Basis and dimension

Suppose we have a veder spure V C R4

O L Anything wrong with that?

O [How can we tell if there's a vector too many?

If we can get one as a linear combination of the others.

-> rearrange

Definition: A set of vectors v,,..., vn is called linearly dependent if and only iff

0 = 0, v + ... + dn vn with at least one a; \$0.

Opposite: linearly independent - usually good / desirable

In case above, multiple a; had to be nonzero to get O.

Can it huppon that exactly one a; +0 already yields 0?

Definition: Linearly independent generators of a vector space V

are called a basis of V.

O [Rephrase: $V_1V_2,...,V_n$ are a boos is of $V \subseteq V$ (1) ... and (2)...

- Facts: Subsets of linearly independent vectors are also linearly independent. (Why? By contra diction)
 - · Can always reduce a finite set of vectors to be liverly independent.

Q [Whom's the basis of the vector space (0)? (in 96/2)

O Can we always grow a set of vectors into a busis by adding vectors one by one?

" Let V be a vector space,

S={v₁, v₂,...,v_m} a set of generators of V (ie. they span V)

and B={b₁, b₂,...,b_m} a set of linearly indep. vectors in V.

Then m = n.

(Klein book: "Morphing leuma" for sunggling Binto S)

· Consequence: (How? Suppose you have two bases ...)

All buses of a given vector space have the same size.

-> Dimension of the vector space: dim V

How many dimensions in 1R²? 1R³?

a 100x 100 image? a bread recipe?

- · What does VCW mean for dim V dim W?
- · What if VCW and dim V = dim W?
 - In a finite-dimensional vector space, you can always grow a basis.

(in class-lin-dep-lasic)

norms qu'z con putationally, too vem hul dhe align quizt preloc? with reaching halp 1 - will in prove text O So linear (in) dependence reems useful to know about.

How do we lest for it? Dog said w.v.+ ... +dnvn=0 but matrix POV provides another way

of thinking about the problem. eg. (v;) linearly interp (=> ...? Depinition: Null space of a linear function: N(f)={ x: f(x)-0}

1 a vector space (why?)

southines "Kernel" or "ker" $\frac{A|_{50}}{N}$ Nullspace of a matrix: $N(A) = \{ \times : A \times - 0 \}$ dim N(A) < sometimes " nullity"

Seems sensible to look at linear independence through matrix goggles. -> same stuff, new words.

$$A = \begin{pmatrix} \beta_1 \beta_1 & \beta_m \end{pmatrix} \sim span(\beta_1, \beta_m) = column space (A)$$

$$din column space (A) = col rank(A)$$

$$\begin{array}{c|c}
\hline
\end{array}
 \text{Vank} \left(\begin{pmatrix} 1 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 1 & 0 & 1 \end{pmatrix} \right) = 7$$

$$\begin{array}{c|c}
\hline
\end{array}
 \text{Valation to m?}$$

Could also say:

$$A = \begin{pmatrix} \overline{\beta}_{1} \\ \overline{\beta}_{2} \end{pmatrix} \longrightarrow \operatorname{span}(\overline{\beta}_{1}, \overline{\beta}_{2}) = \operatorname{row} \operatorname{space}(A)$$

$$= \int_{\overline{\beta}_{1}} \overline{\beta}_{2} d \operatorname{in} \operatorname{space}(A) = \operatorname{vos} \operatorname{space}(A)$$

1) in example above?

Masshely surprising!

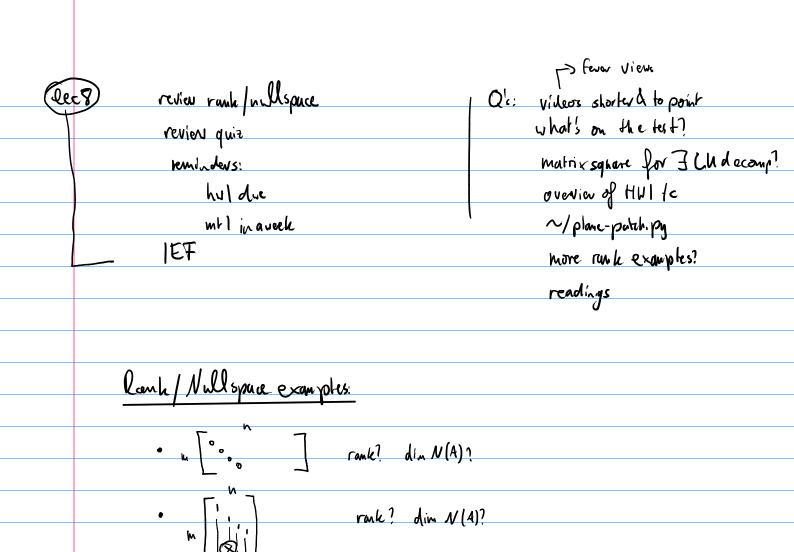
Facts: cd rate (A) = vow rule (A) = reale (M

- · What does this man?
- · Rank of an outer product?
- · Revisit image compression dens

 - · Con you see the ronh?
 - . So what can't I do in that demal

E Massim la surprisial ¢

EMassively surprising!
The state of the state of
Facts cont'A: For a matrix with n columns:
runk $A + din \mathcal{N}(A) = n$
· What does this man?
· If a matrix has full rank,
· If a mattix has vankzero,
· Do these count dimensions in the same vector space? (input/output?)
· Suppose have a matrix with a zero column (multip conseq.?)
What can't 1 do by adding a lin. dep. column vedor?
J 0 I



m (080000000) /k rank? dim N(A)?

O Why is rank (U) = rank (A) in A=Lu?

Does the permutation matrix change anything?

Proporties of Linear Functions of rank,
$$din N(A)$$

$$f: V \rightarrow W \text{ linear } din (V) = n \text{ din} (W) = M \text{ matrix } A \text{ report } f$$

• one-to-one? | $f(x) = f(y) \Rightarrow x = y \text{ coolings} = f(x) =$

Rank and linew independence, computationally
· Il I draw two random vectors, what's the probability that they'll
• If I draw two random vectors, what's the probability that they'll be linearly dependent?
Committy of positions.
. If I draw two random vectors, what's the probability they'll point the same way?
13 I dism to remove decisis, while hoper builty a sent the same May:
1
1 Keep this in mind - will be super use ful late!
Computers don't represent numbers exactly. (in flooring point)
Every PP number: 3.14159 77777
Every \$P number: 3.14159 777777
Model as: true a nswer + small "random" error
"randon" error
lu a vector:
tme value
What does this mean for a computational test of linear dependence?
Deno