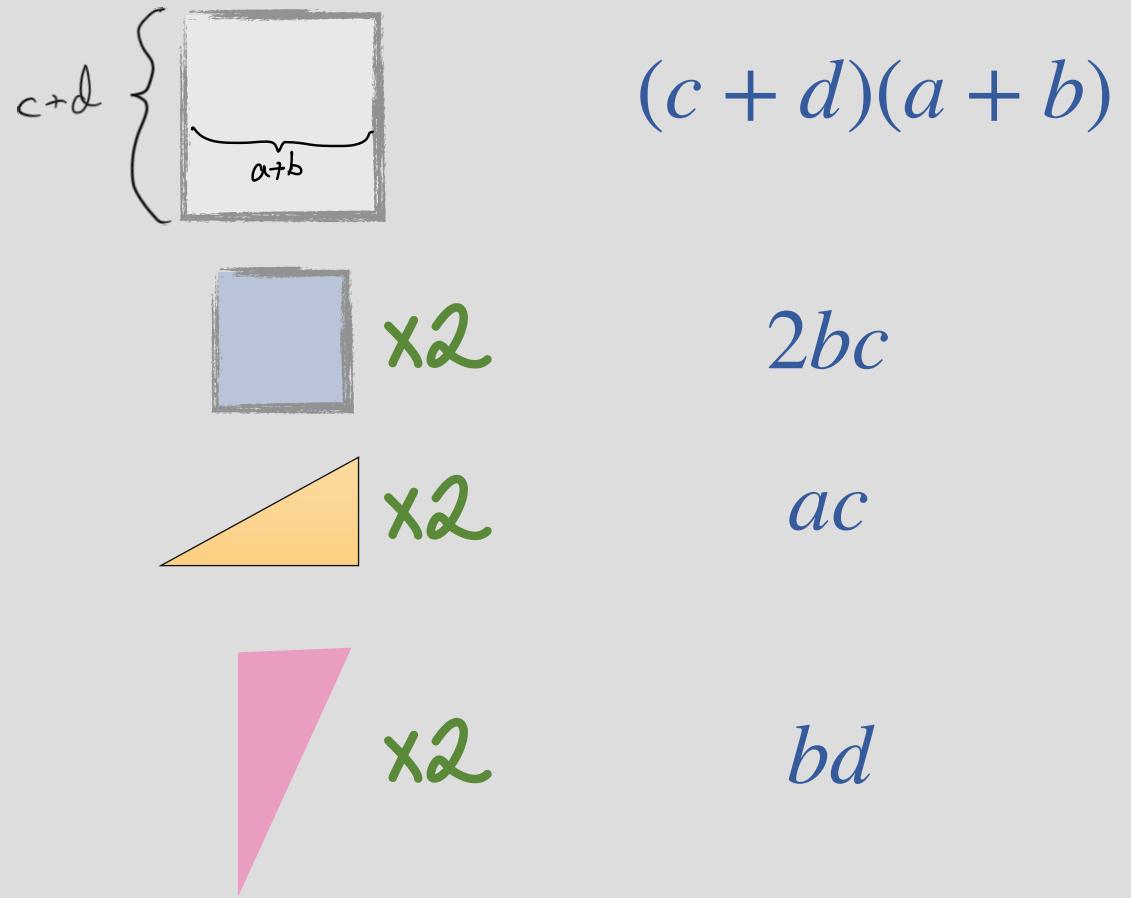
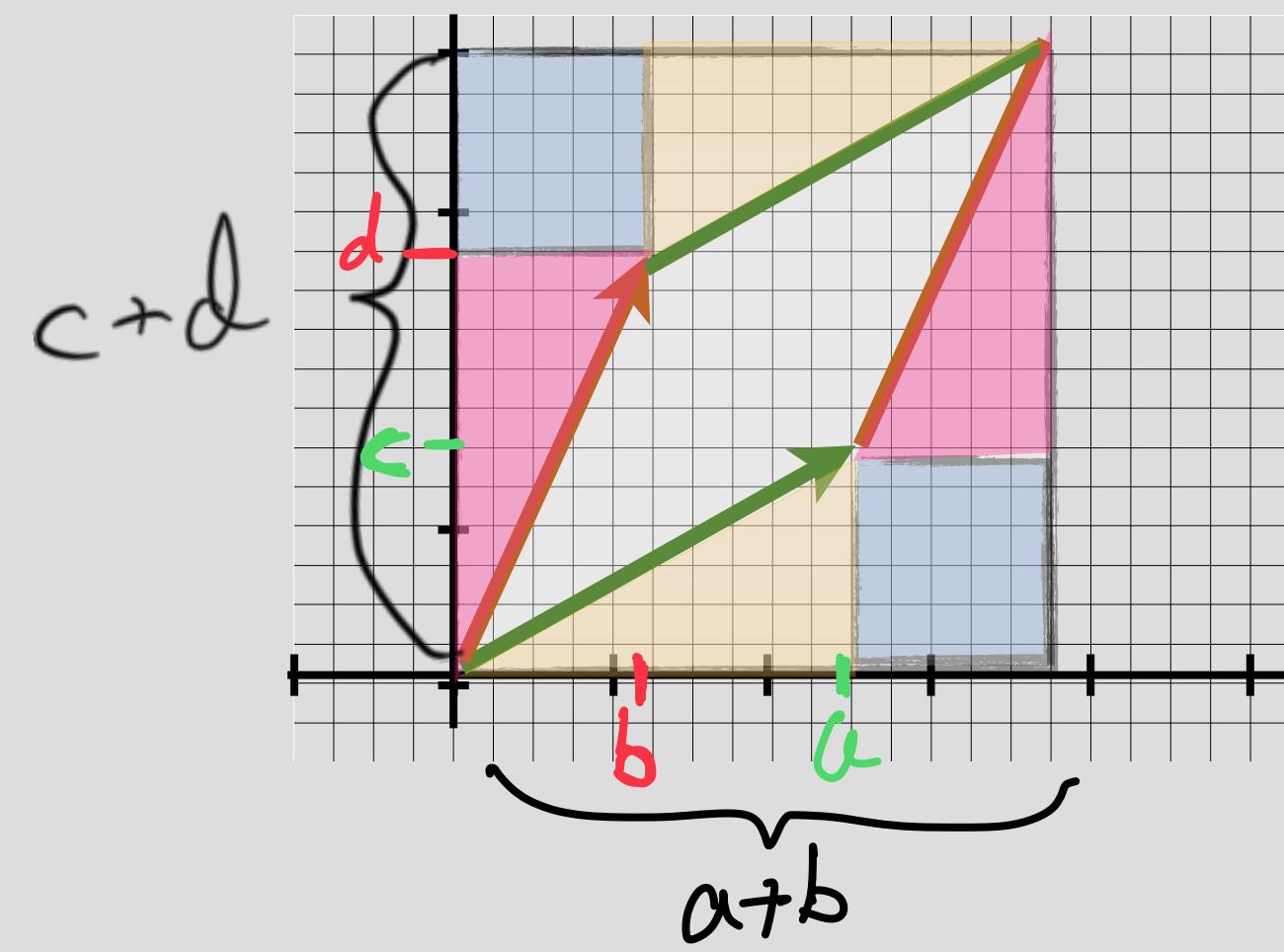


