

# NOTES ON LINEAR ALGEBRA DONE WRONG

YOUWEN WU

## 1. CHAPTER 1

### 1.1. Vector spaces.

- Axioms – familiar rules of algebra, just applied to vectors
  - Cannot mix vectors + scalars in axioms

### 1.2. Linear combinations, bases.

- A system of vectors  $v_1, v_2, \dots, v_n \in V$  is called a basis for  $V$  if any vector  $v$  admits a *unique* representation

$$v = \sum_{k=1}^p a_k v_k$$

- Standard basis in  $\mathbb{F}^n$  (where  $\mathbb{F}$  is  $\mathbb{R}$  or  $\mathbb{C}$ )

$$e_1 = \begin{pmatrix} 1 \\ 0 \\ 0 \\ \vdots \\ 0 \end{pmatrix}, e_2 = \begin{pmatrix} 0 \\ 1 \\ 0 \\ \vdots \\ 0 \end{pmatrix}, e_3 = \begin{pmatrix} 0 \\ 0 \\ 1 \\ \vdots \\ 0 \end{pmatrix}, \dots, e_n = \begin{pmatrix} 0 \\ 0 \\ 0 \\ \vdots \\ 1 \end{pmatrix}$$

- Standard basis for  $\mathbb{P}_n$  (the polynomials of degree at most  $n$ )

$$e_0 := 1, e_1 := t, e_2 := t^2, e_3 := t^3, \dots, e_n := t^n$$

- A system of vectors  $v_1, v_2, \dots, v_p \in V$  is a *generating system* (also *spanning system* or *complete system*) in  $V$  if any vector  $v \in V$  admits representation as a linear combination of  $v_1, v_2, \dots, v_p$ 
  - Only difference from def. of basis is that we do not assume the representation is *unique*
- A linear combination  $\alpha_1 v_1 + \alpha_2 v_2 + \dots + \alpha_p v_p$  is called *trivial* if  $\alpha_k = 0 \ \forall k$ .
  - **Trivial linear combination** is always equal to 0
- A system of vectors  $v_1, v_2, \dots, v_p \in V$  is called *linearly independent* if only the trivial linear combination of  $v_1, v_2, \dots, v_p$  equals 0.
  - In other words, the system is linearly independent  $\iff x_1 v_1 + x_2 v_2 + \dots + x_p v_p = 0$  has only the trivial solution  $x_1 = x_2 = \dots = x_p = 0$
- If a system is not linearly independent, it is *linearly dependent*
- A system of vectors  $v_1, v_2, \dots, v_p$  is called linearly dependent if

there exist scalars  $\alpha_1, \alpha_2, \dots, \alpha_p$ , where

$$\sum_{k=1}^p |a_k| \neq 0$$

$$\text{such that } \sum_{k=1}^p a_k v_k = 0$$

- Alternatively, a system  $v_1, v_2, \dots, v_p$  is linearly independent  $\iff$  the equation

$$x_1 v_1 + x_2 v_2 + \dots + x_p v_p = 0$$

has a **non-trivial** solution

- Non-trivial meaning *at least one*  $x_k$  is different from 0, or

$$\sum_{k=1}^p |x_k| \neq 0$$

*Remark.* Another notion of linear independence or dependence (best understood in a Cartesian plane or 3-D space) is whether or not each vector affords an additional “dimension” of movement. If each vector allows access to a new dimension, then the only way to remain at 0 (the origin) is for each vector to be scaled by coefficient 0. Otherwise, if two vectors access the exact same dimensions, they can be scaled in such a way to negate each other, allowing 0 to be represented with non-zero coefficients.

