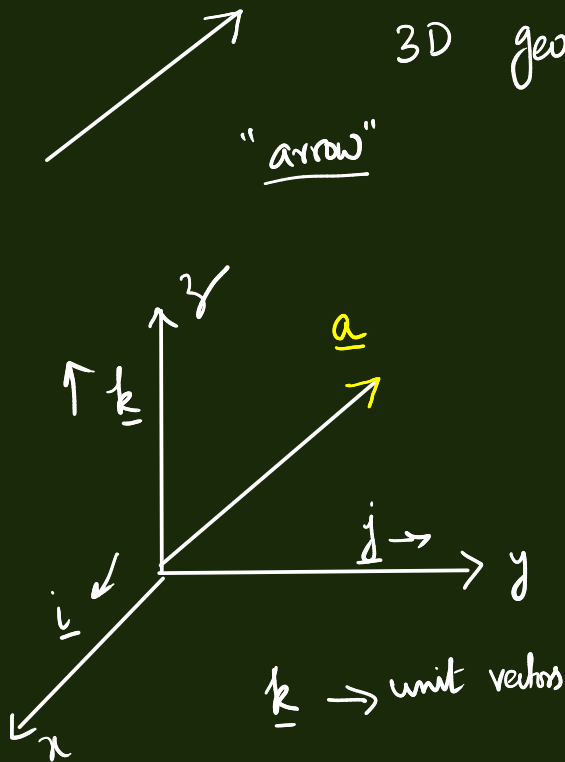


Linear Algebra: Vector Spaces, Matrices

ChE641, IIT Kanpur



A vector is a geometrical object with a magnitude and a direction.

indep. of any coordinate system

bold face font → vectors

\underline{a} vector

$$\underline{a} = a_x \underline{i} + a_y \underline{j} + a_z \underline{k}$$

$$\underline{a} \rightarrow a'_x \underline{i}' + a'_y \underline{j}' + a'_z \underline{k}'$$

3D → N-dimensions → ??

Vector space: Axioms

A collection of objects $\underline{a}, \underline{b}, \underline{c}, \dots$ called vectors form a linear vector space \mathcal{V} if

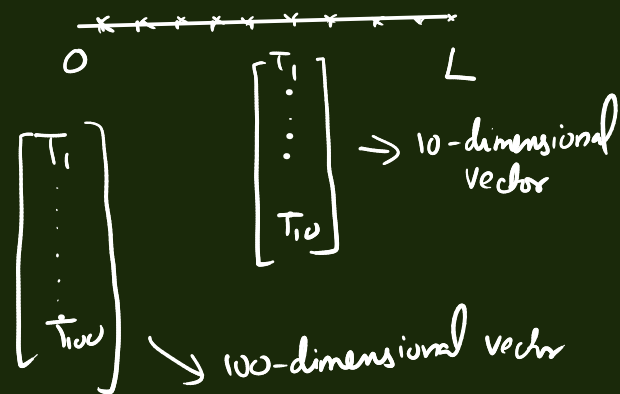
(i) closed under addition: if $\underline{a} \in \mathcal{V}$
 $\underline{b} \in \mathcal{V}$
 then $\underline{a} + \underline{b} \in \mathcal{V}$ also

(ii) commutative and associative:

$$\underline{a} + \underline{b} = \underline{b} + \underline{a}$$

$$(\underline{a} + \underline{b}) + \underline{c} = \underline{a} + (\underline{b} + \underline{c})$$

(iii) The set is closed under multiplication by λ if $\underline{a} \in \mathcal{V}$ then $\lambda \underline{a} \in \mathcal{V}$



$\in \rightarrow$ "element of"
 or
 "belongs to"

real/complex number

$\lambda \rightarrow$ scalar

$$(iv) \quad \lambda(\underline{a} + \underline{b}) = \lambda \underline{a} + \lambda \underline{b}$$

$$(\lambda + \mu) \underline{a} = \lambda \underline{a} + \mu \underline{a}$$

$$\lambda(\mu \underline{a}) = (\lambda \mu) \underline{a}$$

λ, μ : scalars

Distributive associative.

$$(v) \quad \underline{a} + \underline{0} = \underline{a} \quad \underline{0} \begin{matrix} \nwarrow \\ \nearrow \end{matrix} \text{ null vector}$$

for all \underline{a}

$$(vi) \quad 1 \times \underline{a} = \underline{a} \quad 1 \rightarrow \text{unit scalar}$$

$$(vii) \quad \text{Negative of } \underline{a} : -\underline{a} \quad \text{s.t.} \quad \underline{a} + (-\underline{a}) = \underline{0}$$

If scalars are real $\#^s$: Real vector space. (3D geometric space)

If scalars are allowed 'to be complex': " Complex vector space "

No reference to magnitude/direction

eg: The set of all 2×2 matrices.

Vectors are neither real nor complex

Span of a set of vectors:

$\underline{a}, \underline{b}, \underline{c}, \dots, \underline{s}$ original set


Set of all vectors that may be written as a linear sum of the original set:

$$\underline{x} = \alpha \underline{a} + \beta \underline{b} + \gamma \underline{c} + \dots + \sigma \underline{s}$$

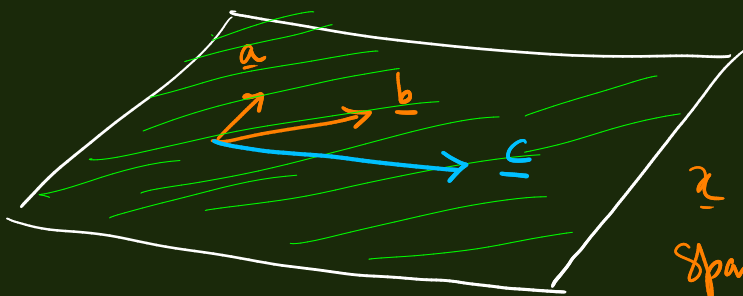
α, β, \dots scalars.

