

2.9 Dimension and Rank (NOT ON EXAM 1)

basis : the minimum set of vectors needed to span a subspace
these vectors ("bases") can also be used as
the coordinate system in the subspace.

example The basis of a subspace is

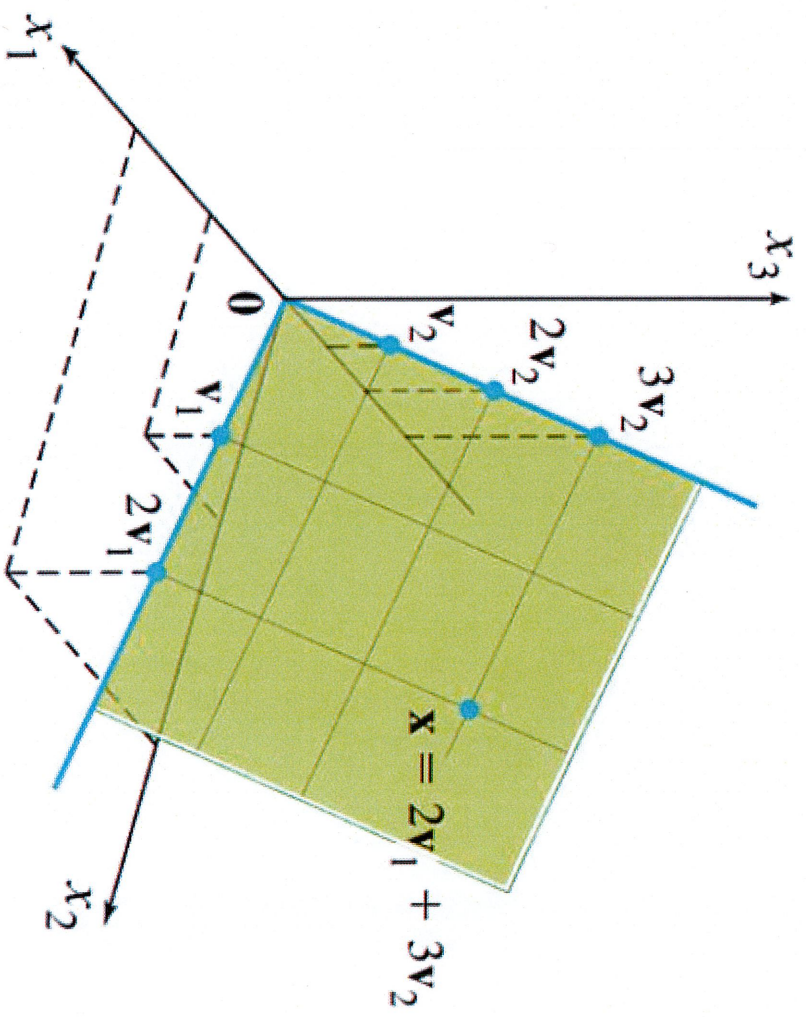
$$B = \left\{ \begin{bmatrix} 1 \\ 4 \\ -3 \end{bmatrix}, \begin{bmatrix} -2 \\ -7 \\ 5 \end{bmatrix} \right\} \quad \text{plane through origin}$$

a ~~the~~ vector in the subspace is $\begin{bmatrix} -5 \\ -17 \\ 12 \end{bmatrix}$

$$\begin{bmatrix} -5 \\ -17 \\ 12 \end{bmatrix} = (1) \begin{bmatrix} 1 \\ 4 \\ -3 \end{bmatrix} + (3) \begin{bmatrix} -2 \\ -7 \\ 5 \end{bmatrix}$$

but it is also

$$\begin{bmatrix} -5 \\ -17 \\ 12 \end{bmatrix} = (-5) \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} + (-17) \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} + (12) \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$



the coordinates in \mathbb{R}^3 is $\begin{bmatrix} -5 \\ -17 \\ 12 \end{bmatrix}$

but in B it is $\begin{bmatrix} 1 \\ 3 \end{bmatrix} \Rightarrow$ coordinates relative
to the basis B or B -coordinate
vector

~~not~~ really, the basis vectors can simply be looked at
as a coord. transformation.

