

Abstract Vector Space

("Abstraction is price of generality")

Linear Transformations are not

just operations on arrows in space,

The idea can be abstracted and
~~other~~ ~~popular~~ it turns out the
some of the regular operations (like
differentiation) we have been doing are
Linear transformation.

ex: Consider a vector space of all
3-degree polynomials.

Basis vectors would be $1, x, x^2, x^3$

All vectors in the vector space, are
formed by linear combination of the above
basis vector.

$$P(x) = c_1(1) + c_2(x) + c_3x^2 + c_4x^3$$

We can think of $\frac{d}{dx}$ \rightarrow differentiation operation as Linear transformation, bcoz it obeys the property

$$L(a\vec{c} + b\vec{d}) = aL(\vec{c}) + bL(\vec{d})$$

$a, b \rightarrow$ scalars

$\vec{c}, \vec{d} \rightarrow$ vectors

What would be the matrix representing this (differentiation) transformation

- This matrix can be generated by stacking columns side by side where each column is differentiation of a basis vector

$$\frac{d}{dx}(1) = 0 = 0(1) + 0(x) + 0(x^2) + 0(x^3) \rightarrow \text{col}_1$$

$$\frac{d}{dx}(x) = 1 = 1(1) + 0(x) + 0(x^2) + 0(x^3) \rightarrow \text{col}_2$$

$$\frac{d}{dx}(x^2) = 2x = 0(1) + 2(x) + 0(x^2) + 0(x^3) \rightarrow \text{col}_3$$

$$\frac{d}{dx}(x^3) = 3x^2 = 0(1) + 0(x) + 3(x^2) + 0(x^3) \rightarrow \text{col}_4$$

$$\frac{d}{dx} \rightarrow \begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 2 & 0 \\ 0 & 0 & 0 & 3 \\ 6 & 0 & 0 & 0 \end{bmatrix}$$

$$\frac{d}{dx} (5x^3 + 3x^2 + 1) = 15x^2 + 6x + 0.$$

is equivalent to

$$\begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 2 & 0 \\ 0 & 0 & 0 & 3 \\ 6 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 3 \\ 5 \end{bmatrix} = \begin{bmatrix} 0 \\ 6 \\ 15 \\ 0 \end{bmatrix}$$

$$0(1) + 6(x) + 15(x^2) + 0(x^3)$$

$$= \underline{\underline{6x + 15x^2}}$$

- Hence vector space idea is generalised as ~~such~~ nice properties like above can be used
- To whether or not decide - something is vector space or not, there are axioms but ultimately they boil down to "linear combination of any 2 vecs in vec space is also in vec space". provided basic props like commutative hold (which ~~are~~ ^{generally} true)