

Housekeeping: If you didn't pick up the graded HW1 last class, you can get it at my office hr right after this class, or at the TA's office hrs (any subsequent)

Last time: linear transformations

$$T: \mathbb{R}^n \rightarrow \mathbb{R}^m$$

$$T(\vec{x}) + T(\vec{y}) = T(\vec{x} + \vec{y})$$

$$T(c\vec{x}) = cT(\vec{x})$$

We saw that every  $T: \mathbb{R}^2 \rightarrow \mathbb{R}^m$  is of the form  $T(\vec{x}) = A\vec{x}$  for some  $m \times 2$  matrix  $A$ .

Similarly every  $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$  is  $T(\vec{x}) = A\vec{x}$

for some  $m \times n$  matrix  $A$ . (Text calls  $A$  "the standard matrix of  $T$ ")

The columns of  $A$  are  $T\left(\underbrace{\begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}}_{e_1}\right), T\left(\underbrace{\begin{bmatrix} 0 \\ 1 \\ \vdots \\ 0 \end{bmatrix}}_{e_2}\right), T\left(\underbrace{\begin{bmatrix} 0 \\ 0 \\ \vdots \\ 1 \end{bmatrix}}_{e_3}\right), \dots, T\left(\underbrace{\begin{bmatrix} 0 \\ 0 \\ \vdots \\ 1 \end{bmatrix}}_{e_n}\right)$ .

Fact  $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$  is 1-1

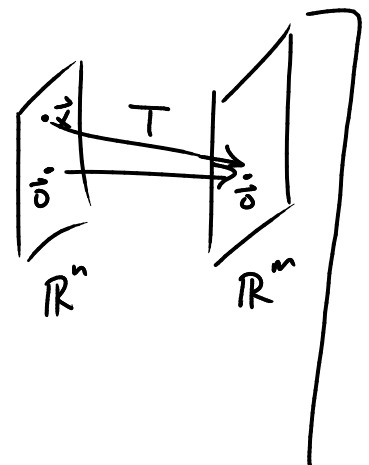


$T(\vec{x}) = \vec{0}$  has only the trivial solution

Why? If  $T(\vec{x}) = \vec{0}$  had a nontrivial sol<sup>n</sup> we see  $T$  is not 1-1

And if  $T$  is not 1-1 then  $T(\vec{x}_1) = \vec{b}$   
 $T(\vec{x}_2) = \vec{b}$

for some  $\vec{x}_1 \neq \vec{x}_2$  and some  $\vec{b}$ .



$$\text{Then } T(\vec{x}_1 - \vec{x}_2) = T(\vec{x}_1) - T(\vec{x}_2) = \vec{b} - \vec{b} = \vec{0}$$

So  $\vec{x}_1 - \vec{x}_2$  is a nontriv. solution

Fact: Let  $A$  be the standard matrix representing  $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$

- $T$  has image  $\mathbb{R}^m \iff$  columns of  $A$  span  $\mathbb{R}^m$
- $T$  is 1-1  $\iff$  columns of  $A$  are linearly independent

### Linear Recurrences (Sec 1.10)

Suppose we have a system whose parameters are measured at discrete time intervals, giving vectors

$$\vec{x}_0, \vec{x}_1, \vec{x}_2, \dots$$

And suppose  $\vec{x}_{i+1}$  is obtained from  $\vec{x}_i$  by a linear transformation:

$$\vec{x}_{i+1} = A\vec{x}_i$$

This is called a linear recurrence.

Ex

City

Suburbs

Say every year 5% of ppl in city move to suburbs  
 " " 3% " " " sub. " " city

Say  $r_i = \#$  ppl in city in year  $2000+i$   
 $s_i = \#$  " " suburbs " " "

Then  $r_{i+1} = 0.95r_i + 0.03s_i$   
 $s_{i+1} = 0.05r_i + 0.97s_i$

Make  $\vec{x}_i = \begin{bmatrix} r_i \\ s_i \end{bmatrix}$  Then  $\vec{x}_{i+1} = \begin{bmatrix} 0.95r_i + 0.03s_i \\ 0.05r_i + 0.97s_i \end{bmatrix}$

$$= \begin{bmatrix} 0.95 & 0.03 \\ 0.05 & 0.97 \end{bmatrix} \begin{bmatrix} r_i \\ s_i \end{bmatrix}$$



i.e.  $\vec{x}_{i+1} = A\vec{x}_i$

where  $A = \begin{bmatrix} 0.95 & 0.03 \\ 0.05 & 0.97 \end{bmatrix}$

Ex Fibonacci sequence

1, 1, 2, 3, 5, 8, 13, ...

$$b_{i+2} = b_{i+1} + b_i$$

$$b_1 = 1$$

$$b_2 = 1$$

i.e.  $\begin{bmatrix} b_{i+1} \\ b_{i+2} \end{bmatrix} = \begin{bmatrix} b_{i+1} \\ b_{i+1} + b_i \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} b_i \\ b_{i+1} \end{bmatrix}$

i.e.  $\vec{x}_{i+1} = A\vec{x}_i$  where  $\vec{x}_i = \begin{bmatrix} b_i \\ b_{i+1} \end{bmatrix}$   $A = \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}$

So for example — suppose we want to know what happens to a linear recurrence after 4 time steps..

$$\vec{x}_{i+4} = A(A(A(A(\vec{x}_i))))$$

How to represent this more efficiently?

