

WELCOME TO MATH 416: ABSTRACT LINEAR ALGEBRA!

Lecture 1: Introduction

What is linear algebra? It's the study of:

- vector spaces: algebraic structure consisting of objects called vectors that we can add together and multiply by a scalar.
- linear maps: maps between vector spaces that preserve the linear structure of vector spaces.

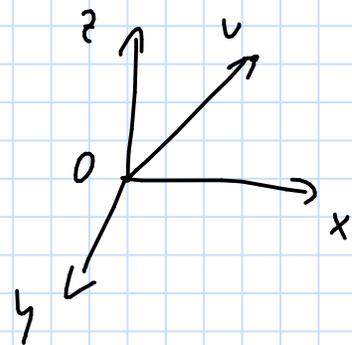
Important example of a vector space (a):

Euclidean space \mathbb{R}^n

e.g. $n=1$: real line

$n=2$: real plane

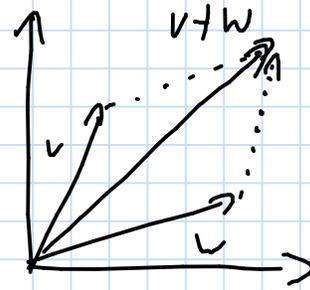
$n=3$: real 3D space



In \mathbb{R}^n , vectors are identified with "arrows" pointing from the origin 0 to a point with coordinates (x_1, \dots, x_n) ($x_i \in \mathbb{R}$):

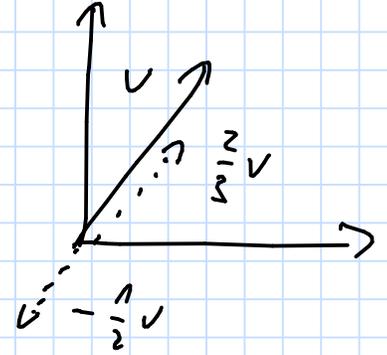
$$v = \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix}$$

1) we can add vectors together:



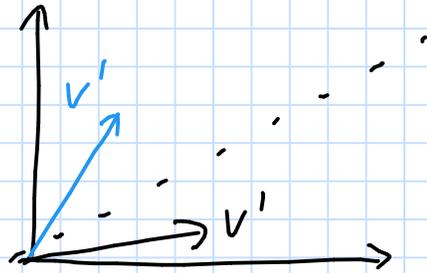
2) we can multiply vectors by a scalar $\lambda \in \mathbb{R}$

→ stretching / shortening / flipping



What are some examples of linear maps (b)?

1) Reflection across a line in \mathbb{R}^2 :

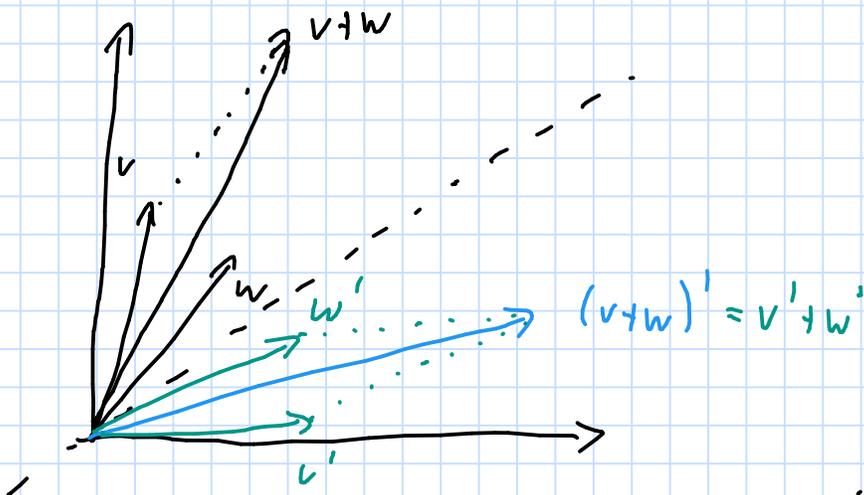


Linearity of a map:

