

EECS 16A Designing Information Devices and Systems I

Spring 2019 Discussion 5A

Consider a vector in the standard basis,

$$\vec{x} = a\vec{e}_1 + b\vec{e}_2 = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \mathbf{I}\vec{x} \quad (1)$$

where, a, b are \vec{x} 's coordinates in the standard basis.

Given a new set of basis vectors, $\mathcal{V} = \{\vec{v}_1, \vec{v}_2\}$, if $\vec{x} \in \text{span}\{\mathcal{V}\}$, then we can find new coordinates in terms of this new basis. The new coordinates are called a_v, b_v and are described,

$$\vec{x} = a_v\vec{v}_1 + b_v\vec{v}_2 = \begin{bmatrix} | & | \\ \vec{v}_1 & \vec{v}_2 \\ | & | \end{bmatrix} \begin{bmatrix} a_v \\ b_v \end{bmatrix} = \mathbf{V}\vec{x}_v \quad (2)$$

Now consider another set of basis vectors, $\mathcal{U} = \{\vec{u}_1, \vec{u}_2\}$, if $\vec{x} \in \text{span}\{\mathcal{U}\}$, then we can find the coordinates in terms of this basis. These coordinates are called a_u, b_u and are described,

$$\vec{x} = a_u\vec{u}_1 + b_u\vec{u}_2 = \begin{bmatrix} | & | \\ \vec{u}_1 & \vec{u}_2 \\ | & | \end{bmatrix} \begin{bmatrix} a_u \\ b_u \end{bmatrix} = \mathbf{U}\vec{x}_u \quad (3)$$

All of these bases are equivalent representations of any vector $\vec{x} \in \mathbb{R}^2$; each with their own set of coordinates.

$$\vec{x} = \begin{bmatrix} | & | \\ \vec{e}_1 & \vec{e}_2 \\ | & | \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} | & | \\ \vec{u}_1 & \vec{u}_2 \\ | & | \end{bmatrix} \begin{bmatrix} a_u \\ b_u \end{bmatrix} = \begin{bmatrix} | & | \\ \vec{v}_1 & \vec{v}_2 \\ | & | \end{bmatrix} \begin{bmatrix} a_v \\ b_v \end{bmatrix} \quad (4)$$

$$\vec{x} = \mathbf{I}\vec{x} = \mathbf{V}\vec{x}_v = \mathbf{U}\vec{x}_u \quad (5)$$

1. Coordinate Change Examples

(a) Transformation from Standard Basis to Another Basis in \mathbb{R}^3

Calculate the coordinate transformation between the following bases

$$\mathbf{U} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}, \quad \mathbf{V} = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & -1 \end{bmatrix},$$

i.e. find a matrix \mathbf{T} , such that $\vec{x}_v = \mathbf{T}\vec{x}_u$ where \vec{x}_u contains the coordinates of a vector in a basis of the columns of \mathbf{U} and \vec{x}_v is the coordinates of the same vector in the basis of the columns of \mathbf{V} .

Let $\vec{x}_u = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$ and compute \vec{x}_v . Repeat this for $\vec{x}_u = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$. Now let $\vec{x}_u = \begin{bmatrix} 1 \\ 2 \\ 1 \end{bmatrix}$. What is \vec{x}_v ?

Answer:

$$\begin{aligned}\vec{x} &= \mathbf{U}\vec{x}_u = \mathbf{V}\vec{x}_v \\ \vec{x}_v &= \mathbf{V}^{-1}\mathbf{U}\vec{x}_u = \mathbf{T}\vec{x}_u \\ \mathbf{T} = \mathbf{V}^{-1} &= \begin{bmatrix} 0 & 1 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & -1 \end{bmatrix} \\ \text{For } \vec{x}_u &= \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \vec{x}_v = \begin{bmatrix} 0 \\ -1 \\ 0 \end{bmatrix}. \\ \text{For } \vec{x}_u &= \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \vec{x}_v = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}. \\ \text{For } \vec{x}_u &= \begin{bmatrix} 1 \\ 2 \\ 1 \end{bmatrix}, \vec{x}_v = \begin{bmatrix} 2 \\ -1 \\ -1 \end{bmatrix}.\end{aligned}$$

