

# Change of basis

## Exercise

Find a basis for  $P_1$  the set of *all* polynomials

Every polynomial is a linear combination of monomials,

$$a_0 + a_1x + a_2x^2 + a_3x^3 \dots a_nx^n$$

So  $B = \{1, x, x^2, x^3, \dots, x^n\}$  is a spanning set for  $P$ . It is linearly independent and also infinitely long ... cool.

Lets write a proof by contradiction that the set of al monomials is linearly independent:

Suppose there is some finite set of  $B$  with  $n$  vectors that is linearly *dependent*  $\{x^{P_1}, x^{P_2}, \dots, x^{P_n}\}$  where  $P_1 < p_2 < p_3 \dots < p_n$ . Then there are some scalars (not all zero),  $c_1, c_2, \dots, c_n$  so that

$$c_1x^{P_1} + c_2x^{P_2} + \dots + x^{P_n} = 0$$

This polynomial is 0 for all values of  $x$ . *BUT* the fundamental theorem of algebra says that a nonzero polynomial can have at most  $n$  roots. Thus, the polynomial would have to be the zero polynomial with

$c_1 = c_2 = \dots = c_n = 0$ . This is a contradiction,  $\implies$  any finite set of  $B$  is linearly independent  $\implies B$  is linearly independent.

## Dimension

Def:

1. A vector is *#finite\_dimensional* if it has a basis consisting of finitely many vectors
2. A vector space is *#inifinite\_dimensional* if it has no finite basis
3. The vector space  $\vec{0}$  is *#zero\_dimensional*

# Coordinates

Lets move to something that is more concrete. Lets say we have a finite basis  $B = \{\vec{b}_1, \dots, \vec{b}_n\}$  for the vector space  $V$ . then any  $\vec{v} \in V$  can be written uniquely as a linear combination of  $\vec{v} = c_1\vec{b}_1 + \dots + c_n\vec{b}_n$

The unique coefficient  $c_1, \dots, c_n$  are called the **#coordinates** of  $\vec{v}$  relative to the basis  $\beta$ , (or **#b-coordinates**). The entries in the coordinate vector are the coordinates of this combination. We can see this easily with the x y plane - to specify a point  $(2\vec{x}, 3\vec{y})$  we just write out  $(2, 3)$ . If instead we had a rotated representation, we would still be specifying points with the coefficients scaling each vector.

Take the vector space represented by  $\begin{bmatrix} a \\ b \\ b \\ c \end{bmatrix}$

We have a basis

$$\beta = \left\{ \left[ \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \\ 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix} \right] \right\}$$

We can specify coordinates of a point  $\begin{bmatrix} 2 \\ -7 \\ -7 \\ 8 \end{bmatrix}$  with  $\begin{bmatrix} 2 \\ -7 \\ 8 \end{bmatrix}$ , because those

coordinates multiplied by the basis makes the point. We can make any basis and choose any coordinates to form that coordinate as long as  $\beta$  is a basis for  $V$ .

What are the coordinates of

$$\begin{bmatrix} 2 & -7 \\ -7 & 8 \end{bmatrix}$$

in the basis

$$\beta = \left\{ \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix} \right\}$$

The same,  $\begin{bmatrix} 2 \\ -7 \\ 8 \end{bmatrix}!$

## Some facts about coordinates

if  $B$  is a basis, then

$$[\alpha_1 \vec{u}_1 + \alpha_2 \vec{u}_2 + \dots + \alpha_n \vec{u}_n] = \alpha_1 [\vec{u}_1] + \dots + \alpha_k [\vec{u}_k]$$

This follows from the fact that

$$[\vec{u} + \vec{v}]_\beta = [\vec{u}] + [\vec{v}], \text{ and } [\alpha \vec{u}]_\beta = \alpha [\vec{u}]_\beta$$

We can use coordinate vectors to check the linear independence of vector spaces that are not  $\mathbb{R}^n$ .

$$\begin{aligned} & \{\vec{u}_1, \dots, \vec{u}_n\} \text{ is linearly independent} \\ \Leftrightarrow & \{[\vec{u}_1]_\beta, \dots, [\vec{u}_n]_\beta\} \text{ is linearly independent in } \mathbb{R}^n \end{aligned}$$

(make a careful note of the difference between  $k$  and  $n$  in the above).

