Quotient Vector Spaces

let V be a vector space over TF let U = V be a subspace goal: define + understand VU

Pef: If vev, define v+U= {v+u | JEU}

Example: $V = \mathbb{R}^2$ $U = \text{line} = \{ (-2\pi)^2 \in \mathbb{R}^2 \mid \chi_{\xi} \in \mathbb{R}^2 \}$ $= \text{Span} \left((\frac{1}{2}) \right)$ if $\vec{v} = (3)$, what is $\vec{v} + \vec{u}$?

Notation: We say + U is parallel to U

(it is a parallel translate of U)

- + U is called an <u>affine susset</u> of V

Def: The quotient space /u is the set of all affine subsets of V parallel to U:

In example above, $R^2/U = Set of parallel lines which are a parallel translate of U$

Next Step: Make 1/4 into a vector space (over IF).

-Addition "should be" (v,+u) + (vz+u) = (v,+vz) + u - Scalar Multiplication c(v+u) = cv +u

lemma: Suppose $U \subseteq V$ is a supspace; $\vec{v}_i \vec{w} \in V$ Then the following are equivalent

3 7-4EU

by hypothesis (i+u) n (intu) = i+u f \$ since i= i+u

(2) > (3)

by hypothesis, suppose J il, ilze U st. v+il,= il+ilze
then i-i = il-il, E U

(3) => (1) by hypothesis, suppose == tiell 5.t. \$-== ti

Choose i,el . Show Vti, Entl

jel show] is, s.t. it it = i + it. Choose it = i + i,

So the {v+u} are all disjoint

Lemma: the operations (A) are well-defined i.e. if titue til + u √2+4= √2 + 4

+hen @ (v,+vz)+U = (v,'+vz')+U (ct,) + v = (cv,') + u

@ holds iff (v,+v,)-(v,+v,) = U Since $\vec{v}_1 + u = \vec{v}_1^1 + u$ $\vec{v}_2 + u = \vec{v}_2^2 + u$ then v, -vi'Eu, v2-v2EU => -

Theorem With these operations, Vu is a vector space over IF

Proof
zero elem. $\vec{O}_{V/u} = \vec{O} + U = U$ add. inv. - (i+1)= (-v)+1

Others "easy" to check

Question: What is dim 1/4?

Spanning set: (0)+4= + & P2/u (0) + 4 = f & P2/4

$$\vec{b}_{R/4} = \vec{f}_1 - 2\vec{f}_2 = (3) + U = U \Rightarrow linear Dependence$$

Remove fr. {fi} ruw spans 12/4

Quotient Map

Define (for U = V a subspace)

$$\pi: V \to V/U$$
 $V \mapsto V_{+}U$

DIS
$$\pi$$
 a LT? YES

Proof: if $\vec{v}, \vec{w} \in V$

then $\pi(\vec{v} + \vec{w}) = \pi(\vec{v}) + \pi(\vec{w})$

equalify

hdds by

 $\pi(\vec{v}) + \pi(\vec{w}) = (\vec{v} + \vec{\omega}) + (\vec{w} + \vec{\omega})$