(b) **Transformation Between Two Bases in \mathbb{R}^3**

Calculate the coordinate transformation between the following bases

$$\mathbf{U} = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & -1 \end{bmatrix}, \quad \mathbf{V} = \begin{bmatrix} 0 & 0 & 1 \\ \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & 0 \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} & 0 \end{bmatrix},$$

i.e. find a matrix \mathbf{T} , such that $\vec{x}_v = \mathbf{T}\vec{x}_u$. Let $\vec{x}_u = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$ and compute \vec{x}_v . Repeat this for $\vec{x}_u = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$.

Now let $\vec{x}_u = \begin{bmatrix} \frac{1}{\sqrt{2}} \\ 1 \\ \frac{1}{\sqrt{2}} \end{bmatrix}$. What is \vec{x}_v ?

Answer:

Again for any vector \vec{x} , we have that $\vec{x} = \mathbf{U}\vec{x}_u = \mathbf{V}\vec{x}_v$

$$\begin{aligned}\mathbf{T} = \mathbf{V}^{-1}\mathbf{U} &= \begin{bmatrix} 0 & \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ 0 & -\frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & -1 \end{bmatrix} = \begin{bmatrix} \frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} \\ 0 & -1 & 0 \end{bmatrix} \\ \begin{bmatrix} \frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} \\ 0 & -1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} &= \begin{bmatrix} \frac{1}{\sqrt{2}} \\ 0 \\ 0 \end{bmatrix} \\ \begin{bmatrix} \frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} \\ 0 & -1 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} &= \begin{bmatrix} 0 \\ 0 \\ -1 \end{bmatrix}\end{aligned}$$

$$\begin{bmatrix} \frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} \\ 0 & -1 & 0 \end{bmatrix} \begin{bmatrix} \frac{1}{\sqrt{2}} \\ 1 \\ \frac{1}{\sqrt{2}} \end{bmatrix} = \begin{bmatrix} 0 \\ -1 \\ -1 \end{bmatrix}$$

(c) What is the coordinate transformation from \vec{x}_v to \vec{x}_u , i.e. find \mathbf{W} such $\vec{x}_u = \mathbf{W}\vec{x}_v$?

Answer:

Given that \mathbf{T} is the transformation from \vec{x}_u to \vec{x}_v , $\mathbf{W} = \mathbf{T}^{-1}$.

(d) **Transformation Between General Bases in \mathbb{R}^2**

Calculate the coordinate transformation between the following bases

$$\mathbf{U} = \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix}, \quad \mathbf{V} = \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix},$$

i.e. find a matrix \mathbf{T} , such that $\vec{x}_v = \mathbf{T}\vec{x}_u$. Let $\vec{x}_u = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$ and compute \vec{x}_v . Repeat this for $\vec{x}_u = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$.

Now let $\vec{x}_u = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$. What is \vec{x}_v ?

Answer:

$$\mathbf{T} = \mathbf{V}^{-1}\mathbf{U} = \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix}^{-1} \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix} = \begin{bmatrix} 3 & 3 \\ 1 & 2 \end{bmatrix}$$

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

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

$$\begin{bmatrix} 3 & 3 \\ 1 & 2 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 9 \\ 5 \end{bmatrix}$$

2. Proofs

(a) Let \mathbf{A} be an invertible matrix. Show that if λ is an eigenvalue of \mathbf{A} , then $\frac{1}{\lambda}$ is an eigenvalue of \mathbf{A}^{-1} .

