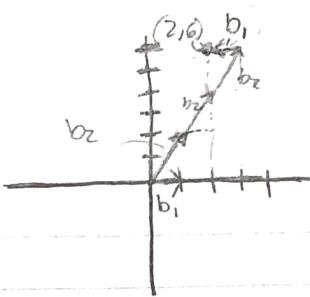


If you don't know these by inspection you can do them coming see example below.



Coordinate Spaces

spans & lin ind.

B is a basis, $B = \{b_1, b_2\}$

in normal cartesian a point $(2, 6)$ isn't the same for B

lets say; $b_1 = [1, 0]^T$, $b_2 = [0, 1]^T$, you need 3 b_2 's and -1 b_1 to get to the same point. The coord for B is $(-1, 3)$

In vectors,

$$B = \{b_1, b_2\} \Rightarrow b_1 = [1, 0]^T, b_2 = [0, 1]^T, \vec{x} = [2, 6]^T = -1[1, 0]^T + 3[0, 1]^T \leftarrow [\vec{x}]_B = \begin{bmatrix} -1 \\ 3 \end{bmatrix}$$

thus

$$[\vec{x}]_B = \begin{bmatrix} c_1 \\ c_2 \\ c_3 \end{bmatrix}$$

2 ways let $b_1 = [1, 0]^T$, $b_2 = [0, 1]^T$ find \vec{x} if $[\vec{x}]_B = \begin{bmatrix} -1 \\ 3 \end{bmatrix}$

$$\vec{x} = -2b_1 + 3b_2 = [6]$$

2nd way $b_1 = [3, 1]^T$, $b_2 = [-1, 1]^T$, $\vec{x} = [-1, 3]^T$ find coord vector $[\vec{x}]_B$ of x relative to B

$$[\vec{x}]_B = \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} \text{ where } c_1 b_1 + c_2 b_2 = \vec{x} \rightarrow [b_1, b_2] \vec{x} \rightarrow \begin{bmatrix} 3 & -1 & -1 \\ 1 & 1 & 5 \end{bmatrix} \text{ REF ans}$$

$$3c_1 = 3, c_1 = 1, c_2 = 4 \quad 1b_1 + 4b_2 = 1x \rightarrow [\vec{x}]_B = [4].$$

Dimensions

ex $\dim(\mathbb{R}^n) = n$, $\dim(P^n) = n+1$, $S = \text{span}\{u, v\}$ so if I find

Dimension of column space

$\dim(\text{col}(A)) = 3$, 3 vectors, 3 pivot columns

$$A = \begin{bmatrix} 1 & 2 & 1 & 1 \\ 2 & 2 & 3 & 3 \\ 3 & 0 & 2 & 2 \\ 2 & 2 & 6 & 1 \end{bmatrix} \sim \begin{bmatrix} 1 & 0 & 3 & 0 \\ 0 & 1 & 2 & 3 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix} \text{ Pivot cols} \Rightarrow \text{col}(A) = \left\{ \begin{bmatrix} 1 \\ 2 \\ 3 \\ 2 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \\ 2 \end{bmatrix}, \begin{bmatrix} 3 \\ 2 \\ 0 \\ 0 \end{bmatrix} \right\}$$

dimension of Nullspace & found by $Ax=0$ + parametric form, $\dim(\text{Null}(A)) = \text{Free var.}$

$$S(A|0) \rightarrow \begin{bmatrix} 1 & 0 & 3 & 0 & 0 \\ 0 & 1 & 2 & 3 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix} \quad x_1 = 3x_3, x_2 = 2x_3, x_3 \text{ is free } x_4 = 0 \\ \text{so } \text{Null}(A) = \left\{ \begin{bmatrix} -3 \\ 2 \\ 1 \\ 0 \end{bmatrix} \right\} \quad \dim = 1$$

There's only pivots and non pivots (free var) so $(\# \text{ pivot}) + (\# \text{ free}) = \text{total \# columns}$

$$\text{thus } \dim(\text{col}(A)) + \dim(\text{Null}(A)) = n$$

$$\dim(\text{Row}(A)) = \dim(\text{col}(A)) \text{ (as)}$$

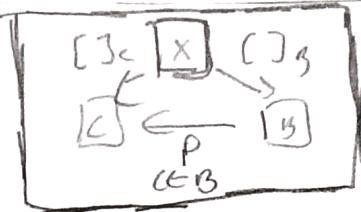
$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}$ if I were to increase rows I would have to delete a row and put number which would increase pivots

Row space (like column space) is # rows, the basis is found by Row reducing

and taking rows that aren't all 0's in the RREF matrix.