If $\underline{x} = 0$ for some choice of $\alpha, \beta, \gamma, \dots, \sigma$: then $\underline{a}, \dots, \underline{s}$ are linearly dependent.
(not $\alpha, \beta, \gamma, \dots, \sigma = 0$)

1-D space:


$$\underline{a} = \alpha \underline{b} \rightarrow \underline{a} - \alpha \underline{b} = 0 \quad \underline{a} \nmid \underline{b} \quad \text{lin. dep.}$$

2-D plane



\underline{a} and \underline{b} : not collinear.

$$\underline{x} = \alpha \underline{a} + \beta \underline{b}$$

Span: entire x - y plane

Any three vectors on a plane are lin dep

N-dim:

$$\sum_{i=1}^N \alpha_i \underline{a}_i = 0$$

the vectors \underline{a}_i ($i=1 \dots N$)
are lin indep iff
all $\alpha_i = 0$

Dimension of a Vector Space: If there are N lin indep vectors, but no set of $N+1$ lin indep vectors, then the Vector Space is N -dim.

Finite-dimensional: $i=1, 2, 3, \dots, N$

Infinite-dimensional \rightarrow later . $\{ \text{functions} \rightarrow \text{"vectors"} \}$ in infinite-dim Vector Space.

Basis

Any set of N lin-indep vectors in an N -dim space is called a basis $\rightarrow \underline{e}_i \ i=1 \dots N \rightarrow N$ lin-indep vectors

$$\underline{v} = \sum_{i=1}^N v_i \underline{e}_i$$

↑ "components" of \underline{v} in the given basis

Linear independence:

A set of vectors \underline{a}_i is lin indep if all α_i 's = 0
in $\sum_{i=1}^N \alpha_i \underline{a}_i = \underline{0}$

If not lin indep: (say) $\underline{a}_3 = \sum_{\substack{i=1 \\ i \neq 3}}^N -\frac{\alpha_i}{\alpha_3} \underline{a}_i$

Example

$$\begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix} \quad \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} \quad \begin{pmatrix} 3 \\ 2 \\ 1 \end{pmatrix}$$

$L.I. \rightarrow \text{lin. indep.}$

Are these L.I.?

$$\alpha_1 \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix} + \alpha_2 \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} + \alpha_3 \begin{pmatrix} 3 \\ 2 \\ 1 \end{pmatrix} = 0$$

lin. dep.

Nontrivial solns for $\alpha_1, \alpha_2, \alpha_3 \rightarrow ?$

Are L.D.

\rightarrow non-zero $\alpha_1, \alpha_2, \alpha_3$

$$\alpha_1 + \alpha_2 + 3\alpha_3 = 0 \rightarrow -2\alpha_3 - \alpha_3 + 3\alpha_3 = 0$$

$$\alpha_1 + \quad + 2\alpha_3 = 0 \rightarrow \alpha_1 = -2\alpha_3$$

$$\alpha_2 + \alpha_3 = 0 \rightarrow \alpha_2 = -\alpha_3$$

Example

$$\alpha_1 \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix} + \alpha_2 \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} + \alpha_3 \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix} \stackrel{?}{=} 0$$

L.I.

$$\alpha_1 + \alpha_2 = 0 \rightarrow \alpha_1 = -\alpha_2$$

$$\alpha_1 + \alpha_3 = 0 \rightarrow \alpha_1 = -\alpha_3$$

$$\alpha_2 + \alpha_3 = 0 \quad -2\alpha_1 = 0 \quad \text{or } \alpha_1 = 0$$

$$\alpha_2 = 0$$

$$\alpha_3 = 0$$

Basis If V is an N -dim vector space, then any set of N L.I. vectors $\underline{e}_1, \underline{e}_2, \dots, \underline{e}_N$ forms a basis for V .

$$\alpha_1 \underline{e}_1 + \alpha_2 \underline{e}_2 + \dots + \alpha_N \underline{e}_N = 0 \quad \text{iff } \alpha_i = 0$$

$$\alpha_1 \underline{e}_1 + \alpha_2 \underline{e}_2 + \dots + \alpha_N \underline{e}_N + \beta \underline{a} = 0 \rightarrow \beta \neq 0$$

$$\underline{a} = \sum \left(\frac{-\alpha_i}{\beta} \right) \underline{e}_i$$

$$\alpha_i = -\frac{\alpha_i}{\beta}$$

$$\underline{a} = \sum x_i \underline{e}_i$$

If any vector \underline{x} lying in the span of \mathcal{V} can be expressed in terms of the basis vectors \underline{e}_i , then \underline{e}_i forms a "Complete Set"

Also $\underline{x} = \sum_i \underline{x}_i \underline{e}_i$ $\underline{x} = \sum_i \underline{x}_i \underline{e}_i$ $\{x_i\} \rightarrow$ unique.

$$\underline{x} = \sum_i y_i \underline{e}_i$$

$$\underline{0} = \sum_i (x_i - y_i) \underline{e}_i$$

iff $\underline{x}_i - y_i = 0$
 $\underline{x}_i = y_i$

If any $N \cdot L \cdot I$ vectors \rightarrow form a basis in the N -dim vec. space.