Answer:

Let \vec{v} be the eigenvector of \mathbf{A} corresponding to λ .

$$\mathbf{A}\vec{v} = \lambda\vec{v}$$

Since we know that \mathbf{A} is invertible, we can left-multiply both sides by \mathbf{A}^{-1} .

$$\mathbf{A}^{-1}\mathbf{A}\vec{v} = \lambda\mathbf{A}^{-1}\vec{v}$$

$$\vec{v} = \lambda\mathbf{A}^{-1}\vec{v}$$

$$\mathbf{A}^{-1}\vec{v} = \frac{1}{\lambda}\vec{v}$$

3. Steady and Unsteady States

- (a) You're given the matrix \mathbf{M} (below) which describes some physical system (could describe either people or water):

$$\mathbf{M} = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & -\frac{1}{2} \\ 0 & 1 & -2 \\ 0 & 0 & 2 \end{bmatrix}$$

Find the eigenspaces associated with the following eigenvalues:

- $\text{span}(\vec{v}_1)$, associated with $\lambda_1 = 1$
- $\text{span}(\vec{v}_2)$, associated with $\lambda_2 = 2$
- $\text{span}(\vec{v}_3)$, associated with $\lambda_3 = \frac{1}{2}$

Answer: This is practice finding the null space.

- i. $\lambda = 1$:

$$\left[\begin{array}{ccc|c} -\frac{1}{2} & \frac{1}{2} & -\frac{1}{2} & 0 \\ 0 & 0 & -2 & 0 \\ 0 & 0 & 1 & 0 \end{array} \right] \rightarrow \left[\begin{array}{ccc|c} -\frac{1}{2} & \frac{1}{2} & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \end{array} \right]$$

$$\vec{v}_1 = \alpha \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}, \alpha \in \mathbb{R}$$

- ii. $\lambda = 2$

$$\left[\begin{array}{ccc|c} -\frac{3}{2} & \frac{1}{2} & -\frac{1}{2} & 0 \\ 0 & -1 & -2 & 0 \\ 0 & 0 & 0 & 0 \end{array} \right] \rightarrow \left[\begin{array}{ccc|c} -3 & 0 & -3 & 0 \\ 0 & 1 & 2 & 0 \\ 0 & 0 & 0 & 0 \end{array} \right]$$

$$\vec{v}_2 = \beta \begin{bmatrix} -1 \\ -2 \\ 1 \end{bmatrix}, \beta \in \mathbb{R}$$

- iii. $\lambda = \frac{1}{2}$

$$\left[\begin{array}{ccc|c} 0 & \frac{1}{2} & -\frac{1}{2} & 0 \\ 0 & \frac{1}{2} & -2 & 0 \\ 0 & 0 & \frac{3}{2} & 0 \end{array} \right] \rightarrow \left[\begin{array}{ccc|c} 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{array} \right]$$

$$\vec{v}_3 = \gamma \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \gamma \in \mathbb{R}$$

- (b) Define $\vec{x} = \alpha\vec{v}_1 + \beta\vec{v}_2 + \gamma\vec{v}_3$. The values α, β , and γ are the coordinates for the basis $\{\vec{v}_1, \vec{v}_2, \vec{v}_3\}$. For each of the cases in the table, determine if

$$\lim_{n \rightarrow \infty} \mathbf{M}^n \vec{x}$$

converges. If it does, what does it converge to?

α	β	γ	Converges?	$\lim_{n \rightarrow \infty} \mathbf{M}^n \vec{x}$
0	0	$\neq 0$		
0	$\neq 0$	0		
0	$\neq 0$	$\neq 0$		
$\neq 0$	0	0		
$\neq 0$	0	$\neq 0$		
$\neq 0$	$\neq 0$	0		
$\neq 0$	$\neq 0$	$\neq 0$		

Answer:

α	β	γ	Converges?	$\lim_{n \rightarrow \infty} \mathbf{M}^n \vec{x}$
0	0	$\neq 0$	Yes	$\vec{0}$
0	$\neq 0$	0	No	-
0	$\neq 0$	$\neq 0$	No	-
$\neq 0$	0	0	Yes	$\alpha \vec{v}_1$
$\neq 0$	0	$\neq 0$	Yes	$\alpha \vec{v}_1$
$\neq 0$	$\neq 0$	0	No	-
$\neq 0$	$\neq 0$	$\neq 0$	No	-