(additional dim row correlates with adding a pivot)

coordinates will be
of $\{A\}_{B'} = \begin{bmatrix} n_1 \\ n_2 \end{bmatrix}$



If you
then goes
invert
B

Change of Basis

On the back, there was point

cartesian

(B's basis vectors)

$$\begin{bmatrix} 3 \\ 6 \end{bmatrix}, b_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, b_2 = \begin{bmatrix} 0 \\ 2 \end{bmatrix}$$

$$\rightarrow \text{We said } \vec{x} = \begin{bmatrix} 2 \\ 6 \end{bmatrix} = n_1 \begin{bmatrix} 1 \\ 0 \end{bmatrix} + n_2 \begin{bmatrix} 0 \\ 2 \end{bmatrix} \xrightarrow{\text{solve by aug}} \begin{bmatrix} b_1 & b_2 & \vec{x} \\ 1 & 0 & 2 \\ 0 & 2 & 6 \end{bmatrix} \rightarrow \begin{array}{l} n_1 = -1 \\ n_2 = 3 \end{array}$$

$$\text{so } [\vec{x}]_B = \begin{bmatrix} 1 \\ 3 \end{bmatrix} \quad \text{But what's a matrix that always takes you from B to Cartesian?} \\ \text{we want to do } \left\{ \begin{array}{l} [\vec{x}]_{\text{cart}} = \left[[\vec{x}]_B \right]_C = [-1b_1 + 3b_2]_C = -[b_1]_C + 3[b_2]_C = [[b_1]_C [b_2]_C] \begin{bmatrix} 1 \\ 3 \end{bmatrix} \\ [\vec{x}]_B \end{array} \right.$$

* b_1 in cartesian is $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$ and b_2 in cart is $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ *

$$\text{then } [\vec{x}]_{\text{cart}} = \begin{bmatrix} 1 & 1 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} -1 \\ 3 \end{bmatrix} = \begin{bmatrix} 2 \\ 6 \end{bmatrix} \quad \text{and if you } \rightarrow \text{take inverse of } \begin{bmatrix} 1 & 1 \\ 0 & 2 \end{bmatrix}^{-1} = \begin{bmatrix} 1 & -1/2 \\ 0 & 1/2 \end{bmatrix}$$

$\left[\begin{bmatrix} 1 & 1 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} -1 \\ 3 \end{bmatrix} = \begin{bmatrix} 2 \\ 6 \end{bmatrix} \right]$

Generally if you do $[c_1 \ c_2 | b_1 \ b_2] \rightarrow [I \ P]_{\text{cart}}$

Always works $[b_1 \ b_2 | c_1 \ c_2] \rightarrow [I \ P_{\text{B}}]$

ex

$$B = \{1 - 2t + t^2, 3 - 5t + 4t^2, 2t + 3t^2\} \quad C = \{1, t, t^2\}$$

$$\begin{array}{ll} b_1 = 1 - 2t + t^2, c_1 = 1 \\ b_2 = 3 - 5t + 4t^2, c_2 = t \\ b_3 = 2t + 3t^2, c_3 = t^2 \end{array}$$

from above we will get to the point of
 $[\vec{x}]_C = [[b_1]_C \ [b_2]_C \ [b_3]_C] ([\vec{x}]_B)$

But what's b_1 in C coordinates?