# Matrix Operations (Sec 2.1)

Some notation:

$$A = \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{bmatrix} \left. \vphantom{\begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{bmatrix}} \right\} \begin{array}{l} n \text{ cols} \\ m \text{ rows} \end{array}$$

Zero matrix  $O$  has all entries 0 ( $a_{ij} = 0$  for all  $i, j$ )

A square matrix is one with  $m = n$ . Then its diagonal entries are the

$a_{ii}$ , i.e.  $a_{11}, a_{22}, \dots, a_{nn}$

$$\begin{bmatrix} a_{11} & & & \\ & a_{22} & & \\ & & a_{33} & \\ & & & \ddots \\ & & & & a_{nn} \end{bmatrix}$$

A diagonal matrix is one whose non-diagonal entries are all zero

Ex  $\begin{bmatrix} 1 & 0 & 0 \\ 0 & 4 & 0 \\ 0 & 0 & 0 \end{bmatrix}$  is a diagonal matrix.  $\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$  is also diag. (identity matrix)

Addition of matrices: If  $A, B$  are 2 matrices of the same size ( $m \times n$ )

then define  $A+B$  to be another  $m \times n$  matrix:

$$\text{its entries are just } (A+B)_{ij} = A_{ij} + B_{ij}$$

If  $A, B$  are of different sizes then  $A+B$  is not defined

Ex  $A = \begin{bmatrix} 3 & 2 \\ 0 & 1 \\ 4 & 2 \end{bmatrix}$   $B = \begin{bmatrix} -7 & 6 \\ 2 & 3 \\ 1 & 1 \end{bmatrix}$   $C = \begin{bmatrix} 4 & 8 \\ 0 & 2 \end{bmatrix}$

$$A+B = \begin{bmatrix} -4 & 8 \\ 2 & 4 \\ 5 & 3 \end{bmatrix} \quad A+C \text{ is not defined}$$

Scalar multiplication If  $A$  is a matrix ( $m \times n$ ) and  $c$  is a constant  $cA$  is another  $m \times n$  matrix

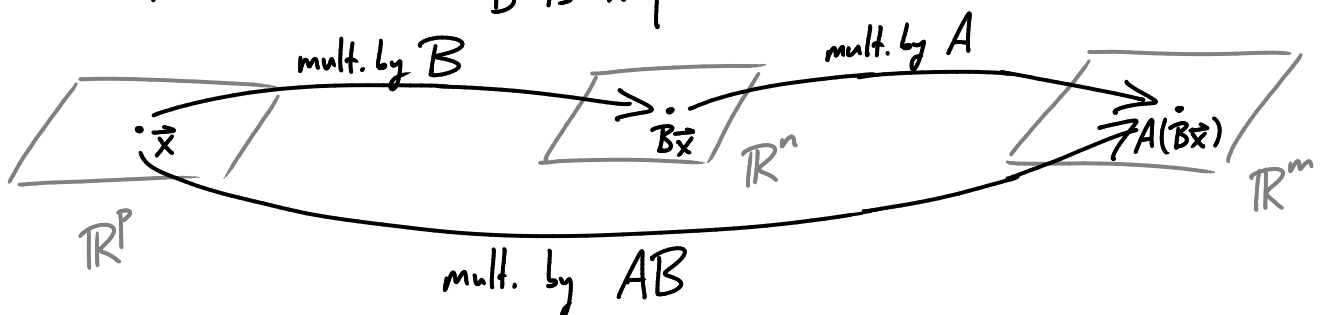
$$(cA)_{ij} = c \cdot A_{ij}$$

Ex  $A = \begin{bmatrix} 3 & 1 \\ 1 & 4 \end{bmatrix} \quad 4A = \begin{bmatrix} 12 & 4 \\ 4 & 16 \end{bmatrix}$

$$-A = (-1)A = \begin{bmatrix} -3 & -1 \\ -1 & -4 \end{bmatrix}$$

- Fact:
- $A+B = B+A$
  - $(A+B)+C = A+(B+C)$
  - $A+O = A$
  - $r(A+B) = rA+rB$
  - $(r+s)A = rA+sA$
  - $r(sA) = rsA$

Matrix Multiplication Say:  $A$  is  $m \times n$   
 $B$  is  $n \times p$



We want a matrix  $AB$  such that  $(AB)(\vec{x}) = A(B(\vec{x}))$

What is it?