$$bc \times 2$$

$$\cancel{\frac{1}{2}ac \times 2}$$



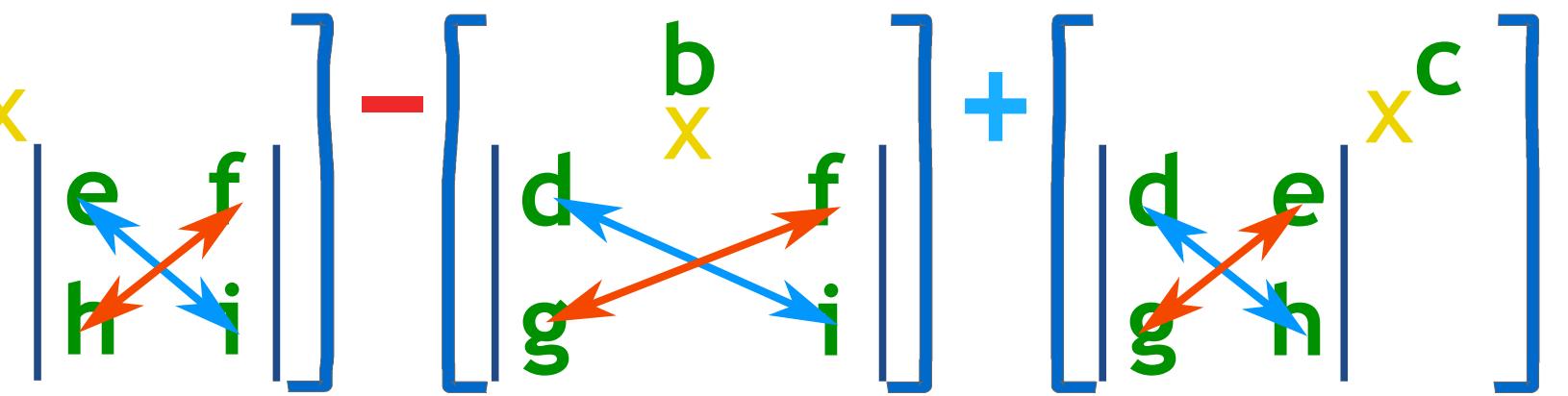
$$\cancel{\frac{1}{2}bd \times 2}$$



area = $(c+d)(a+b) - 2bc - ac - bd$

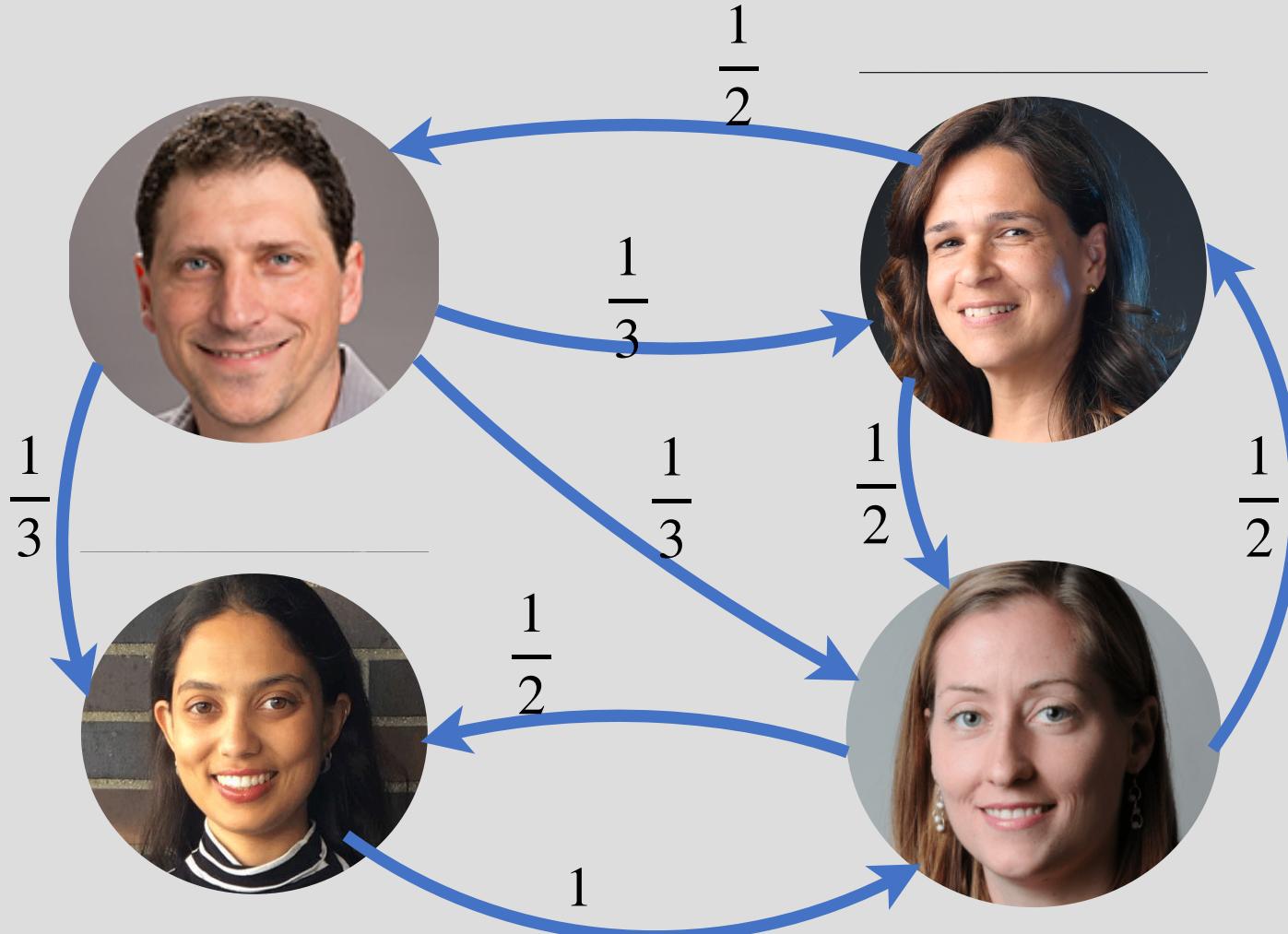
$$= ca + cb + da + db - 2bc - ac - bd = ad - bc$$

Determinant in \mathbb{R}^3

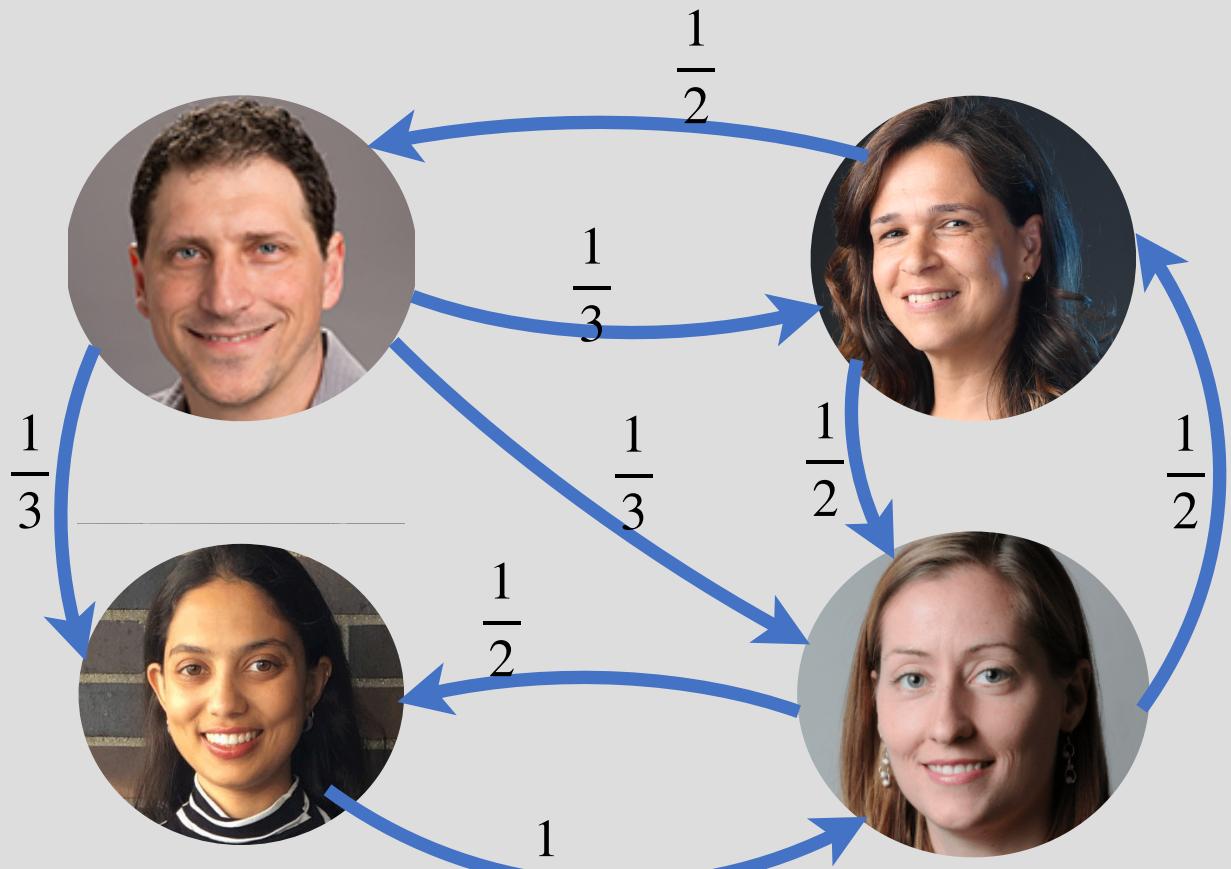
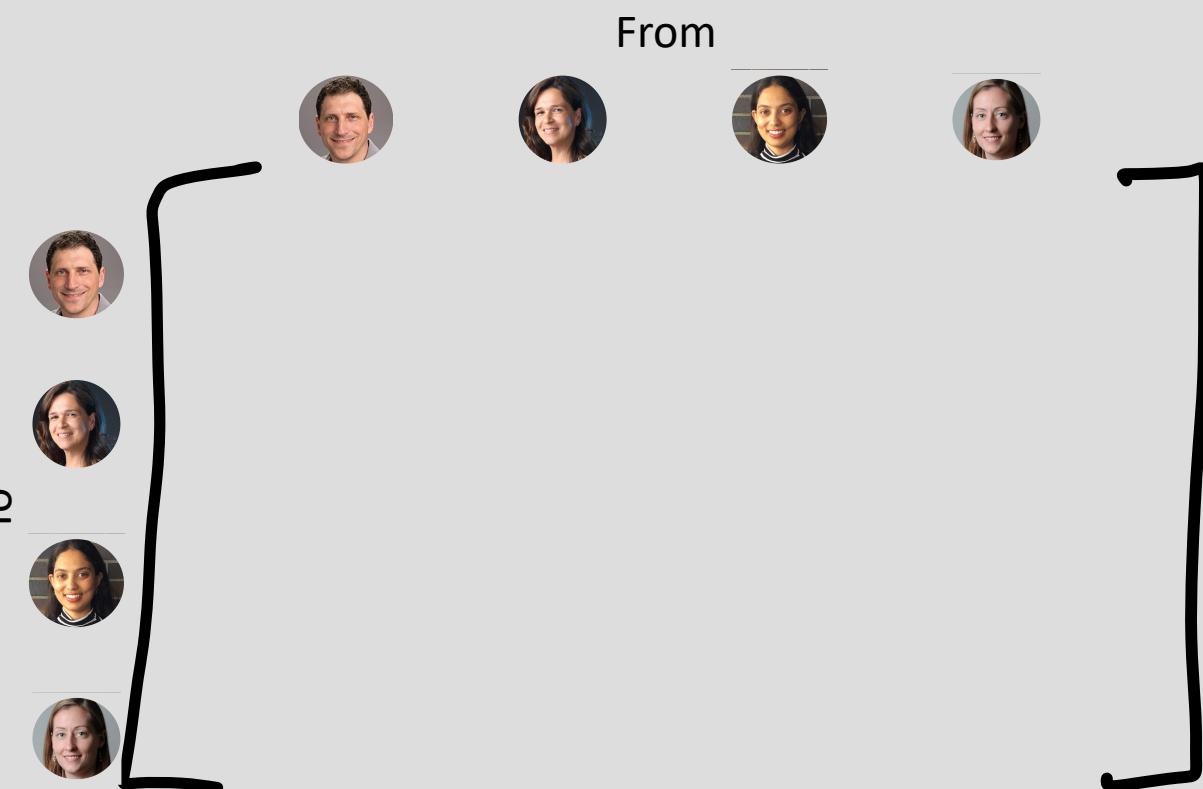
$$\det \begin{pmatrix} a & b & c \\ d & e & f \\ g & h & i \end{pmatrix} = [\begin{matrix} a & x \\ e & h \end{matrix}] - [\begin{matrix} b & x \\ d & g \end{matrix}] + [\begin{matrix} c & x \\ f & i \end{matrix}]$$


