

Announcements.

- I'm gone for the rest of the week; no more office hours.
- Grades on ~~quiz~~ ^{Blackboard} up to date (but it's not dropping the low quizzes)
- change to schedule; §4.9 next, §5.1 on Monday.

(Re: a question)

Example:

basis: \mathcal{B}

$$\vec{b}_1 = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

these are a basis for \mathbb{R}^2

$$\vec{b}_2 = \begin{pmatrix} 1 \\ 3 \end{pmatrix}$$

given $\vec{x} = \begin{pmatrix} 3 \\ 4 \end{pmatrix}$, what is $[\vec{x}]_{\mathcal{B}}$?

want to get

$$\begin{pmatrix} 3 \\ 4 \end{pmatrix} = c_1 \begin{pmatrix} 1 \\ 2 \end{pmatrix} + c_2 \begin{pmatrix} 1 \\ 3 \end{pmatrix} \quad (\text{solve for } c_1, c_2)$$

find using row reduction: $\begin{bmatrix} 1 & 1 \\ 2 & 3 \end{bmatrix} \begin{pmatrix} 3 \\ 4 \end{pmatrix}$ tells you c_1, c_2 .

or

$$[\vec{x}]_{\mathcal{B}} = P_{\mathcal{B}}^{-1}(\vec{x}).$$

Change of basis

A given vector space has many possible bases.

Say we have two bases: $\mathcal{B} = \vec{b}_1, \vec{b}_2, \vec{b}_3$
 $\mathcal{C} = \vec{c}_1, \vec{c}_2, \vec{c}_3.$

Basic question: given coordinates $[\vec{x}]_{\mathcal{B}}$,
how to find $[\vec{x}]_{\mathcal{C}}$?

First case: two bases for \mathbb{R}^n . $\mathcal{B} = \vec{b}_1, \dots, \vec{b}_n$
 $[\vec{b}_1 \dots \vec{b}_n]$ $\mathcal{C} = \vec{c}_1, \dots, \vec{c}_n.$

we know $\vec{x} = \mathcal{P}_{\mathcal{B}}([\vec{x}]_{\mathcal{B}}).$

and $\vec{x} = \mathcal{P}_{\mathcal{C}}([\vec{x}]_{\mathcal{C}}).$

$$\mathcal{P}_{\mathcal{B}}([\vec{x}]_{\mathcal{B}}) = \mathcal{P}_{\mathcal{C}}([\vec{x}]_{\mathcal{C}})$$

multiply by $\mathcal{P}_{\mathcal{C}}^{-1}$ on left

$$(\mathcal{P}_{\mathcal{C}}^{-1} \mathcal{P}_{\mathcal{B}})([\vec{x}]_{\mathcal{B}}) = [\vec{x}]_{\mathcal{C}}.$$

great!

to get $[\vec{x}]_e$, just multiply ~~on left~~ by some matrix.

this is called the change of basis matrix, written $P_{e \leftarrow B}$

for two bases in \mathbb{R}^n , $P = P_e^{-1} P_B$

$\tau \leftarrow B$

(a little more complicated for other vector spaces;

if e.g. P_B is ~~change of~~ coord matrix for null(A),

it won't be square, and this doesn't work.)

it will still be true that $[\vec{x}]_e = P_{e \leftarrow B} ([\vec{x}]_B)$, but

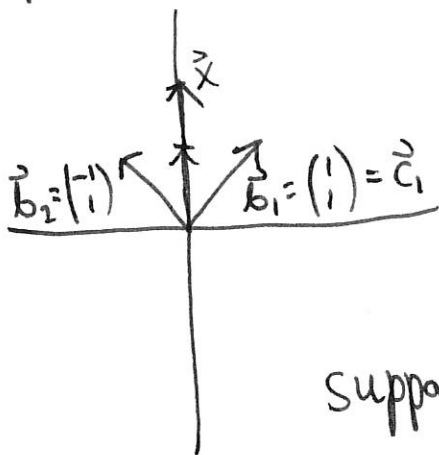
how to find $P_{e \leftarrow B}$ is different.

example:

two bases for \mathbb{R}^2 :

$$B: \begin{pmatrix} 1 \\ 1 \end{pmatrix}, \begin{pmatrix} -1 \\ 1 \end{pmatrix}$$

$$e: \begin{pmatrix} 1 \\ 1 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$



suppose $[\vec{x}]_B = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$. what's $[\vec{x}]_e$?

$$P_B = \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix}$$

$$P_e = \begin{bmatrix} 1 & 0 \\ 1 & 1 \end{bmatrix}$$

$$P_{e \leftarrow B} = P_e^{-1} P_B = \dots = \begin{bmatrix} 1 & -1 \\ 0 & 2 \end{bmatrix}$$

$$[\vec{x}]_e = P_{e \leftarrow B} [\vec{x}]_B = \begin{bmatrix} 1 & -1 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 2 \end{bmatrix}$$

$$\text{if } [\vec{x}]_B = \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \vec{x} = 1 \begin{bmatrix} 1 \\ 1 \end{bmatrix} + 1 \begin{bmatrix} -1 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 2 \end{bmatrix}$$

$$[\vec{x}]_e = \begin{bmatrix} 0 \\ 2 \end{bmatrix}, \vec{x} = 0 \begin{bmatrix} 1 \\ 1 \end{bmatrix} + 2 \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 2 \end{bmatrix} \checkmark$$