applying the map commutes

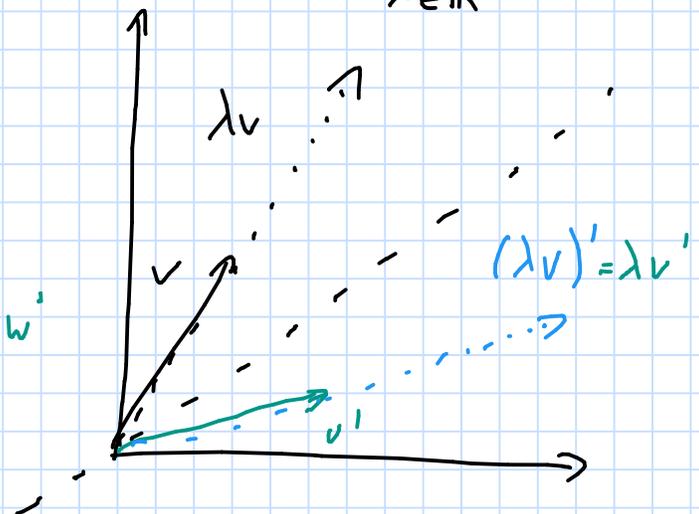
with addition and multiplication by a scalar.

addition:



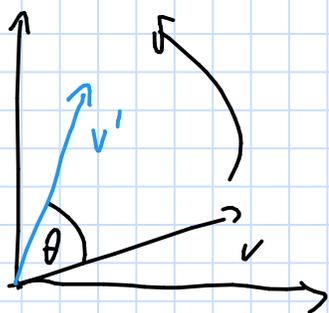
$$(v+w)' = v' + w'$$

scaling: $\lambda \in \mathbb{R}$

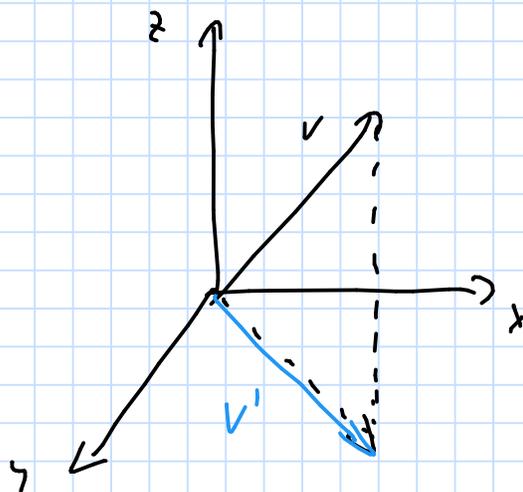


$$(\lambda v)' = \lambda v'$$

.) Rotation around the origin by a fixed angle θ :



.) Projections: Ex: project vectors in \mathbb{R}^3 onto the xy -plane



$$v = \begin{pmatrix} x \\ y \\ z \end{pmatrix} \mapsto v' = \begin{pmatrix} x \\ y \\ 0 \end{pmatrix}$$

.) more abstract example: differentiation of polynomials

$$p(x) = x^4 + 3x^2 + 7x \mapsto p'(x) = 4x^3 + 6x + 7$$

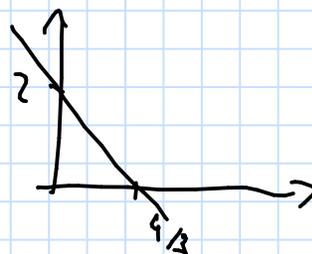
$$\text{Linearity: } (p+q)' = p' + q', \quad (\lambda p)' = \lambda p'$$

Linear equations

Remember: a linear equation defines an (affine) linear subspace of \mathbb{R}^n .

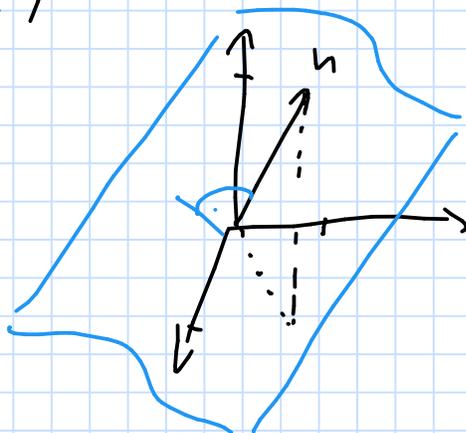
E.g., $3x + 2y = 4$ describes a line in \mathbb{R}^2

$$y = -\frac{3}{2}x + 2$$



→ in \mathbb{R}^3 , a plane can be defined by its normal vector $n = \begin{pmatrix} n_x \\ n_y \\ n_z \end{pmatrix}$