$$x_1 \begin{bmatrix} c_1 \\ 0 \end{bmatrix} + x_2 \begin{bmatrix} c_2 \\ 0 \end{bmatrix} + x_3 \begin{bmatrix} c_3 \\ 0 \end{bmatrix} = \begin{bmatrix} b_1 \\ ? \end{bmatrix} \rightarrow \begin{array}{l} \text{can do aug} \\ \text{read it off} \end{array} \quad x_1 = 1, x_2 = -2, x_3 = 1, [b_1]_C = \begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix}$$

since it's going to be one to one like that

$$(b_1)_C = \begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix}, (b_2)_C = \begin{bmatrix} 3 \\ -5 \\ 4 \end{bmatrix}, (b_3)_C = \begin{bmatrix} 0 \\ 2 \\ 3 \end{bmatrix} \rightarrow (\vec{x})_C = \begin{bmatrix} 1 & 3 & 0 \\ -2 & -5 & 2 \\ 1 & 4 & 3 \end{bmatrix} ([\vec{x}]_B)$$

What's $-1 + 2t$ in B coordinates? could take inverse of I or in comb'd

$$c_1 \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} + c_2 \begin{bmatrix} b_2 \\ b_3 \\ b_1 \end{bmatrix} + c_3 \begin{bmatrix} b_3 \\ b_1 \\ b_2 \end{bmatrix} = \begin{bmatrix} -1 \\ 2 \\ 0 \end{bmatrix} \rightarrow \text{do aug and find constants will be } \begin{array}{l} c_1 = 1 \\ c_2 = -2 \\ c_3 = 1 \end{array}$$

$$[\vec{x}]_B = \begin{bmatrix} 5 \\ -2 \\ 1 \end{bmatrix}$$

Transformations & Change of Basis

$$T(x_1, x_2, x_3, x_4) = (0, x_1 + x_2, x_2 + x_3, x_3 + x_4) \rightarrow A := \begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 1 & 1 & 1 \end{bmatrix}$$

$T(x) = Ax$

$x_1 \mapsto 0$
 $x_2 \mapsto x_1 + x_2$
 $x_3 \mapsto x_2 + x_3$
 $x_4 \mapsto x_3 + x_4$

$$T(a_0 + a_1 t + a_2 t^2) = 3a_0 + (5a_0 - 2a_1)t + (4a_1 + a_2)t^2$$

Find matrix of T relative to $B = \{1, t, t^2\}$

$$\begin{array}{l} a_0 \\ a_1 \\ a_2 \end{array} \xrightarrow{\text{mult by } T_B} \begin{bmatrix} 3a_0 \\ 5a_0 - 2a_1 \\ 4a_1 + a_2 \end{bmatrix} \rightarrow [T]_B = \left[\begin{bmatrix} T(b_1) \\ T(b_2) \\ T(b_3) \end{bmatrix} \right]_B = \begin{bmatrix} 3 & 0 & 0 \\ 5 & -2 & 0 \\ 0 & 4 & 1 \end{bmatrix}$$

Find B matrix relative to C , $B = \{1-2t+t^2, 3-5t+4t^2, 2t+3t^2\}$, $C = \{b_1, b_2, b_3\}$

$$b_1 = 1-2t+t^2 \quad c_1 = 1$$

$$b_2 = 3-5t+4t^2 \quad c_2 = t$$

$$b_3 = 2t+3t^2 \quad c_3 = t^2$$

$$x_1 \begin{bmatrix} c_1 \\ 0 \\ 0 \end{bmatrix} + x_2 \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} + x_3 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} \quad \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = [b]_C$$

$$[X]_C = \begin{bmatrix} [b_1]_C & [b_2]_C & [b_3]_C \end{bmatrix} [X]_B$$

$$= \begin{bmatrix} 1 & 3 & 0 \\ -2 & -5 & 2 \\ 1 & 4 & 3 \end{bmatrix}$$

~~* you want do \rightarrow~~

$t \mapsto 1-2t+t^2$
 $t^2 \mapsto 2t+3t^2$

$$[c_1 \ c_2 \ | \ b_1 \ b_2] \rightarrow [I \ | \ C_{CB}] \ , \ [b_1 \ b_2 \ | \ c_1 \ c_2] \rightarrow [I \ | \ P_{CC}]$$