PageRank

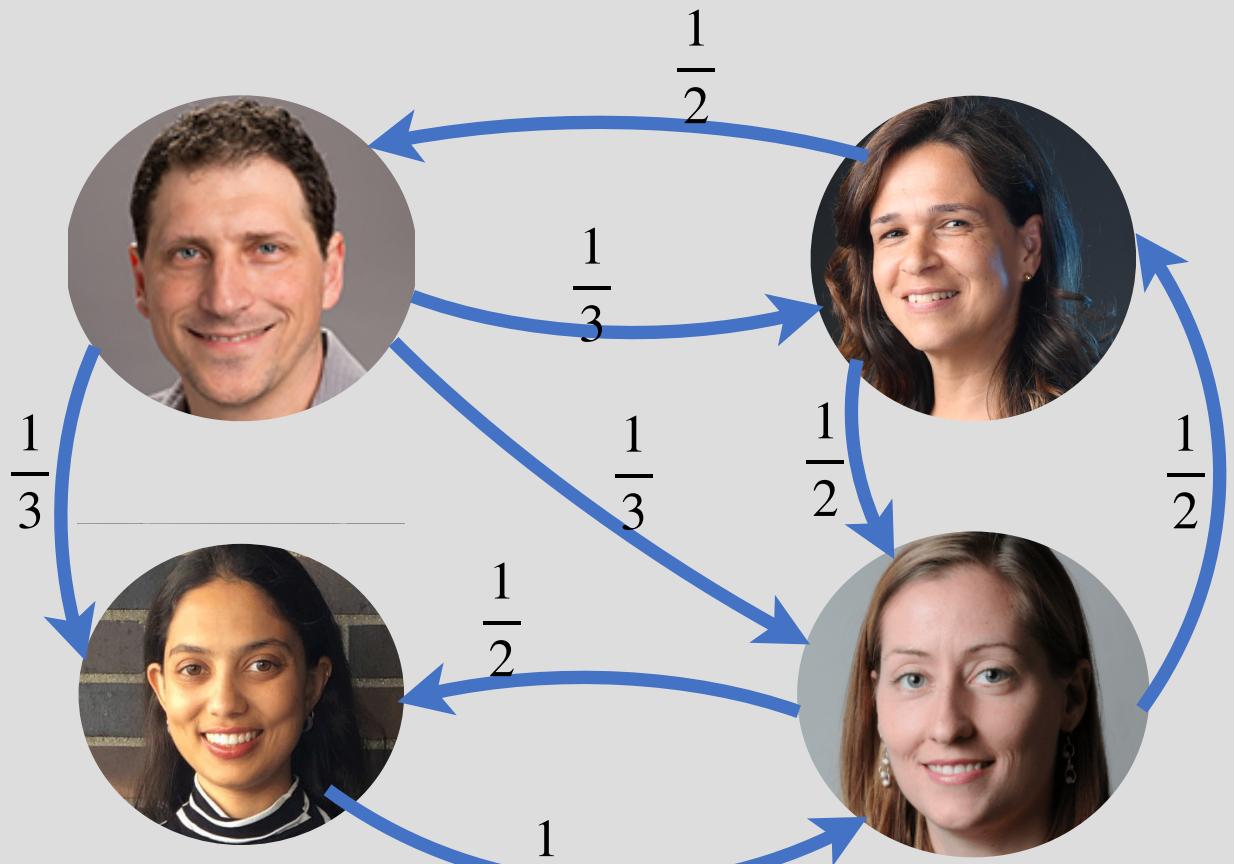
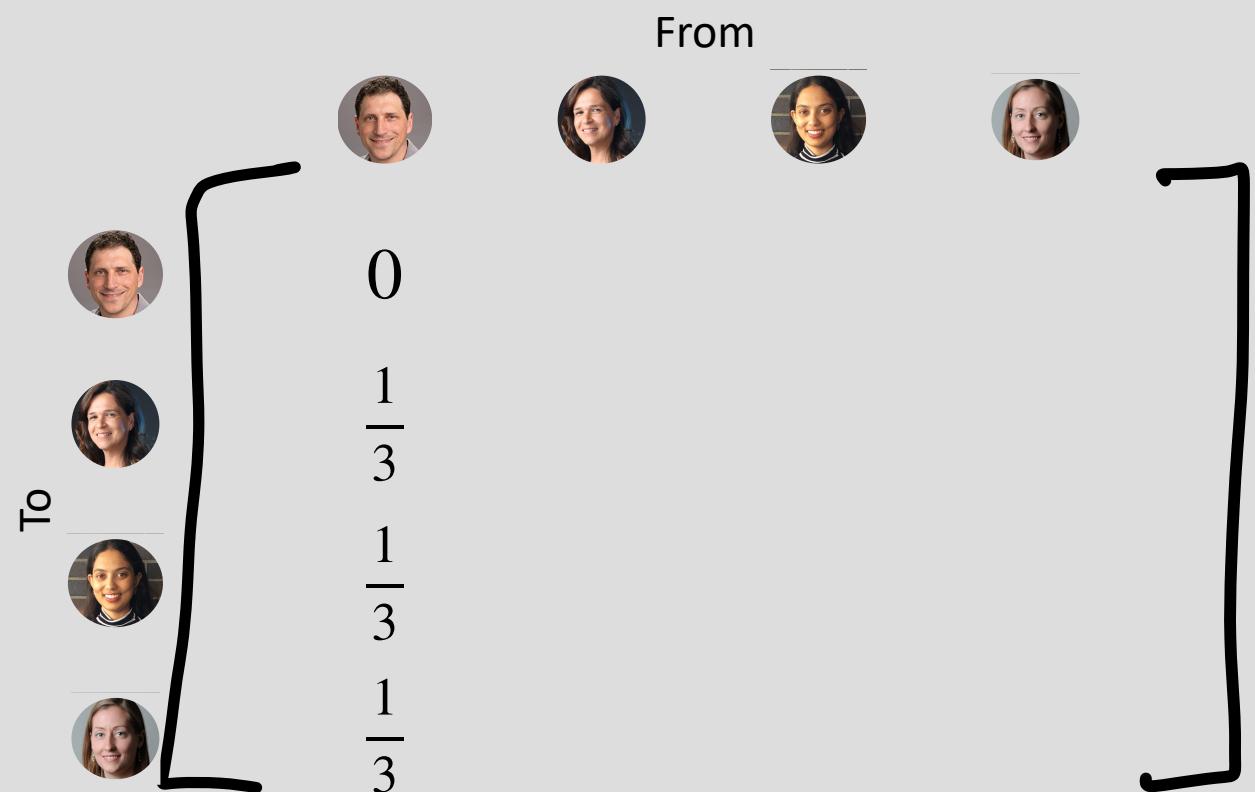
- Ranks websites based on how many high-ranked pages link to them