**Theorem 1.2.1.** *A system of vectors  $v_1, v_2, \dots, v_p \in V$  is linearly dependent  $\iff$  one of the vectors,  $v_k$ , can be represented as a linear combination of the other vectors*

$$v_k = \sum_{j=1 \wedge j \neq k}^p \beta_j v_j$$

*Proof.* Suppose that we have a system  $v_1, v_2, \dots, v_p$  that is linearly dependent. Then, for some indices  $k$ , we must have

$$\sum_{k=1}^p |\alpha_k| \neq 0$$

Then we can write the system as

$$\alpha_k v_k + \sum_{j=1 \wedge j \neq k}^p \alpha_j v_j = 0$$

Moving terms around, we have

$$v_k = \sum_{j=1 \wedge j \neq k}^p -\frac{\alpha_j}{\alpha_k} v_j$$

Which is  $v_k = \sum_{j=1 \wedge j \neq k}^p \beta_j v_j$ , with  $\beta_j = -\frac{\alpha_j}{\alpha_k}$ . □

- Trivially, any basis is a linearly independent system

- Recall that a basis in  $V$  allows any vector  $\in V$  a unique representation as  $\sum_{k=1}^p a_k v_k$
- This implies 0 is given a unique representation by the basis. Since the trivial linear combination always gives zero, regardless of linear (in)dependence, the trivial linear combination must also be the *only one* giving 0, satisfying the definition of linear independence.

Conversely,

**Theorem 1.2.2.** *A system of vectors  $v_1, v_2, \dots, v_n \in V$  is a basis  $\iff$  it is linearly independent and complete.*

*Proof.* We seek to show that if a system of vectors is linearly independent and complete, then it is a basis. Suppose we have a system  $v_1, v_2, v_3, \dots, v_p \in V$ , which is linearly independent and complete.

Consider any vector  $v \in V$ . Since the system is complete,  $v$  can be represented as a linear combination

$$v = \sum_{k=1}^p \alpha_k v_k$$

This satisfies part of the definition of a basis. We need only show that this representation is *unique*. Say we have another  $\tilde{\alpha}_k$  such that admits representation as a linear combination

$$v = \sum_{k=1}^p \tilde{\alpha}_k v_k$$

Then,

$$v = \sum_{k=1}^p (\alpha_k - \tilde{\alpha}_k) v_k = \sum_{k=1}^p \alpha_k v_k - \sum_{k=1}^p \tilde{\alpha}_k v_k = v - v = 0$$

Because it's linearly independent, only the trivial linear combination can equal 0, and

$$\sum_{k=1}^p |\alpha_k| = 0$$

So  $\alpha_k - \tilde{\alpha}_k = 0 \ \forall k$ ,  $\alpha_k = \tilde{\alpha}_k$  implying that  $\tilde{\alpha}_k$  does not admit a separate representation. Thus,

$$v = \sum_{k=1}^p \alpha_k v_k$$

is unique. □

**Theorem 1.2.3.** *Any (finite) generating system contains a basis.*

*Proof.* Suppose  $v_1, v_2, v_3, v_p \in V$  is a generating set. If it's also linearly independent, then it's a basis and we are done. Otherwise, it's linearly dependent, and there is at least one vector  $v_k$  which can be represented as a linear combination of the other vectors.

Thus, we can remove  $v_k$  from our set, and it remains complete. If the set is still linearly dependent, then repeat the process. If we remove all items, then we have  $\emptyset$  and it's not a generating system. Therefore, we can eliminate all  $v_k$  which can be represented as the linear combination of other vectors  $v_j$ , and we are left with a linearly independent and complete set of vectors, or a basis.  $\square$

### 1.3. Linear Transformations. Matrix-vector multiplication.

- Transformation  $T : X \rightarrow Y$  is a rule that for each  $x \in X$ ,  $y = T(x) \in Y$ 
  - The set  $X$  is called the *domain* of  $T$ , and the set  $Y$  is called the *target space* or *codomain* of  $T$ .

**Definition.** Let  $V, W$  be vector spaces (over the same field  $\mathbb{F}$ ). A transformation  $T : V \rightarrow W$  is called linear if

1.  $T(u + v) = T(u) + T(v) \quad \forall u, v \in V$
2.  $T(\alpha v) = \alpha T(v) \quad \forall v \in V \text{ and } \forall \text{ scalars } \alpha \in \mathbb{F}$

UNIVERSITY OF CALIFORNIA, SANTA BARBARA

Email address: youwen@ucsb.edu

URL: <https://youwen.dev>