Find B matrix for transform $X \mapsto Ax$ when $B = \{b_1, b_2\}$

$$A = \begin{bmatrix} 3 & 4 \\ -1 & -1 \end{bmatrix}, \quad b_1 = \begin{bmatrix} ? \\ 1 \end{bmatrix}, \quad b_2 = \begin{bmatrix} ? \\ 2 \end{bmatrix}, \quad B = P^{-1}AP, \quad P = \begin{bmatrix} ? & 1 \\ -1 & 2 \end{bmatrix}$$

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

eigen vcts

$$\downarrow \quad \xrightarrow{\text{equivalent}} \quad \Delta = S^{-1}AS \Rightarrow A = PDP^{-1} \Rightarrow D = P^{-1}AP$$

$$\|v\| = \sqrt{v \cdot v}, \text{Row } A^+ = M^{-1}A, \|A^T\| = \|M^{-1}A\|, \cos\phi = \frac{u \cdot v}{\|u\|\|v\|}$$

$$\rightarrow \text{if orthogonal basis } B, c_i = \frac{x \cdot b_i}{b_i \cdot b_i}, \{x\}_B = \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{bmatrix}$$

\downarrow ortho normal
 $\hat{y} = \text{proj}_{\mathcal{L}} y = \text{proj of } y \text{ onto } \mathcal{L} = \frac{y \cdot \mathcal{L}}{\mathcal{L} \cdot \mathcal{L}} \mathcal{L}$

• if U has L columns $U^T U = I$, $\text{proj}_{\mathcal{W}} y = (U U^T) y$

• projecting onto a line onto a space

$$\hookrightarrow \text{proj}_{\mathcal{W}} y = \frac{y \cdot u_1}{u_1 \cdot u_1} u_1 + \frac{y \cdot u_2}{u_2 \cdot u_2} u_2 + \dots \quad \mathcal{W}(u_1, u_2, \dots)$$

Gram Schmidt, $\Rightarrow v_1 = x_1, v_2 = x_2 - \frac{x_2 \cdot v_1}{v_1 \cdot v_1} v_1, v_3 = x_3 - \frac{x_3 \cdot v_1}{v_1 \cdot v_1} v_1 - \frac{x_3 \cdot v_2}{v_2 \cdot v_2} v_2$

QR Factorization $\rightarrow A = QR$, cols of Q are orthonormal basis of A , R is upper triangular

$$\hookrightarrow R = Q^T A$$

Least squares - $A^T A \hat{x} = A^T b \rightarrow \hat{x} = (A^T A)^{-1} A^T b, \hat{x} = R^{-1} Q^T b$

Symetric: $A^T = A \Leftarrow$ if diagonalize this normalize P since they'll be orthonormal set. (or make them by Gram Schmidt)

$$\hookrightarrow A = PDP^{-1} \text{ since orthonormal matrix } \boxed{A = PDP^T}$$

$$= \lambda_1 u_1 u_1^T + \lambda_2 u_2 u_2^T + \dots \text{ spectral decomp}$$

Just look at Notes dude.

$$P_B[x]_B = x$$

Terminology notes

→ change of coord matrix from $B \rightarrow$ standard basis in \mathbb{R}^n

$$\hookrightarrow B = \left\{ \begin{bmatrix} 2 \\ -1 \end{bmatrix}, \begin{bmatrix} 1 \\ 0 \end{bmatrix} \right\} \rightarrow P_B = [b_1 \ b_2] = \begin{bmatrix} 2 & 1 \\ -1 & 0 \end{bmatrix}$$

$$\rightarrow \text{find } [x]_B \text{ given } B = \left\{ \begin{bmatrix} 3 \\ -5 \end{bmatrix}, \begin{bmatrix} -4 \\ 6 \end{bmatrix} \right\}, x = \begin{bmatrix} 2 \\ -6 \end{bmatrix}$$