PageRank

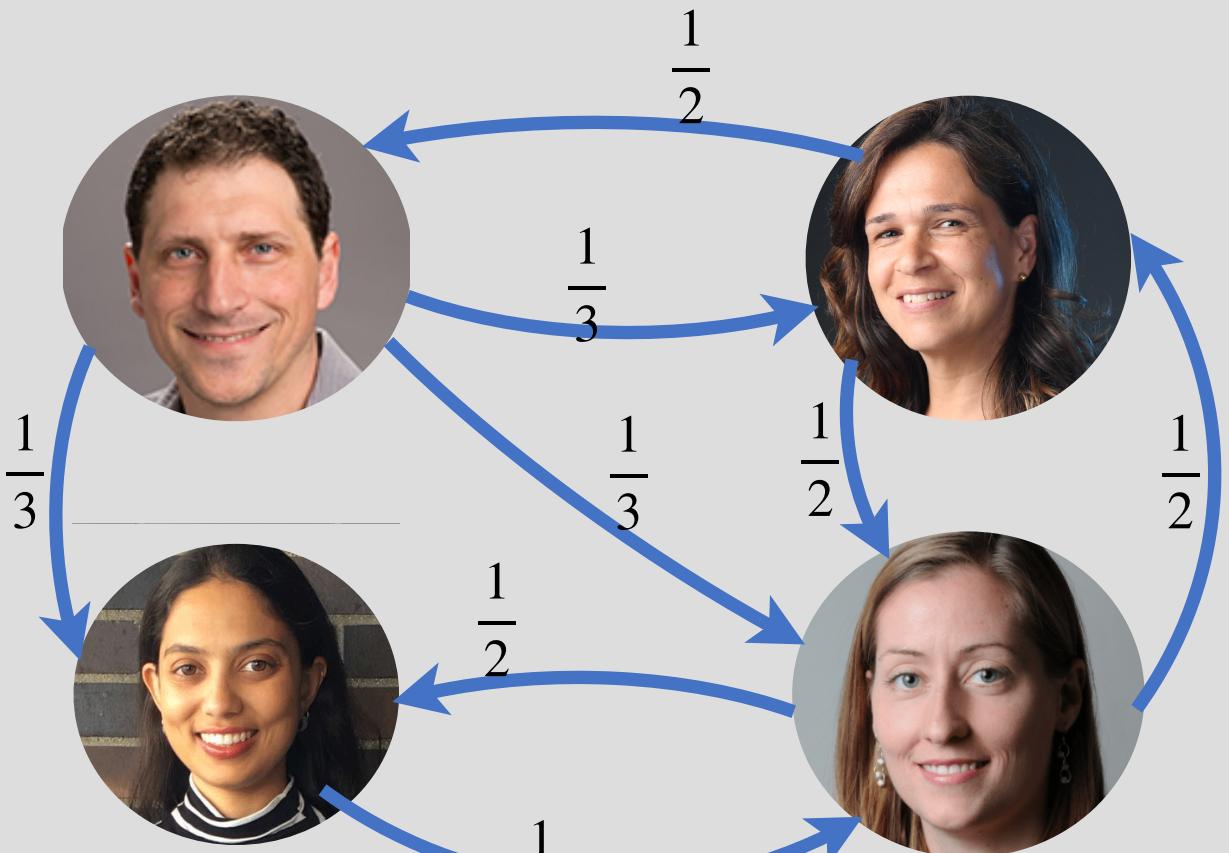


PageRank



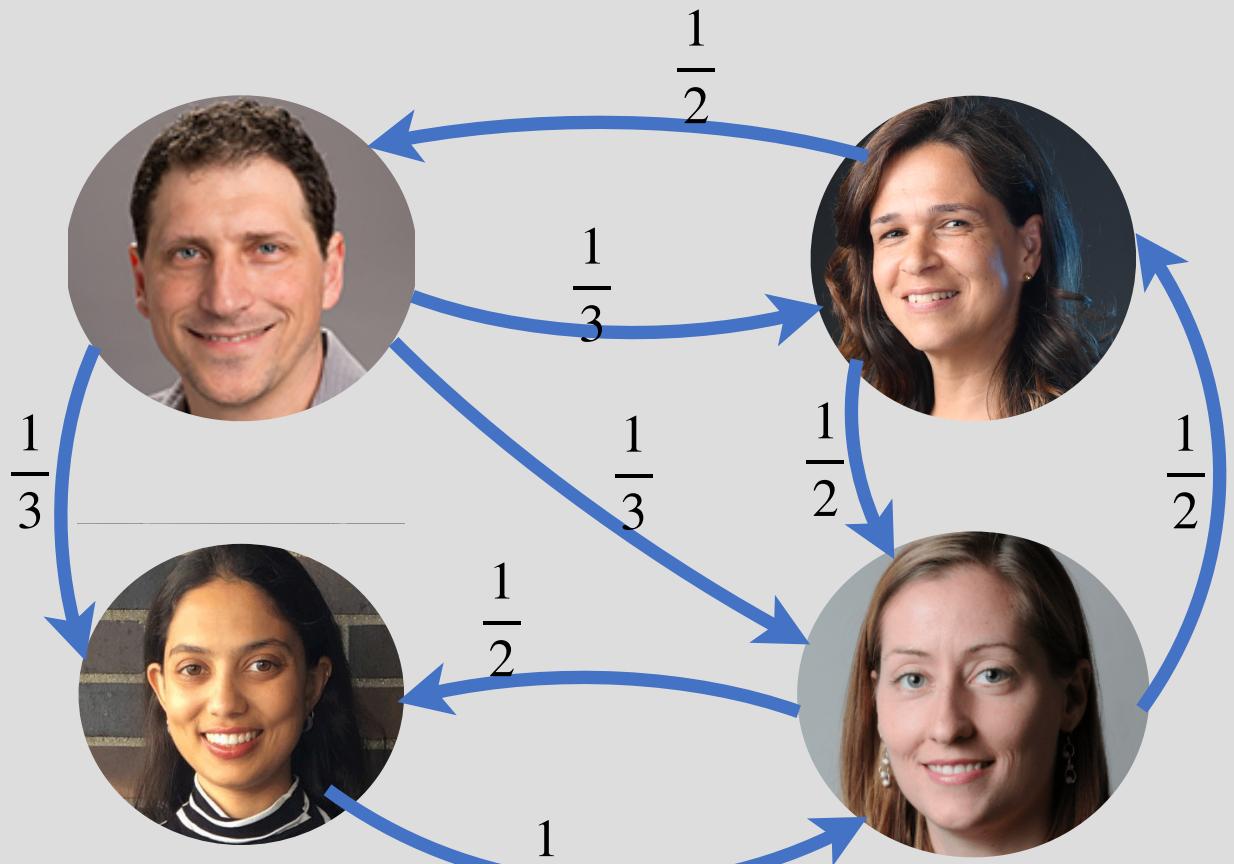
PageRank

| | From | | | | |
|---------------|---------------|---------------|---------------|---------------|---------------|
| To | 0 | $\frac{1}{2}$ | 0 | $\frac{1}{3}$ | $\frac{1}{3}$ |
| 0 | | $\frac{1}{2}$ | 0 | $\frac{1}{3}$ | 0 |
| $\frac{1}{3}$ | $\frac{1}{3}$ | 0 | | $\frac{1}{2}$ | $\frac{1}{2}$ |
| $\frac{1}{3}$ | 0 | $\frac{1}{2}$ | $\frac{1}{2}$ | 0 | |
| $\frac{1}{2}$ | $\frac{1}{3}$ | 0 | $\frac{1}{2}$ | $\frac{1}{2}$ | 1 |



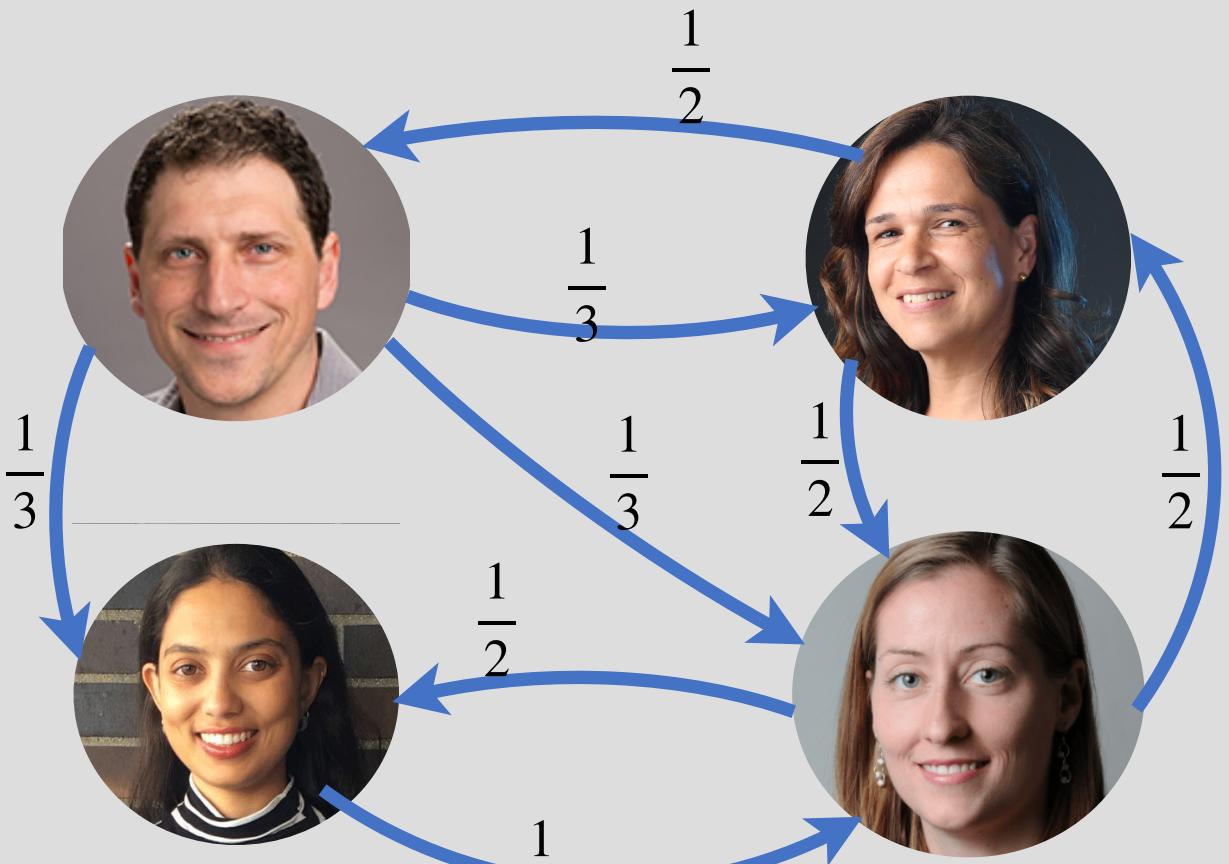
PageRank

| | From | | | |
|----------------|---------------|---------------|---|---|
| T ₀ | 0 | $\frac{1}{2}$ | 0 | 0 |
| | $\frac{1}{3}$ | 0 | 0 | 0 |
| | $\frac{1}{3}$ | 0 | 0 | 0 |
| | $\frac{1}{3}$ | $\frac{1}{2}$ | 1 | |



PageRank

| | From | | | |
|--|---|---|---|---|
| T ₀ |  |  |  |  |
|  | 0 | $\frac{1}{2}$ | 0 | $\frac{1}{3}$ |
|  | $\frac{1}{3}$ | 0 | 0 | $\frac{1}{3}$ |
|  | $\frac{1}{3}$ | 0 | 0 | $\frac{1}{2}$ |
|  | $\frac{1}{3}$ | $\frac{1}{2}$ | 1 | 0 |



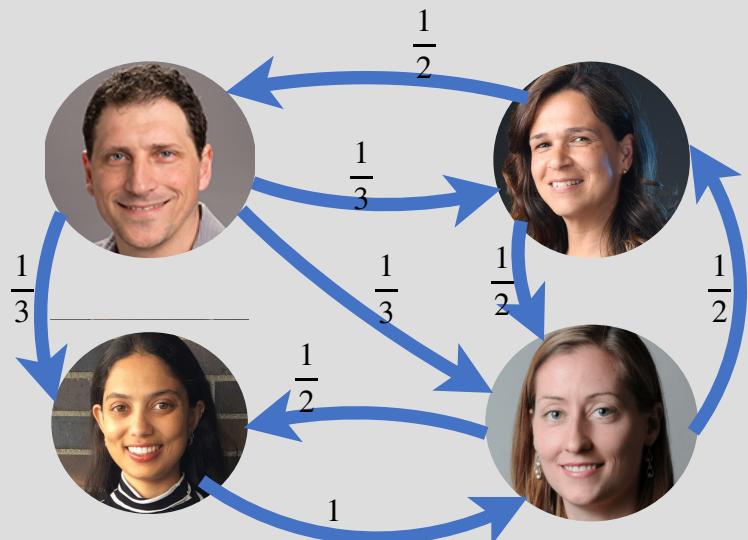
PageRank

$$\vec{x}(t+1) = \begin{pmatrix} 0 & 1/2 & 0 & 0 \\ 1/3 & 0 & 0 & 1/2 \\ 1/3 & 0 & 0 & 1/2 \\ 1/3 & 1/2 & 1 & 0 \end{pmatrix} \vec{x}(t)$$