B , in this example, is a subspace of \mathbb{R}^3 and is a plane
and it behaves just like \mathbb{R}^2 even though it is not \mathbb{R}^2 .

there is a one-to-one correspondence between B and \mathbb{R}^2
the subspace preserves linear combinations
(looks and acts like \mathbb{R}^2)

\Rightarrow "isomorphism"

the transformation between B and \mathbb{R}^2 is both
onto and one-to-one

the basis itself is not unique

but once chosen, every vector can only be described one way

→ this is because basis vectors are linearly independent

if $\{\vec{v}_1, \vec{v}_2, \vec{v}_3\}$ is basis set

if we could describe a vector in more than one way,

$$\vec{b} = c_1 \vec{v}_1 + c_2 \vec{v}_2 + c_3 \vec{v}_3$$

$$\vec{b} = d_1 \vec{v}_1 + d_2 \vec{v}_2 + d_3 \vec{v}_3$$

where $c_i \neq d_i$

then

$$\vec{0} = (c_1 - d_1) \vec{v}_1 + (c_2 - d_2) \vec{v}_2 + (c_3 - d_3) \vec{v}_3$$

but this cannot happen because \vec{v}_i are linearly independent

thus, the $c_i \neq d_i$ assumption is wrong.

The number of vectors in a basis set of subspace H is called the dimension of H . $\dim H$

e.g. for \mathbb{R}^3 , one possible basis is $\left\{ \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \right\}$
 $\dim \mathbb{R}^3 = 3$

If H is an n -dimensional subspace then any set of n linearly independent vectors is a basis of H .

$$\begin{bmatrix} 1 & -1 & 5 \\ 2 & 0 & 7 \\ -3 & -5 & -3 \end{bmatrix} \sim \dots \sim \begin{bmatrix} \boxed{1} & -1 & 5 \\ 0 & \boxed{2} & -3 \\ 0 & 0 & 0 \end{bmatrix}$$

what is $\dim \text{Col } A$? 2 because columns 1 and 2 are basic variable pivot columns and are independent, so they form a basis of $\text{Col } A$.

what is $\dim \text{Nul } A$? 1 because free there is one free variable and all solutions are multiples of one vector of
all solutions of $A\vec{x} = \vec{0}$ variables

$\dim \text{Nul } A = \# \text{ of free variables}$

what is $\dim \text{Nul } A$ if $A = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$?

$\text{Nul } A = \{ \vec{0} \}$ we defined $\dim \text{Nul } A = 0$

If A ~~is~~ has n columns, $\xrightarrow{\text{n variables}}$
then $\underbrace{\dim \text{Col } A}_{\# \text{ of basic}} + \underbrace{\dim \text{Nul } A}_{\# \text{ of free}} = N$

• $\dim \text{Col } A$ is also called the rank of A

~~How~~ 3×5 matrix can have at most 3 basic variables
and at least 2 free variables

$\begin{bmatrix} \boxed{1} & \vdots & \vdots & \vdots & \vdots \\ \vdots & \boxed{1} & \vdots & \vdots & \vdots \\ \vdots & \vdots & \vdots & \boxed{1} & \vdots \end{bmatrix}$
at most 3 pivots

if A is 3×5 then $T: \mathbb{R}^5 \rightarrow \mathbb{R}^3$

$\dim \text{Nul } A$ tells us how many axes are "lost" due to the transformation.

$$A = \begin{bmatrix} 1 & \begin{bmatrix} 0 \\ 0 \end{bmatrix} \end{bmatrix} \rightarrow \text{this axis is lost (is in null space)}$$

$$\text{the } A \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x \\ 0 \end{bmatrix}$$