◦ could do in combo or use

$$\hookrightarrow P_B[x]_B = \vec{x} \rightarrow P_B^{-1}P_B[x]_B = P_B^{-1}\vec{x}$$

$$\left\{ c_1 \begin{bmatrix} 3 \\ -5 \end{bmatrix} + c_2 \begin{bmatrix} -4 \\ 6 \end{bmatrix} \right\} \quad P_B = \begin{bmatrix} 3 & -4 \\ -5 & 6 \end{bmatrix} \rightarrow P_B^{-1} = \begin{bmatrix} -3 & 2 \\ -5/2 & -3/2 \end{bmatrix}$$

$$\left(\begin{bmatrix} x \\ y \end{bmatrix}_B : \begin{bmatrix} -3 & 2 \\ -5/2 & -3/2 \end{bmatrix} \begin{bmatrix} 2 \\ -6 \end{bmatrix} \right) = \begin{bmatrix} 6 \\ 4 \end{bmatrix}$$

$$B = \{b_1, b_2\}, C = \{c_1, c_2\}$$

$$b_1 = 6c_1 - 2c_2$$

$$b_2 = 9c_1 - 4c_2$$

$$[b_1]_C = \begin{bmatrix} 6 \\ 2 \end{bmatrix} \quad [b_2]_C = \begin{bmatrix} 9 \\ 4 \end{bmatrix}$$

$$[x]_C = \begin{bmatrix} 6 & 9 \\ 2 & 4 \end{bmatrix} [x]_B$$

"Operator Matrix's"

ex P_3 , polynomials of degree 3, function $\mathcal{D}: P \rightarrow P$ by $\mathcal{D}(f(t)) = \frac{df}{dt}$

$$\text{Basis } B = \{t^3, t^2, t, 1\}$$

Find B matrix for \mathcal{D} , find the matrix that performs the derivative.

$$P(t)$$

$$\begin{matrix} at^3 \\ bt^2 \\ ct \\ dt+1 \end{matrix} \rightarrow \begin{bmatrix} a & 0 & 0 & 0 \\ b & 0 & 0 & 0 \\ c & 0 & 0 & 0 \\ d & 1 & 0 & 0 \end{bmatrix} \stackrel{\mathcal{D}}{\sim} \begin{bmatrix} 0 & a & 0 & 0 \\ 0 & 3a & 0 & 0 \\ 0 & 2b & 0 & 0 \\ 0 & 1c & 0 & 0 \end{bmatrix}$$

rational method ~~not nice~~ more general method

(that parametric vector equation becomes)

$$\begin{matrix} a & b & c & d \\ 0 & 0 & 0 & 0 \\ 3 & 0 & 0 & 0 \\ 0 & 2 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{matrix} \stackrel{t^3}{} \rightarrow \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix}$$

B matrix for D

$$af + bg = \begin{bmatrix} a & b \\ 0 & 0 \end{bmatrix}$$

~~$\begin{bmatrix} a & 0 \\ 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & b \\ 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 \\ 0 & c \end{bmatrix}, \begin{bmatrix} 0 & 0 \\ 0 & d \end{bmatrix}$~~

Ex 2
 $B = \left\{ \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 \\ 1 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix} \right\}$

$$F(x) = \begin{bmatrix} 4 & -6 \\ -2 & 3 \end{bmatrix} X$$

$$F(b_1) = \begin{bmatrix} 4 & -6 \\ -2 & 3 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 4 & 0 \\ -2 & 0 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \xrightarrow{F(x)} \begin{bmatrix} 4 & 0 \\ -2 & 0 \end{bmatrix} \rightarrow F(b_1) = 4b_1 - 2b_3$$

$$F(b_2) = \begin{bmatrix} 4 & -6 \\ -2 & 3 \end{bmatrix} \cdot \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 4 \\ 0 & -2 \end{bmatrix} \rightarrow \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \xrightarrow{F(x)} \begin{bmatrix} 0 & 4 \\ 0 & -2 \end{bmatrix} \rightarrow F(b_2) = 4b_2 - 2b_4$$

$$F(b_3) = \begin{bmatrix} 4 & -6 \\ -2 & 3 \end{bmatrix} \cdot \begin{bmatrix} 0 & 0 \\ 1 & 0 \end{bmatrix} = \begin{bmatrix} -6 & 0 \\ 3 & 0 \end{bmatrix} \rightarrow \begin{bmatrix} 0 & 0 \\ 1 & 0 \end{bmatrix} \xrightarrow{F(x)} \begin{bmatrix} -6 & 0 \\ 3 & 0 \end{bmatrix} \rightarrow F(b_3) = -6b_1 + 3b_3$$