## Changing the basis

The choice of basis is important. How do we switch between bases?

In  $\mathbb{R}^2$  :

$$B = \left\{ \left[ \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 \\ 1 \end{pmatrix} \right] \right\}$$

$\vec{u}, \vec{v}$

We can represent the point  $[5, -1]_b$  as coordinates  $\begin{bmatrix} 4 \\ -1 \end{bmatrix}$  in the standard basis.

What if we want to change to a different basis?

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

We can represent  $x$  now as the solution to

$$\begin{bmatrix} 4 \\ -1 \end{bmatrix} = c_1 \begin{bmatrix} 0 \\ 1 \end{bmatrix} + c_2 \begin{bmatrix} 2 \\ 3 \end{bmatrix}$$

We can write this out as

$$\begin{bmatrix} 4 \\ -1 \end{bmatrix} = \begin{bmatrix} 2c_2 \\ c_1 + 3c_2 \end{bmatrix}$$

Or, in a slightly nicer and simultaneously grosser way,

$$\begin{bmatrix} 4 \\ -1 \end{bmatrix} = \begin{bmatrix} 0 & 2 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} c_1 \\ c_2 \end{bmatrix}$$

We can see that  $c_2 = 2$ , meaning  $c_1 = -7$ .

However, this was a long process (find coordinates in the standard basis and then in the new). A far better way is to use a "change of basis" matrix.

$$[\vec{x}]_c = ([\vec{u}_1]_c [\vec{u}_2]_c) [\vec{x}]_b$$

We take the basis vectors in  $c$  and multiply by the representation of  $\vec{x}$  in  $b$  in order to find the representation of  $\vec{x}$  in  $c$ .

We take in some vectors from basis  $B$ , compute the representations of those in  $c$ , and then we use that to represent the transformation from  $B$  to  $C$ . We represent this change of basis matrix as  $P_{c \leftarrow b}$ . Because matrix

multiplication is from right to left, we take a matrix represented in B from the right and multiply it to get a matrix in C.

Suppose  $B = \{\vec{u}_1, \dots, \vec{u}_i\}$  and  $C = \{v_1, \dots, v_n\}$  then

$$\text{The } i^{th} \text{ column of } P_{C \leftarrow B} \text{ is } [\vec{u}_i]_\epsilon = \begin{bmatrix} p_{1,i} \\ p_{2,i} \\ \vdots \\ p_{n,i} \end{bmatrix} \text{ and } \vec{u}_i = p_{1,i}\vec{v}_1 + \dots + p_{n,i}\vec{v}_n$$

If  $\epsilon$  is any basis for  $V$ , then  $[u_i]_\epsilon =$

$$([\vec{v}_1]_\epsilon, \dots, [\vec{v}_n]_\epsilon) \begin{bmatrix} p_{1,i} \\ p_{2,i} \\ \vdots \\ p_{n,i} \end{bmatrix}$$

We can solve this with gaussian elimination

$$\left[ \begin{array}{cc|cc} [\vec{v}_1]_\epsilon & [\vec{v}_2]_\epsilon & [\vec{u}_1]_\epsilon & [\vec{u}_2]_\epsilon \end{array} \right]$$

Lets do a concrete example.

Take

$$B = \left\{ \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 \\ 1 \end{pmatrix} \right\}, C = \left\{ \begin{pmatrix} 0 \\ 1 \end{pmatrix}, \begin{pmatrix} 2 \\ 3 \end{pmatrix} \right\}$$

We can compute the change of basis from  $B \rightarrow C$

$$P_{C \leftarrow B} = \left( \left[ \begin{pmatrix} 1 \\ 0 \end{pmatrix} \right]_c, \left[ \begin{pmatrix} 1 \\ 1 \end{pmatrix} \right]_c \right)$$

We can row reduce

$$\begin{bmatrix} 0 & 2 & | & 1 & 1 \\ 1 & 3 & | & 0 & 1 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & 0 & | & -\frac{3}{2} & -\frac{1}{2} \\ 0 & 1 & | & \frac{1}{2} & \frac{1}{2} \end{bmatrix}$$

The right hand side is our change of basis matrix  $P_{c \leftarrow b}$