$\vec{x}(t)$ \Rightarrow Page ranking

$$\vec{x}(0) = \begin{bmatrix} 1/4 \\ 1/4 \\ 1/4 \\ 1/4 \end{bmatrix}$$

equal Ranking



PageRank

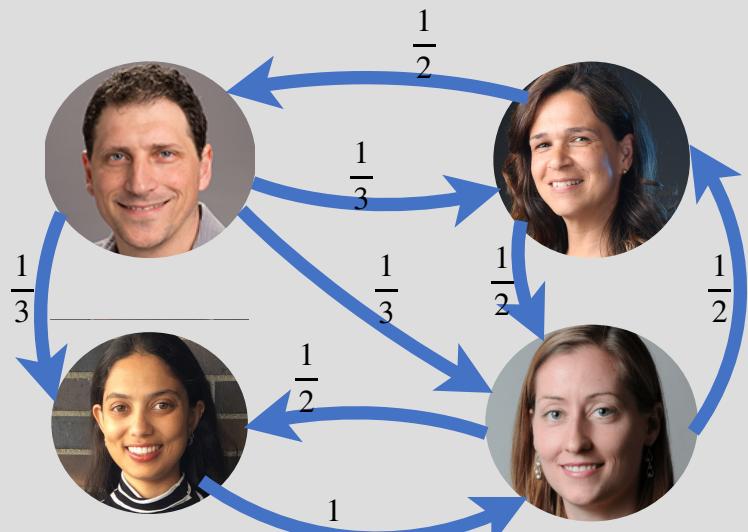
$$\vec{x}(t+1) = \begin{pmatrix} 0 & 1/2 & 0 & 0 \\ 1/3 & 0 & 0 & 1/2 \\ 1/3 & 0 & 0 & 1/2 \\ 1/3 & 1/2 & 1 & 0 \end{pmatrix} \vec{x}(t)$$

$\vec{x}(t) \Rightarrow$ Page ranking

$t=1$

$$\vec{x}(0) = \begin{bmatrix} 1/4 \\ 1/4 \\ 1/4 \\ 1/4 \end{bmatrix}$$

equal Ranking



PageRank

$$\vec{x}(t+1) = \begin{pmatrix} 0 & 1/2 & 0 & 0 \\ 1/3 & 0 & 0 & 1/2 \\ 1/3 & 0 & 0 & 1/2 \\ 1/3 & 1/2 & 1 & 0 \end{pmatrix} \vec{x}(t)$$

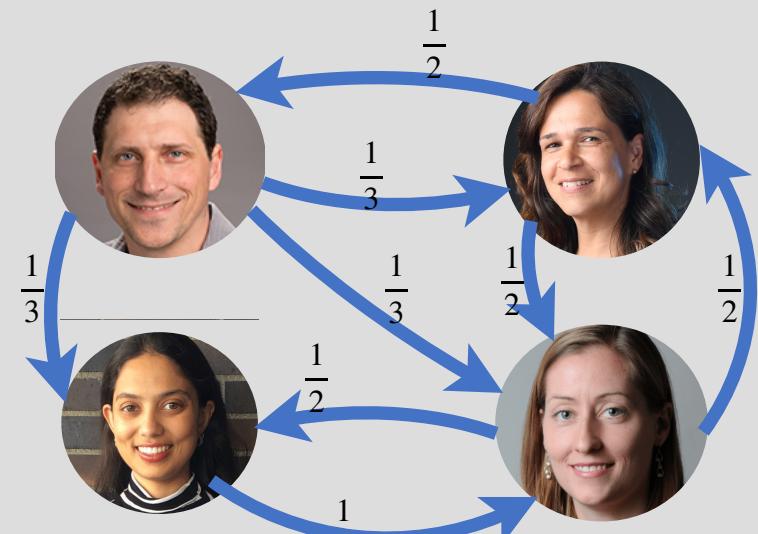
$\vec{x}(t) \Rightarrow$ Page ranking

$$\vec{x}(0) = \begin{bmatrix} 1/4 \\ 1/4 \\ 1/4 \\ 1/4 \end{bmatrix}$$

equal Ranking

t=1

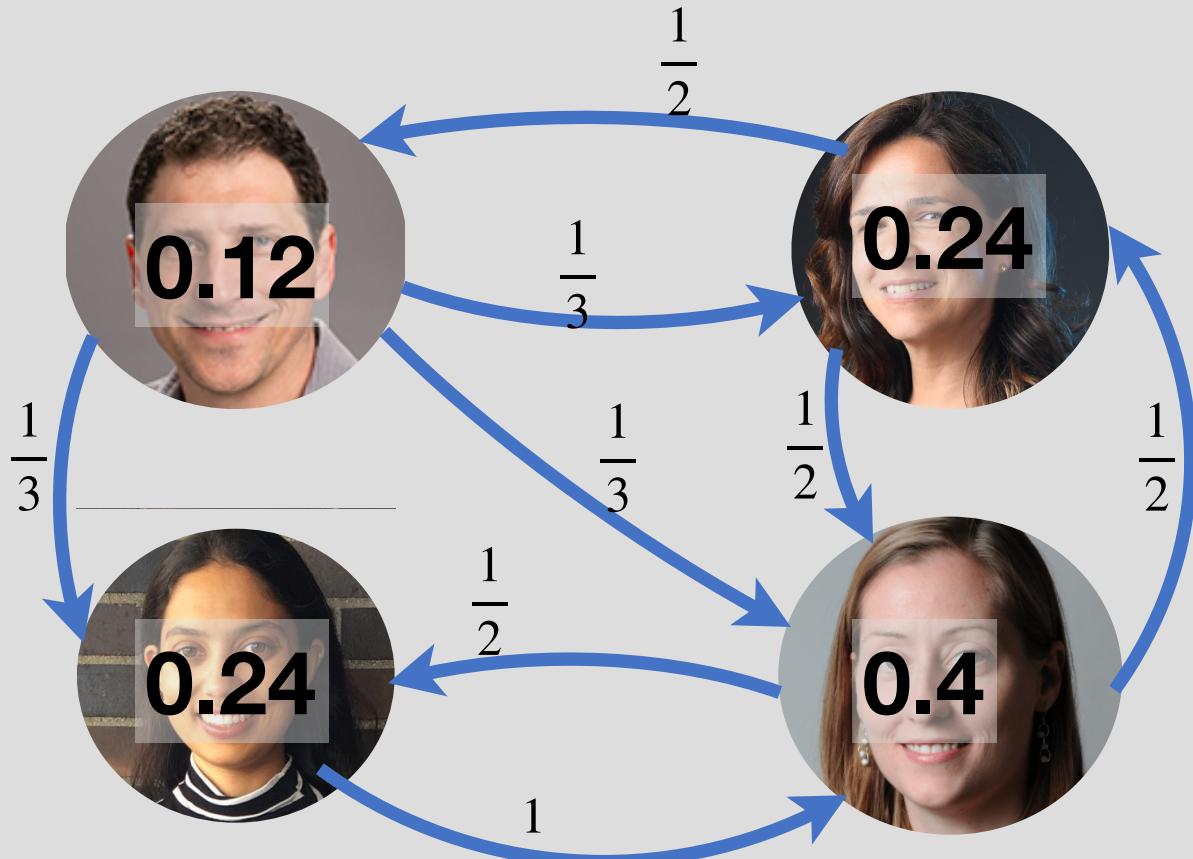
$$\begin{bmatrix} 0.125 \\ 0.208 \\ 0.208 \\ 0.458 \end{bmatrix}$$



Page Rank

$$\begin{bmatrix} 0.12 \\ 0.24 \\ 0.24 \\ 0.4 \end{bmatrix} = \begin{pmatrix} 0 & 1/2 \\ 1/3 & 0 \\ 1/3 & 0 \\ 1/3 & 1/2 \end{pmatrix} \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix} \begin{bmatrix} 0.12 \\ 0.24 \\ 0.24 \\ 0.4 \end{bmatrix}$$

steady state!



Judge me by my
PageRank, do you?



Pirillo-Fitz

General Steady-state solution

$$\vec{x}_{ss} = Q \cdot \vec{x}_{ss}$$

$$Q \cdot \vec{x}_{ss} - \vec{x}_{ss} = \vec{0}$$

$$(Q - ?) \vec{x}_{ss} = \vec{0}$$

$$Q \cdot \vec{x}_{ss} - I \vec{x}_{ss} = \vec{0}$$

$$(Q - I) \vec{x}_{ss} = \vec{0}$$

The Null($Q - I$) is the steady state solution
Find via Gauss elimination!

Eigen Values

We saw an example for a steady-state vector

$$Q \cdot \vec{x}_{ss} = 1 \cdot \vec{x}_{ss}$$

Direction, and size of the vector did not change!