$$F(b_4) = \begin{bmatrix} 4 & -6 \\ -2 & 3 \end{bmatrix} \cdot \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & -6 \\ 0 & 3 \end{bmatrix} \rightarrow \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix} \xrightarrow{F(x)} \begin{bmatrix} 0 & -6 \\ 0 & 3 \end{bmatrix} \rightarrow F(b_4) = -6b_2 + 3b_4$$

$$\begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \end{bmatrix} \xrightarrow{F(x)} \begin{bmatrix} 4b_1 - 2b_3 \\ 4b_2 - 2b_4 \\ -6b_1 + 3b_3 \\ -6b_2 + 3b_4 \end{bmatrix} = b_1 \begin{bmatrix} 4 \\ 0 \\ -6 \\ 0 \end{bmatrix} + b_2 \begin{bmatrix} 0 \\ 4 \\ 0 \\ -2 \end{bmatrix} + b_3 \begin{bmatrix} -2 \\ 0 \\ 3 \\ 0 \end{bmatrix} + b_4 \begin{bmatrix} 0 \\ -6 \\ 0 \\ 3 \end{bmatrix}$$

thus

$$\begin{bmatrix} 4 & 0 & -2 & 6 \\ 0 & 4 & 0 & -2 \\ -6 & 0 & 3 & 0 \\ 0 & -6 & 0 & 3 \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \end{bmatrix}$$

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

two basis $B = \{b_1, b_2\}$ $C = \{c_1, c_2\}$

Ex given change of basis

$$b_1 = 4c_1 + c_2, \quad b_2 = -6c_1 + c_2$$

Suppose $[x]_B = \begin{bmatrix} 3 \\ 1 \end{bmatrix} \rightarrow x = 3b_1 + b_2$ find $[x]_C$

Note $[x]_C = [x]_B = [3] = [3b_1 + b_2]_C = 3[b_1]_C + [b_2]_C = [(b_1)_C, (b_2)_C][3]$

↑ means finding C coordinates with respect to B coordinates of x
the coordinates of $[x]_B = [3]$ that is $3b_1$'s and a b_2

$$x_1 = 3, x_2 = 1$$

old example
given by
size

(we already
know it
in cartesian)

given: $b_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, b_2 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}, b_1 = 1x_1 + 0x_2, b_2 = 1x_1 + 2x_2$
 $[x]_B = \begin{bmatrix} -1 \\ 3 \end{bmatrix}$ find its cartesian counterpart.

 $[x]_C = [x]_B = [-b_1 + 3b_2]_C = -[b_1]_C + 3[b_2]_C =$
 $\left[\begin{bmatrix} b_1 \\ b_2 \end{bmatrix} \begin{bmatrix} -1 \\ 3 \end{bmatrix} \right] = \begin{bmatrix} 1 & 1 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} -1 \\ 3 \end{bmatrix} = \begin{bmatrix} 2 \\ 6 \end{bmatrix}, [x]_C = \begin{bmatrix} 2 \\ 6 \end{bmatrix}$

you do inverse of
 $A = \begin{bmatrix} 1 & 0 \\ 0 & 2 \end{bmatrix} \rightarrow A^{-1} = \begin{bmatrix} 1 & -1/2 \\ 0 & 1/2 \end{bmatrix}$

then do $A^{-1} \begin{bmatrix} -1 \\ 3 \end{bmatrix} = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$

To go from cartesian to B → P_{BC}

$$b_1 = 4c_1 + c_2 \quad b_2 = -6c_1 + c_2$$

Note $[(b_1)_C, (b_2)_C][3]$,

$$P_{CB} \rightarrow \begin{bmatrix} 4 & -6 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 3 \end{bmatrix} = \begin{bmatrix} 6 \\ 4 \end{bmatrix} \quad [x]_C = \begin{bmatrix} 6 \\ 4 \end{bmatrix}$$