Take  $B = \begin{bmatrix} \vec{b}_1 & \dots & \vec{b}_p \end{bmatrix} \quad \vec{x} = \begin{bmatrix} x_1 \\ \vdots \\ x_p \end{bmatrix}$

$$\vec{Bx} = x_1 \vec{b}_1 + x_2 \vec{b}_2 + \dots + x_p \vec{b}_p$$

$$A(\vec{Bx}) = A(x_1 \vec{b}_1 + \dots + x_p \vec{b}_p)$$

$$= x_1 A(\vec{b}_1) + x_2 A(\vec{b}_2) + \dots + x_p A(\vec{b}_p)$$

$$= x_1 (A\vec{b}_1) + x_2 (A\vec{b}_2) + \dots + x_p (A\vec{b}_p)$$

$$= \begin{bmatrix} A\vec{b}_1 & A\vec{b}_2 & \dots & A\vec{b}_p \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_p \end{bmatrix}$$

So, we should define  $AB = \begin{bmatrix} A\vec{b}_1 & A\vec{b}_2 & \dots & A\vec{b}_p \end{bmatrix}$

("AB is the matrix obtained by multiplying each column of B by A")

AB is an  $m \times p$  matrix.

$$\begin{matrix} A & B & AB \\ (m \times n) & \times (n \times p) & = (m \times p) \end{matrix}$$

Ex  $A = \begin{bmatrix} 1 & -2 \\ 4 & 7 \end{bmatrix}$      $B = \begin{bmatrix} 0 & 2 & -3 \\ 1 & 1 & -1 \end{bmatrix}$

$\begin{matrix} \uparrow & \uparrow & \uparrow \\ \vec{b}_1 & \vec{b}_2 & \vec{b}_3 \end{matrix}$

$$AB = \begin{bmatrix} A\vec{b}_1 & A\vec{b}_2 & A\vec{b}_3 \end{bmatrix} = \begin{bmatrix} -2 & 0 & -1 \\ 7 & 15 & -19 \end{bmatrix}$$

Note: the def. of  $AB$  only makes sense if # columns of  $A =$  # rows of  $B$ .

Ex If  $A$  is  $6 \times 4$  then  $AB$  is defined  
and  $B$  is  $4 \times 5$  then  $BA$  is not defined

Warning: Even if  $AB$  and  $BA$  are both defined ( $A, B$  both  $n \times n$ )  
 $AB$  and  $BA$  might not be equal!

Ex  $A = \begin{bmatrix} 1 & 0 \\ 0 & 4 \end{bmatrix}$   $B = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$

$$AB = \begin{bmatrix} 1 & 1 \\ 4 & 4 \end{bmatrix} \quad BA = \begin{bmatrix} 4 & 1 \\ 4 & 1 \end{bmatrix} \quad \text{so } AB \neq BA!$$

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"Row-column rule" for matrix multiplication:

$$(AB)_{ij} = a_{i1}b_{1j} + a_{i2}b_{2j} + a_{i3}b_{3j} + \dots + a_{in}b_{nj}$$

Ex  $A = \begin{bmatrix} 1 & -2 & 4 \\ 2 & 0 & 3 \end{bmatrix}$   $B = \begin{bmatrix} 3 & -1 \\ 0 & -1 \\ 5 & -1 \end{bmatrix}$

*go across*  $\rightarrow$  *go down*  $\downarrow$

$$AB = \begin{bmatrix} 1 \cdot 3 + (-2) \cdot 0 + 4 \cdot 5 & 1 \cdot (-1) + (-2) \cdot (-1) + 4 \cdot (-1) \\ 2 \cdot 3 + 0 \cdot 0 + 3 \cdot 5 & 2 \cdot (-1) + 0 \cdot (-1) + 3 \cdot (-1) \end{bmatrix}$$

$$= \begin{bmatrix} 23 & -3 \\ 21 & -5 \end{bmatrix}$$

(Sizes:  $\overset{A}{(2 \times 3)} \times \overset{B}{(3 \times 2)} = \overset{AB}{2 \times 2}$ )

Fact

- $A(BC) = (AB)C$
- $A(B+C) = AB+AC$
- $(B+C)A = BA+CA$
- $r \cdot (AB) = (rA)B = A(rB)$
- $I \cdot A = A = A \cdot I$  ( $I = \text{identity matrix}$ )

Warning: If  $AB = AC$   
and  $A \neq 0$   
it might not be true that  $B = C$ .

Warning: If  $AB = 0$   
it might not be true that  $A = 0$  or  $B = 0$ .

Ex  $A = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$       $B = \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix}$

$$AB = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix} = 0$$

$A = \text{projection on x-axis}$   
 $B = \text{projection on y-axis}$   
so  $AB = \text{projection on y-axis followed by projection on x-axis}$   
and indeed, applying that sequence of operations to any vector  $\vec{x}$  gives the zero vector:  $(AB)(\vec{x}) = \vec{0}$   
i.e.  $AB$  is represented by the zero matrix,  $0\vec{x} = \vec{0}$