We will now look at the more general case

$$Q \cdot \vec{x} = \lambda \cdot \vec{x}$$

In this case, we say that

\vec{x} is an Eigen Vector of Q with Eigen Value λ
and $\text{span}\{\vec{x}\}$ is the associated Eigen-space

Eigen Values

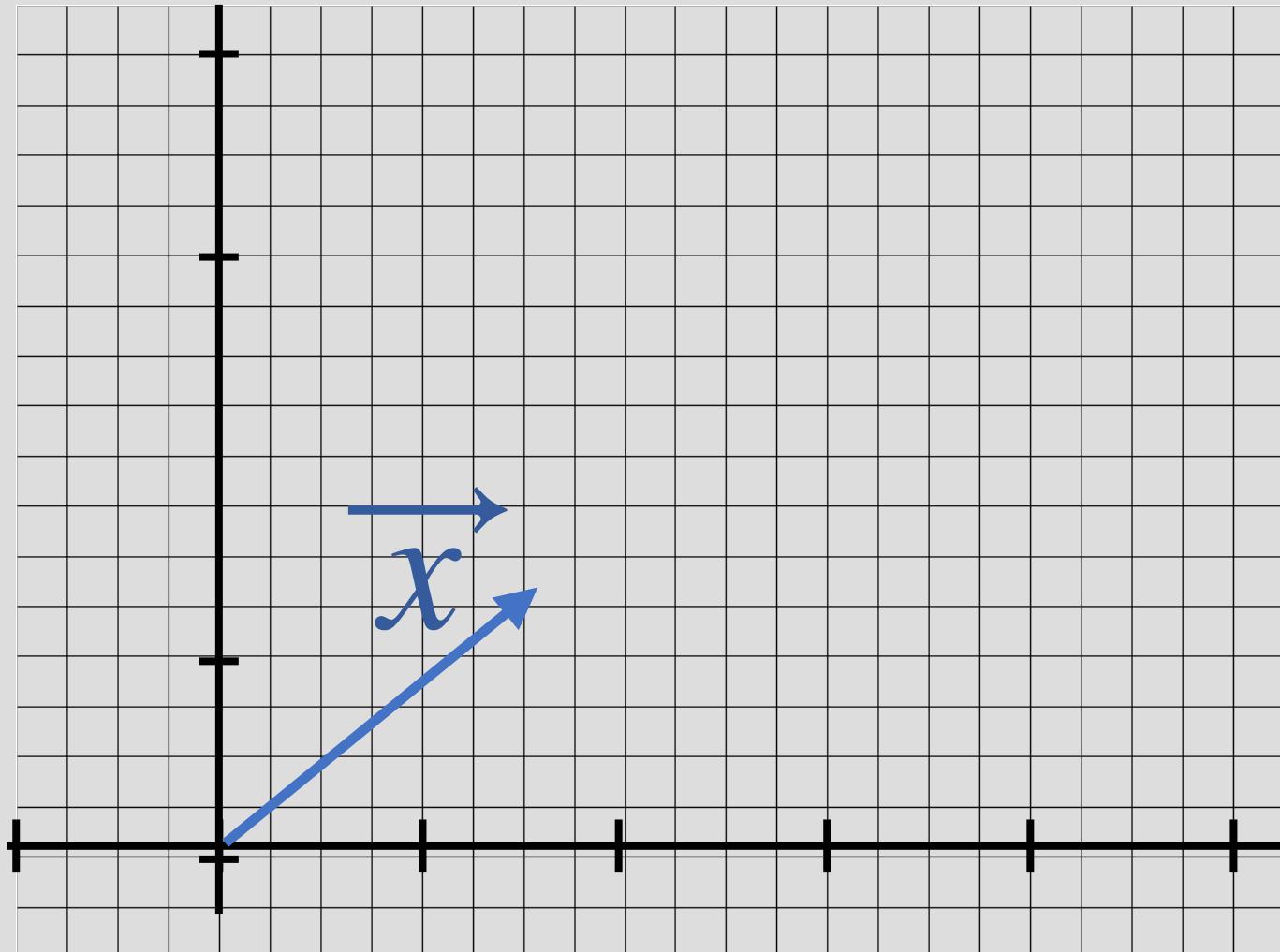
$$Q \cdot \vec{x} = \lambda \cdot \vec{x}$$

What happens if,

$\lambda = 1$?

$\lambda > 1$?

$\lambda < 1$?



Eigen Values and Eigen Vectors

- Definition: Let $Q \in \mathbb{R}^{N \times N}$ be a square matrix, and $\lambda \in \mathbb{R}$
if $\exists \vec{x} \neq \vec{0}$ such that $Q\vec{x} = \lambda\vec{x}$,
then λ is an eigenvalue of Q , \vec{x} is an eigenvector
and $\text{Null}(Q - \lambda I)$ is its eigenspace.

$\star\star$ In general $\lambda \in \mathbb{C}$

Computing eigenvalues and vectors via determinant

Consider :

$$Q = \begin{bmatrix} \frac{1}{2} & 0 \\ 2 & 1 \\ \frac{1}{2} & 1 \end{bmatrix}, \text{ we want to find } \lambda, \vec{x} \text{ such that } Q\vec{x} = \lambda\vec{x}$$

$$Q\vec{x} - \lambda\vec{x} = \vec{0}$$

$$(Q - \lambda I)\vec{x} = \vec{0}$$

Find $\vec{x} \in \text{Null}(Q - \lambda I)$:

$$Q - \lambda I \Rightarrow \begin{bmatrix} 1/\lambda & 0 \\ 2 & 1 \\ 1/2 & 1 \end{bmatrix} - \begin{bmatrix} 1 & 0 \\ 0 & \lambda \end{bmatrix} = \begin{bmatrix} 1/\lambda - \lambda & 0 \\ 2 & 1 - \lambda \end{bmatrix}$$

① find λ
② find \vec{x}

Computing eigenvalues and vectors via determinant

Find $\vec{x} \in \text{Null}(Q - \lambda I)$:

$$Q - \lambda I = \begin{bmatrix} 1/2 - \lambda & 0 \\ 0 & 1 - \lambda \end{bmatrix}$$

- ① find λ
- ② find \vec{x}

Find λ that results in a non-trivial null space

$$\det(Q - \lambda I) = 0$$

$$(1/2 - \lambda)(1 - \lambda) - (0) \cdot 1/2 = 0$$

Characteristic polynomial

$$(1/2 - \lambda)(1 - \lambda) = 0$$

$$\lambda_1 = 1/2, \lambda_2 = 1$$

Computing eigenvalues and vectors via determinant

Find $\vec{x} \in \text{Null}(Q - \lambda I)$:

$$Q - \lambda I = \begin{bmatrix} 1/2 - \lambda & 0 \\ 1/2 & 1 - \lambda \end{bmatrix}$$

- ① find λ $\lambda_1 = 1/2, \lambda_2 = 1$
- ② find \vec{x}

$$\lambda_1 = 1/2$$

$$\begin{bmatrix} 1/2 - 1/2 & 0 \\ 1/2 & 1 - 1/2 \end{bmatrix} \vec{x} = 0$$

$$\begin{bmatrix} 0 & 0 \\ 1/2 & 1/2 \end{bmatrix} \vec{x} = 0$$

$$\begin{bmatrix} 1/2 & 1/2 \\ 0 & 0 \end{bmatrix} \quad x_1 = -x_2$$

$$\begin{bmatrix} 1 & 1 \\ 0 & 0 \end{bmatrix} \quad \vec{x}_1 \in \text{Span} \left\{ \begin{bmatrix} 1 \\ -1 \end{bmatrix} \right\}$$

Computing eigenvalues and vectors via determinant

Find $\vec{x} \in \text{Null}(Q - \lambda I)$:

$$Q - \lambda I = \begin{bmatrix} 1/2 - \lambda & 0 \\ 1/2 & 1 - \lambda \end{bmatrix}$$

- ① find λ $\lambda_1 = 1/2, \lambda_2 = 1$
- ② find \vec{x}

$$\lambda_1 = 1/2$$

$$\begin{bmatrix} 1/2 - 1/2 & 0 \\ 1/2 & 1 - 1/2 \end{bmatrix} \vec{x} = 0$$

$$\begin{bmatrix} 0 & 0 \\ 1/2 & 1/2 \end{bmatrix} \vec{x} = 0$$

$$\lambda_2 = 1$$

$$\begin{bmatrix} 1/2 - 1 & 0 \\ 1/2 & 1 - 1 \end{bmatrix} \vec{x} = 0$$

$$\begin{bmatrix} -1/2 & 0 \\ 1/2 & 0 \end{bmatrix} \vec{x} = 0$$

$$\begin{bmatrix} 1/2 & 1/2 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$x_1 = -x_2$$

$$\downarrow$$
$$\begin{bmatrix} 1 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$\vec{x}_1 \in \text{Span} \left\{ \begin{bmatrix} 1 \\ -1 \end{bmatrix} \right\}$$

$$\begin{bmatrix} 1/2 & 0 & 0 \\ -1/2 & 0 & 0 \end{bmatrix}$$

$$\downarrow$$
$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$\vec{x}_2 \in \text{Span} \left\{ \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right\}$$

Eigen-vals/vectors/spaces

$$Q = \begin{bmatrix} 1/2 & 0 \\ 1/2 & 1 \end{bmatrix}$$

The matrix Q has the Eigen-vector

$$\vec{x}_1 \in \text{Span} \left\{ \begin{bmatrix} 1 \\ -1 \end{bmatrix} \right\}$$

eigenspace

Associated with eigenvalue $\lambda_1 = 1/2$

$$\vec{v} = \begin{bmatrix} 2 \\ -2 \end{bmatrix}$$

$$\begin{bmatrix} 1/2 & 0 \\ 1/2 & 1 \end{bmatrix} \begin{bmatrix} 2 \\ -2 \end{bmatrix} = \begin{bmatrix} 1/2 \cdot 2 + 0(-2) \\ 1/2 \cdot 2 + 1(-2) \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$Q \vec{v} = 1/2 \vec{v}$$