E.g., $n = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \leftrightarrow \varepsilon: x + 2y + 3z = 0$



→ more generally, in \mathbb{R}^n an eq. of the form $a_1 x_1 + \dots + a_n x_n = 0$ with $a_i \in \mathbb{R}$ describes a hyperplane of dim. $n-1$ (co-dim. 1)

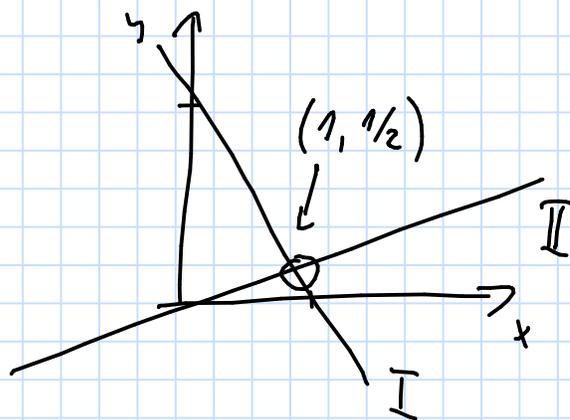
Given two or more of these hyperplanes, we can ask if / how they intersect \leftrightarrow is there a solution to this system of linear equations?

Ex.: I: $3x + 2y = 4$

II: $x - 2y = 0$

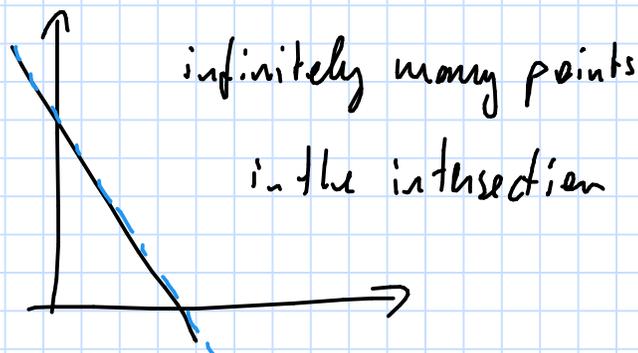
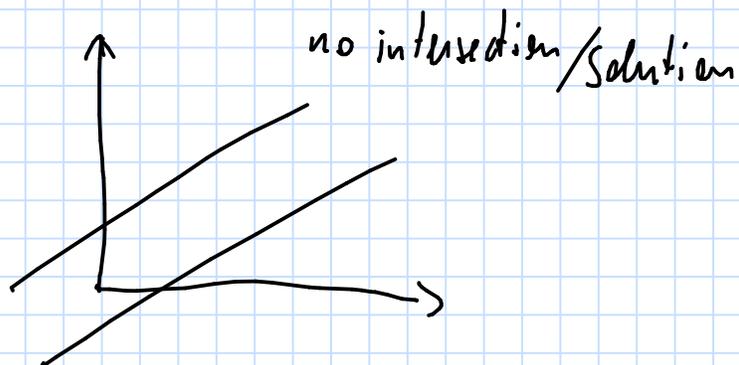
$$4x = 4$$

$$\Rightarrow x = 1, y = \frac{1}{2}$$



Sometimes there is no intersection / solution, or infinitely many.

in \mathbb{R}^2 :



We will tackle the following general question:

Given m equations in n variables (geom.: m hyperplanes in \mathbb{R}^n)

$$\begin{array}{l} a_{11}x_1 + \dots + a_{1n}x_n = b_1 \\ \vdots \\ a_{m1}x_1 + \dots + a_{mn}x_n = b_m \end{array}$$

$$a_{ij}, b_i \in \mathbb{R} \text{ for } 1 \leq i \leq m \\ 1 \leq j \leq n$$

$$a_{m1}x_1 + \dots + a_{mn}x_n = b_m,$$

is there a solution, i.e., $c = \begin{pmatrix} c_1 \\ \vdots \\ c_n \end{pmatrix}$ s.t. $\sum_{j=1}^n a_{ij}c_j = b_i$ for $1 \leq i \leq m$?