With check with

$$P_{CB}, [c_1 \ c_2 | b_1 \ b_2] \rightarrow [I | P_{CB}] \quad \text{if you have one just take these}$$

$$P_{BC}, [b_1 \ b_2 | c_1 \ c_2] \rightarrow [I | P_{BC}]$$

Diagonalization $A = PDP^{-1}$ in terms of linear transformations

$$A = [T(e_1) \cdots T(e_n)] \quad T(\vec{x}) = A\vec{x}$$

(ex) Let $T: \mathbb{R} \rightarrow \mathbb{R}$ given by $T(a_0 + a_1 t + a_2 t^2) = a_1 + 2a_2 t$

Then T is linear transformation

$S: \mathbb{R}^3 \rightarrow \mathbb{R}^3$ given by

$$S: \begin{bmatrix} a_0 \\ a_1 \\ a_2 \end{bmatrix} \mapsto \begin{bmatrix} a_1 \\ 2a_2 \\ 0 \end{bmatrix}$$

$$\Rightarrow A = [S(e_1) \ S(e_2) \ S(e_3)]$$

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

Apply T to $\vec{p} = a_0 + a_1 t + a_2 t^2$

① Convert \vec{p} to vector $\vec{x} = [\vec{p}]_B$

② Map $\vec{x} \mapsto A \cdot \vec{x}$

③ Convert back to polynomial

$$\begin{array}{ccc} \vec{p} & \xrightarrow{\quad T(\vec{p}) \quad} & \vec{x} \\ \downarrow & & \downarrow \\ \vec{x} = [\vec{p}]_B & \xrightarrow{\quad \textcircled{2} \quad} & A \cdot \vec{x} = [T(\vec{p})]_B \end{array}$$

(ex) To compute $T(\vec{p})$ for $\vec{p} = 3 - 6t + 10t^2$

① $\vec{x} = [\vec{p}]_B$, where $B = \{1, t, t^2\} \Rightarrow \vec{x} = \begin{bmatrix} 3 \\ -6 \\ 10 \end{bmatrix} = [\vec{p}]_B$

② $[T(\vec{p})]_B = A \cdot \vec{x} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 2 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 3 \\ -6 \\ 10 \end{bmatrix} = \begin{bmatrix} -6 \\ 20 \\ 0 \end{bmatrix} \quad \textcircled{3} \Rightarrow T(\vec{p}) = -6 + 20t$

Definition $B = \{\vec{b}_1, \dots, \vec{b}_m\}$

$$A = [T]_B = \left[\begin{bmatrix} T(\vec{b}_1) \\ T(\vec{b}_2) \\ \vdots \\ T(\vec{b}_m) \end{bmatrix}_B \right]$$

• Satisfies $[T(\vec{v})]_B = A [\vec{v}]_B$

(ex) let $B = \{1, t, t^2, t^3\}$ be the standard basis for P_3
 find B -matrix for the linear transformation $T: P_3 \rightarrow P_3$

* $T(a_0 + a_1 t + a_2 t^2 + a_3 t^3) = (a_0 - a_3) + (a_1 + 4a_2)t + (3a_2 - a_3)t^2 + a_3 t^3$

~~sub~~ $[T]_B = \begin{bmatrix} [T(1)]_B & [T(t)]_B & [T(t^2)]_B & [T(t^3)]_B \end{bmatrix}$

$a_0 = 1$ rest of
 a 's are 0 so just t $\quad a_1 = 1$ rest
 $a_2 = 1$ rest we 0 $\quad a_3 = 1$
 $0 \quad 4t + 3t^2 \quad -1 - t^2 + t^3$

$$[T]_B = \begin{bmatrix} 1 & 0 & 0 & -1 \\ 0 & 1 & 4 & 0 \\ 0 & 0 & 3 & -1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

or you can
 think about it like

$$\begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{bmatrix} \mapsto \begin{bmatrix} a_0 - a_3 \\ a_1 + 4a_2 \\ 3a_2 - a_3 \\ a_3 \end{bmatrix}$$

• $\text{rank } A = 4$ (leading diagonal pivot in every column)

T is invertible