Eigen-vals/vectors/spaces

The matrix Q has the Eigen-vector

$$\vec{x}_1 \in \text{Span} \left\{ \begin{bmatrix} 1 \\ -1 \end{bmatrix} \right\}$$

eigenspace

and,

has the Eigen-vector

$$\vec{x}_2 \in \text{Span} \left\{ \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right\}$$

eigenspace

Associated with eigenvalue $\lambda_1 = 1/2$

$$\vec{v} = \begin{bmatrix} 2 \\ -2 \end{bmatrix}$$

$$\begin{bmatrix} 1/2 & 0 \\ 1/2 & 1 \end{bmatrix} \begin{bmatrix} 2 \\ -2 \end{bmatrix} = \begin{bmatrix} 1/2 \cdot 2 + 0(-2) \\ 1/2 \cdot 2 + 1(-2) \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$Q\vec{v} = 1/2\vec{v}$$

$$Q = \begin{bmatrix} 1/2 & 0 \\ 1/2 & 1 \end{bmatrix}$$

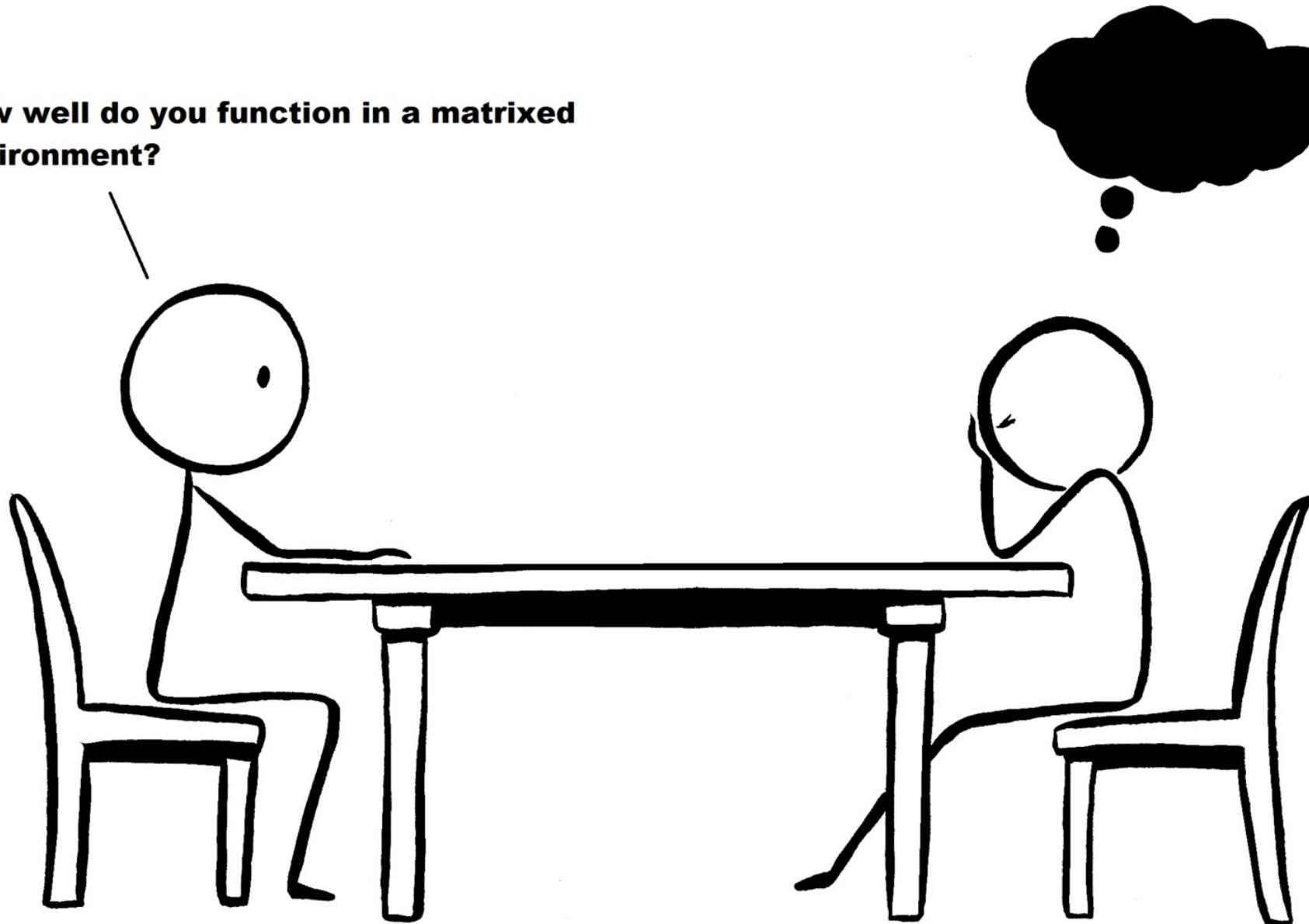
Associated with eigenvalue $\lambda_2 = 1$

$$\vec{u} = \begin{bmatrix} 0 \\ 2 \end{bmatrix}$$

$$\begin{bmatrix} 1/2 & 0 \\ 1/2 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 2 \end{bmatrix} = \begin{bmatrix} 1/2 \cdot 0 + 0(2) \\ 1/2 \cdot 0 + 1 \cdot 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 2 \end{bmatrix}$$

$$Q\vec{u} = 1 \cdot \vec{u}$$

How well do you function in a matrixed environment?



*** So long as my eigenvalue is always 1, just fine.**

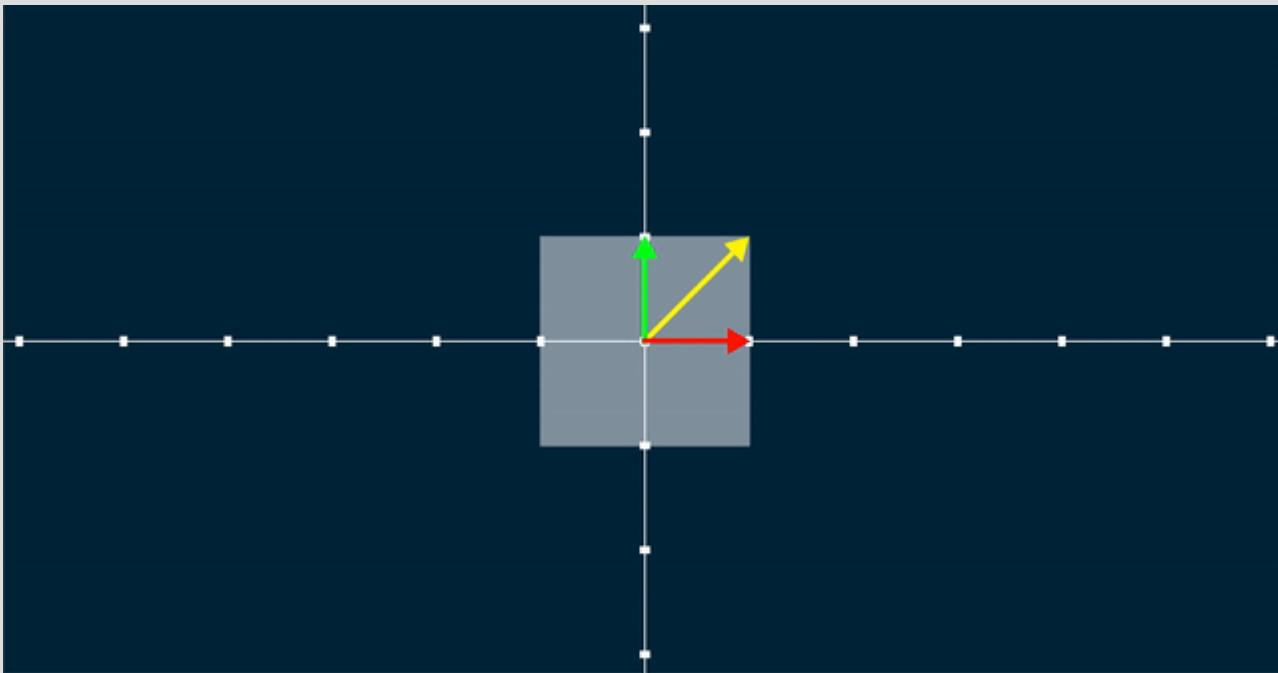
Matrix transformations

What does the matrix do?

What is the A matrix?

What are its eigenvectors?

What are its eigenvalues?



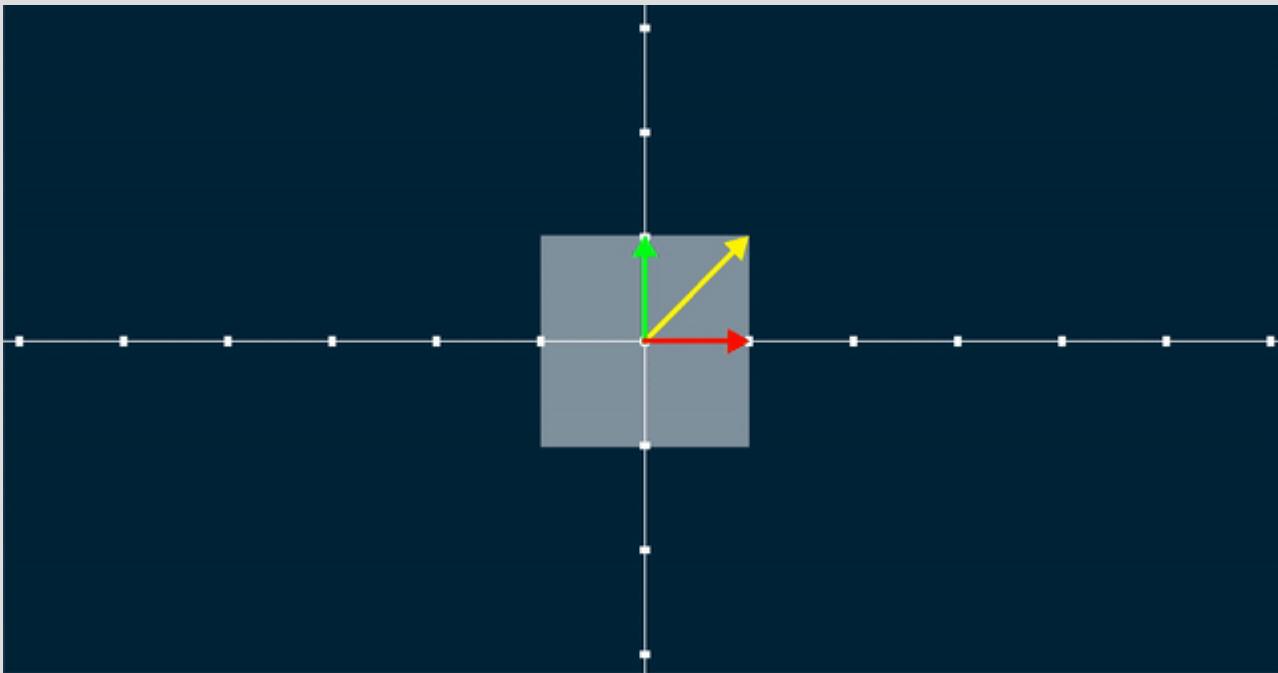
Matrix transformations

What does the matrix do?

