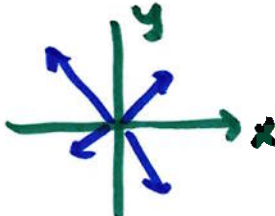


4.2 The Vector Space $\mathbb{R}^n$ and Subspaces

$\mathbb{R}^n$: vector space containing vectors with n components

$\mathbb{R}^1$: real numbers 

$\mathbb{R}^2$: vectors w/ 2 components 

$\mathbb{R}^3$: x, y, z coordinate system

$\vdots$

$\mathbb{R}^n$: same idea

the reason we can operate with them (e.g. adding them)
the same way we operate with numbers is because
they are all in vector spaces

vector space is a space that has the following 8 fundamental properties

1. $\vec{u} + \vec{v} = \vec{v} + \vec{u}$ (e.g. in $\mathbb{R}^1$, $1+2=2+1$)

2. $\vec{u} + (\vec{v} + \vec{w}) = (\vec{u} + \vec{v}) + \vec{w}$ (e.g. in $\mathbb{R}^1$, $1+(2+3) = (1+2)+3$)

3. there is a zero vector $\vec{0}$ such that $\vec{u} + \vec{0} = \vec{u}$

4. $\vec{u} + (-\vec{u}) = (-\vec{u}) + \vec{u} = \vec{0}$ vector has its own additive inverse

5. $a(\vec{u} + \vec{v}) = a\vec{u} + a\vec{v}$

6. $(a+b)\vec{u} = a\vec{u} + b\vec{u}$

7. $a(b\vec{u}) = (ab)\vec{u}$

8. there is a 1 (one) such that $1 \cdot \vec{u} = \vec{u}$

other things that not vectors in traditional sense
can also be in vector spaces

for example, M_2 : vector space containing all 2×2 matrices
"1" is the 2×2 identity

P_2 : all second degree polynomials

$$ax^2 + bx + c$$

and lots of others

a lot of times we work with subspaces of known
vector spaces

What is a subspace?

it is a part of a vector space (has all 8 properties)
such that it is closed under addition and scalar
multiplication

closed under addition: sum of "vectors" in subspace
remains in the same subspace

closed under scalar multiplication: scalar multiple remains
in the same subspace

for example, $\mathbb{R}^2$ is contained in $\mathbb{R}^3$

two arbitrary $\mathbb{R}^2$ vectors in $\mathbb{R}^2$ remains in $\mathbb{R}^2$

$$\vec{u} = \begin{bmatrix} a \\ b \end{bmatrix} \quad \vec{v} = \begin{bmatrix} c \\ d \end{bmatrix} \quad \vec{u} + \vec{v} = \begin{bmatrix} a+c \\ b+d \end{bmatrix} \quad \text{still some } \mathbb{R}^2 \text{ vector}$$

a, b, c, d are numbers

Scalar multiplication: $\vec{u} = \begin{bmatrix} a \\ b \end{bmatrix}$ $k\vec{u} = \begin{bmatrix} ka \\ kb \end{bmatrix}$
↓
remains an $\mathbb{R}^2$ vector

(Arrows point from the words "number" to the scalars k in the vector components)

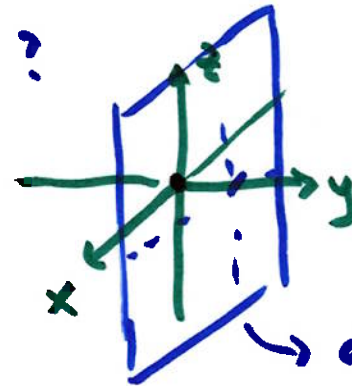
equivalently: linear combinations remain in the same space

→ implies the zero vector must be in a subspace

ANY subspace MUST have ALL of these:

1. closed under addition
2. closed under scalar multiplication
3. has zero vector

another example: is part of $\mathbb{R}^3$ such that $y = 1$ a subspace?



all vectors in this plane

closed under addition?

$$\vec{u} = \begin{bmatrix} a \\ 1 \\ b \end{bmatrix} \quad \vec{v} = \begin{bmatrix} c \\ 1 \\ d \end{bmatrix} \quad a, b, c, d \text{ numbers}$$

$$\vec{u} + \vec{v} = \begin{bmatrix} a+c \\ \color{red}{2} \\ b+d \end{bmatrix} \quad \text{is NOT a vector from that plane!}$$

it left the plane!

it is NOT closed under addition

so that plane is NOT a subspace of $\mathbb{R}^3$

An important subspace we often work with is the null space of a matrix

→ all possible solutions to $A\vec{x} = \vec{0}$
(all possible $\vec{x}$ that get sent to 0)

example

$$\begin{aligned}x_1 - 4x_2 - 3x_3 - 7x_4 &= 0 \\2x_1 - x_2 + x_3 + 7x_4 &= 0 \\x_1 + 2x_2 + 3x_3 + 11x_4 &= 0\end{aligned}$$

$$A\vec{x} = \vec{0}$$
$$\underbrace{\begin{bmatrix} 1 & -4 & -3 & -7 \\ 2 & -1 & 1 & 7 \\ 1 & 2 & 3 & 11 \end{bmatrix}}_A \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

A (nullspace of A contains ALL vectors the matrix transforms into $\vec{0}$)

$$\begin{bmatrix} 1 & -4 & -3 & -7 & 0 \\ 2 & -1 & 1 & 7 & 0 \\ 1 & 2 & 3 & 11 & 0 \end{bmatrix}$$

solve the system

$$\rightarrow \dots \rightarrow \begin{array}{c} x_1 \quad x_2 \quad x_3 \quad x_4 \\ \begin{bmatrix} \boxed{1} & 0 & 1 & 5 & 0 \\ 0 & \boxed{1} & 1 & 3 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix} \end{array} \leftarrow \begin{array}{l} \text{zero row} \\ \text{no pivots} \end{array}$$

4 variables, 2 pivots $\rightarrow$ 2 free

x_3, x_4 have no pivots, so they are free

$$x_3 = r$$

$$x_4 = t$$

$$\text{row 2: } \dots \rightarrow x_2 = -r - 3t$$

$$\text{row 1: } \dots \rightarrow x_1 = -r - 5t$$

the vectors the matrix sent to $\vec{0}$ look like

$$\begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} -r - 5t \\ -r - 3t \\ r \\ t \end{bmatrix}$$

$$= r \begin{bmatrix} -1 \\ -1 \\ 1 \\ 0 \end{bmatrix} + t \begin{bmatrix} -5 \\ -3 \\ 0 \\ 1 \end{bmatrix}$$

the matrix A sends All linear combos

of $\begin{bmatrix} -1 \\ -1 \\ 1 \\ 0 \end{bmatrix}$ and $\begin{bmatrix} -5 \\ -3 \\ 0 \\ 1 \end{bmatrix}$ to $\vec{0}$

nullspace holds all these