

MORE PROOFS

"Without loss of generality" WLOG, where the essence of the original problem is not lost when using a simpler example.

ex. 3 numbers a, b, c

WLOG, let a be the largest, c be the smallest

This will normally be in relabeling/reordering cases.

THEOREM: If $A\vec{x} = \vec{b}$ has 2 or more solutions, then the columns of A are linearly dependent.

PROOF: Let \vec{x}_1 & \vec{x}_2 be 2 distinct solutions.

$$A\vec{x}_1 = \vec{b} \quad \text{and} \quad A\vec{x}_2 = \vec{b}$$

SHOW: For some i , $\vec{a}_i = \sum_{j=1, j \neq i}^n c_j \cdot \vec{a}_j$

$$A\vec{x}_1 = A\vec{x}_2 \rightarrow A(\vec{x}_1 - \vec{x}_2) = \vec{0}$$

$$A \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix} = \vec{0} \rightarrow y_1 \cdot \vec{a}_1 + y_2 \cdot \vec{a}_2 + \dots + y_n \cdot \vec{a}_n = \vec{0} \quad \text{let } = \vec{y} \neq \vec{0} \text{ (distinct!)}$$

At least one y_i has to be nonzero

$$\text{WLOG, let } y_1 \neq 0 \rightarrow \vec{a}_1 = -\frac{y_2}{y_1} \cdot \vec{a}_2 + \dots + -\frac{y_n}{y_1} \cdot \vec{a}_n$$

▣ QED.

LINEAR DEPENDENCE

Second Definition: $\{\vec{a}_1, \vec{a}_2, \dots, \vec{a}_n\}$ are linearly dependent if there exist c_1, c_2, \dots, c_n , not all zero, such that $c_1 \cdot \vec{a}_1 + c_2 \cdot \vec{a}_2 + \dots + c_n \cdot \vec{a}_n = \vec{0}$.

LINEAR TRANSFORMATIONS

Matrices are linear operators.

$$\begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

Rotation Matrix

$$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

Reflection

$$\begin{pmatrix} x \\ y \end{pmatrix} \rightarrow \begin{pmatrix} x \\ -y \end{pmatrix}$$

Matrix is a linear trans.

f is a linear trans. if:

$$f(x, y) = f(x) + f(y) \text{ and}$$

$$f(\alpha x) = \alpha f(x)$$

eg. $f(\vec{x}) = 2\vec{x}$

$$f(\vec{x} + \vec{y}) = 2\vec{x} + 2\vec{y} = f(\vec{x}) + f(\vec{y})$$

$$f(\alpha \vec{x}) = 2\alpha \vec{x} = \alpha f(\vec{x})$$

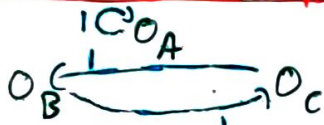
STATE TRANSFORMATIONS

Vectors often represent the state of a system.

eg. state of car $\rightarrow x(t), y(t), v(t) \rightarrow \vec{s}(t) = \begin{bmatrix} x(t) \\ y(t) \\ v(t) \end{bmatrix}$

EECS 16B dives into this with Control Theory

eg. System of Pumps & Reservoirs



$x_A(t)$ = water in tank A @ time t .

What is $\vec{x}(t+1)$?

$$x_c(t+1) = x_c(t) \quad | \quad x_A(t+1) = x_A(t) \quad | \quad x_B(t+1) = x_c(t)$$

$$\begin{bmatrix} x_A(t+1) \\ x_B(t+1) \\ x_C(t+1) \end{bmatrix} = \begin{bmatrix} x_A(t) \\ x_B(t) \\ x_C(t) \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \quad \leftarrow \rightarrow Q$$

$\vec{x}(t+1)^T$ $\vec{x}(t)^T$ State Transition Matrix

What about $\vec{x}(t+2)$ in terms of $\vec{x}(t)$? $\vec{x}(t+2000)$?

$$Q \vec{x}(t) = \vec{x}(t+1) \quad Q \vec{x}(t+1) = \vec{x}(t+2)$$

$$\boxed{Q \cdot Q} \cdot \vec{x}(t) = \vec{x}(t+2)$$

See next page for information

$$Q \cdot Q = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

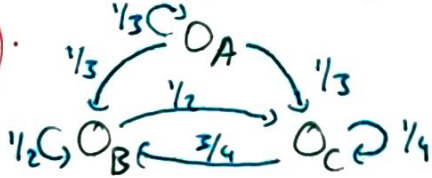
identity trans.

MATRIX-MATRIX MULTIPLICATION

$$A \cdot B = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \begin{bmatrix} \boxed{b_{11}} & \boxed{b_{12}} \\ \boxed{b_{21}} & \boxed{b_{22}} \end{bmatrix} = A [\vec{b}_1, \vec{b}_2] = \begin{bmatrix} A\vec{b}_1 & A\vec{b}_2 \end{bmatrix}$$
$$= \begin{bmatrix} a_{11}b_{11} + a_{12}b_{21} & a_{11}b_{12} + a_{12}b_{22} \\ a_{21}b_{11} + a_{22}b_{21} & a_{21}b_{12} + a_{22}b_{22} \end{bmatrix}$$

$$A \cdot B = A [\vec{b}_1, \vec{b}_2, \dots, \vec{b}_n] = [A\vec{b}_1, A\vec{b}_2, \dots, A\vec{b}_n]$$

eg.



$$Q = \begin{bmatrix} 1/3 & 0 & 0 \\ 1/3 & 1/2 & 3/4 \\ 1/3 & 1/2 & 1/4 \end{bmatrix} \begin{matrix} \text{in flow to} \\ A \\ B \\ C \end{matrix}$$

outflow of A B C

$Q \cdot Q \cdot Q \dots Q$ to see water levels at the end of time
np. matmul (Q, Q) np.linalg.matrix_power (Q, 20)

PROPERTIES

① Matrix-Matrix Multiplication does not commute.

$AB \neq BA$, usually
is associative.

②

$$C(B(Ax)) = (CB)(Ax) \neq ABC$$