What is the A matrix?

What are its eigenvectors?

What are its eigenvalues?



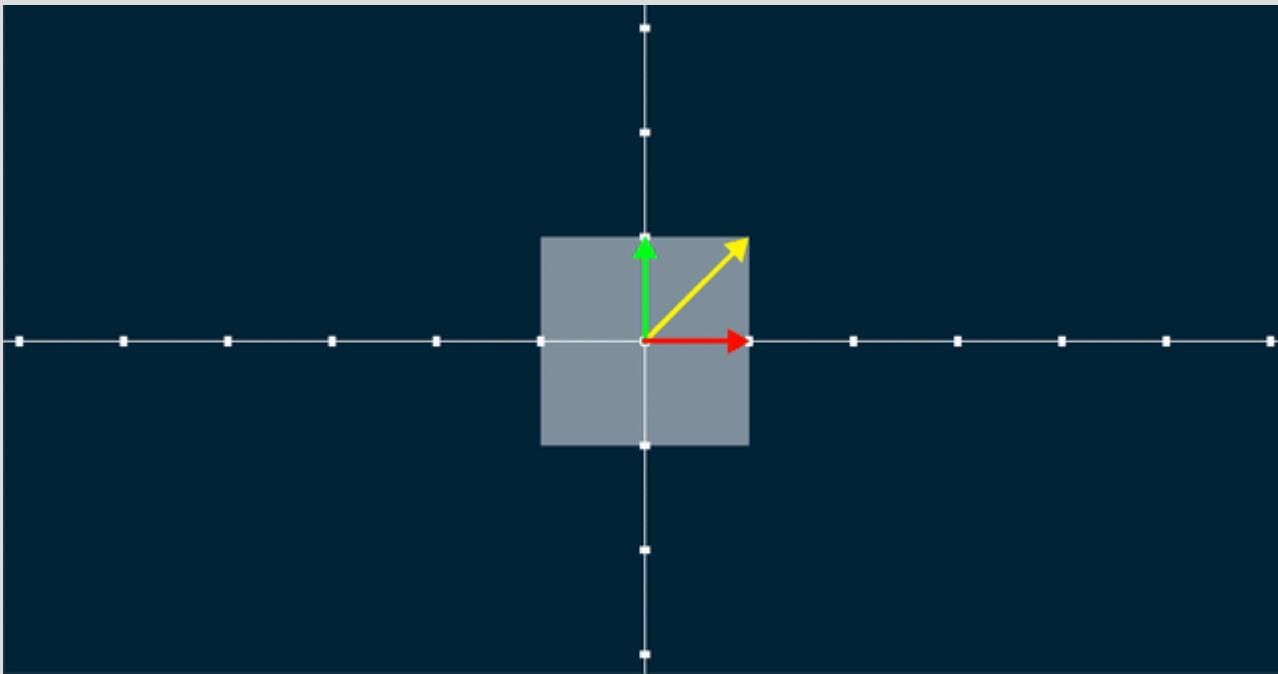
Matrix transformations

What does the matrix do?

What is the A matrix?

What are its eigenvectors?

What are its eigenvalues?



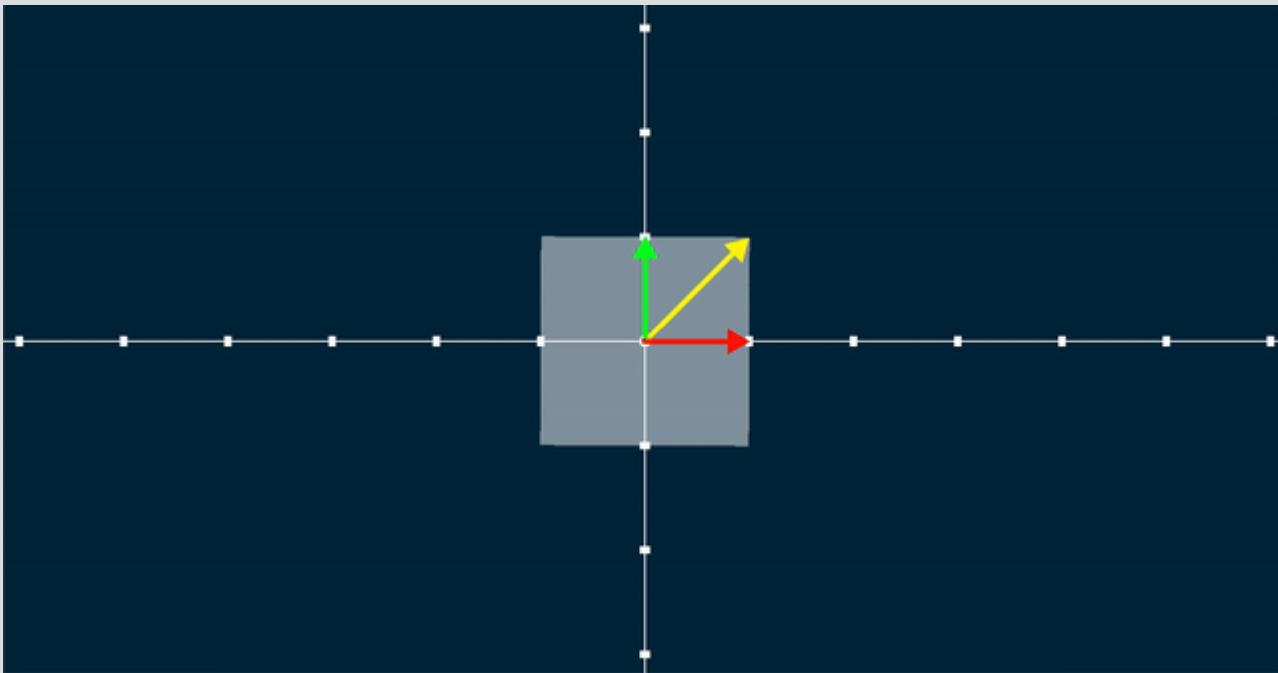
Matrix transformations

What does the matrix do?

What is the A matrix?

What are its eigenvectors?

What are its eigenvalues?



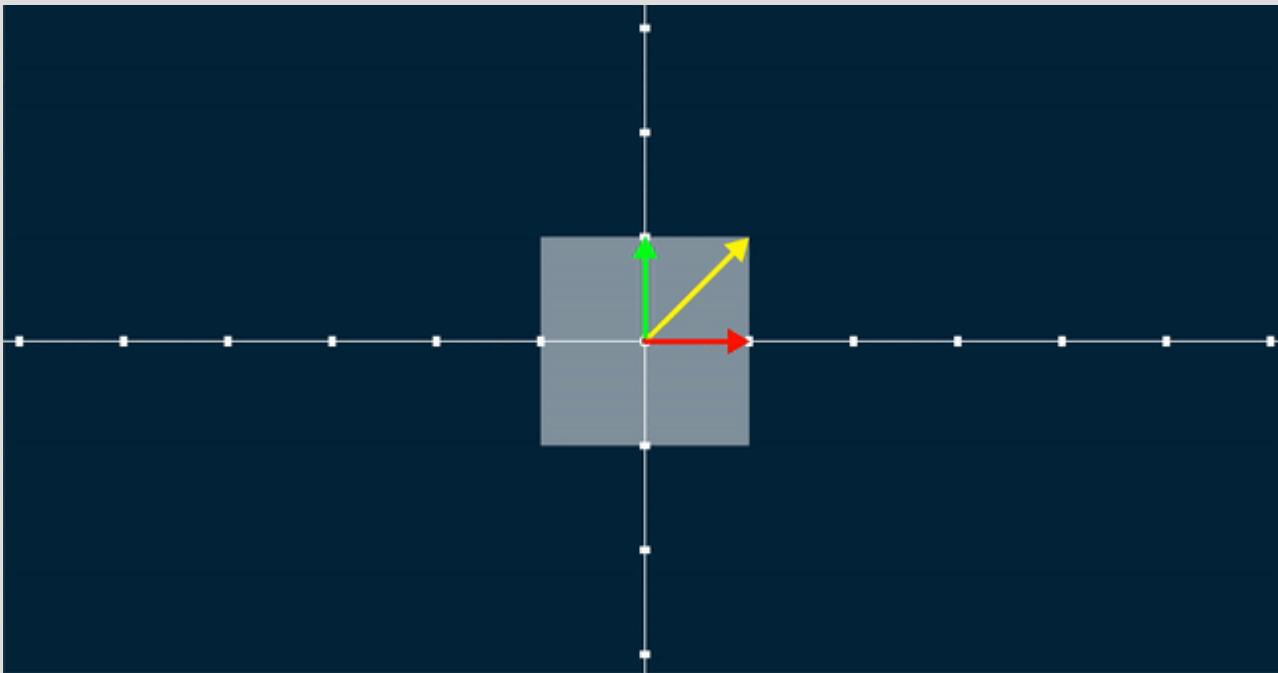
Matrix transformations

What does the matrix do?

What is the A matrix?

What are its eigenvectors?

What are its eigenvalues?



Matrix transformations

For a matrix that flips
(reflects) vectors along a
line:

What is the A matrix?

What are its eigenvectors?

What are its eigenvalues?

