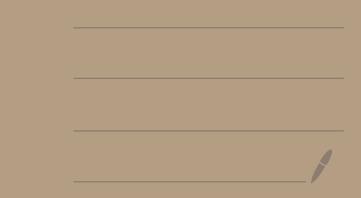
Math 2550-04 10/21/24



EX: In IR3, let $\vec{\alpha} = \langle -1, 0, 1 \rangle, \vec{b} = \langle -5, -3, 2 \rangle, \vec{c} = \langle 1, 1, 0 \rangle$ Notice that $\langle -5, -3, 2 \rangle = 2 \langle -1, 0, 1 \rangle - 3 \langle 1, 1, 0 \rangle$ b = 2a - 3cSo, bis in the span of a and 2. Thus, a,b,c are linearly dependent. Another way to write $T_{b} = 2a - 3c$. 15 2.3 - 1.6 - 32 = 0

Fact: The vectors
$$\vec{V}_1, \vec{V}_2, ..., \vec{V}_r$$

are linearly independent if
the only solution to
 $\vec{V}_1 + c_2 \vec{V}_2 + ... + c_r \vec{V}_r = \vec{O}$
is $c_1 = 0, c_2 = 0, ..., c_r = 0$.
If there are more solutions
then the vectors are linearly
dependent.

Ex: Are $\vec{v}_1 = \langle 1, -2, 1 \rangle$ $\vec{v}_2 = \langle 1, 0, 1 \rangle, \vec{v}_3 = \langle 0, 1, 0 \rangle$ linearly dependent or linearly independent?

We want to solve $C_1V_1 + C_2V_2 + C_3V_3 = 0$ $=\langle 0,0,0\rangle$

 $\frac{1}{\sqrt{0}} = \frac{1}{\sqrt{0}} = \frac{1$ This gives

 $\langle c_{1}+c_{2}\rangle - 2c_{1}+c_{3}\rangle c_{1}+c_{2}\rangle = \langle 0,0,0\rangle$ This becomes

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 $\begin{array}{rcl} c_{1} + c_{2} &= 0 \\ -2c_{1} &+ c_{3} &= 0 \\ c_{1} + c_{2} &= 0 \end{array}$

Let's solue. Let's shoe. $\begin{pmatrix} 1 & 1 & 0 & 0 \\ -2 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 \end{pmatrix} \xrightarrow{2R_1 + R_2 \to R_2}_{-R_1 + R_3 \to R_3} \begin{pmatrix} 1 & 1 & 0 & 0 \\ 0 & z & 1 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}$ $\underbrace{V_2 R_2 \to R_2}_{0 & 0 & 0 & 0} \begin{pmatrix} 1 & 0 & 0 \\ 0 & z & 1 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}$

We get $C_{1} + C_{2} = 0$ (1) [eading: C_{1}, C_{2} $C_{2} + \frac{1}{2}C_{3} = 0$ (2) [ree: C_{3} 0 = 0 (3)

We get:

 $(I) C_1 = -C_2$ $(2) C_2 = -\frac{1}{2} C_3$ $(\mathbf{j}) c_{\mathbf{j}} = t$ Back substitute: $(3) c_3 = t$ (2) $c_2 = -\frac{1}{2}c_3 = -\frac{1}{2}t$ $() <_1 = - c_2 = - (- \frac{1}{2} t) = \frac{1}{2} t$ Plug this back into $c_1 \vec{v}_1 + c_2 \vec{v}_2 + c_3 \vec{v}_3 = 0$ $(\pm t)\vec{v}_1 - (\pm t)\vec{v}_2 + t\vec{v}_3 = 0$ to get tor any t. Plug in t=2 for ex. to get

 $\vec{v}_{1} - \vec{v}_{2} + 2\vec{v}_{3} = \vec{o}$ So for example $\vec{v}_{1} = \vec{v}_{2} - 2\vec{v}_{3}$ So the vectors are linearly dependent. Ex: Let $\vec{j} = \langle j, 0 \rangle$ and $\vec{j} = \langle 0, j \rangle$ in R^z. Are žįj lin. ind. or lin. dep. ? Let's solue $C_1 + C_2 = 0$ $C_{1} < 1, 0 > + C_{2} < 0, 1 > = < 0, 0 >$ We get

This gives $< <_{1}, 07 + < 0, c_{2}7 = < 0, 07$

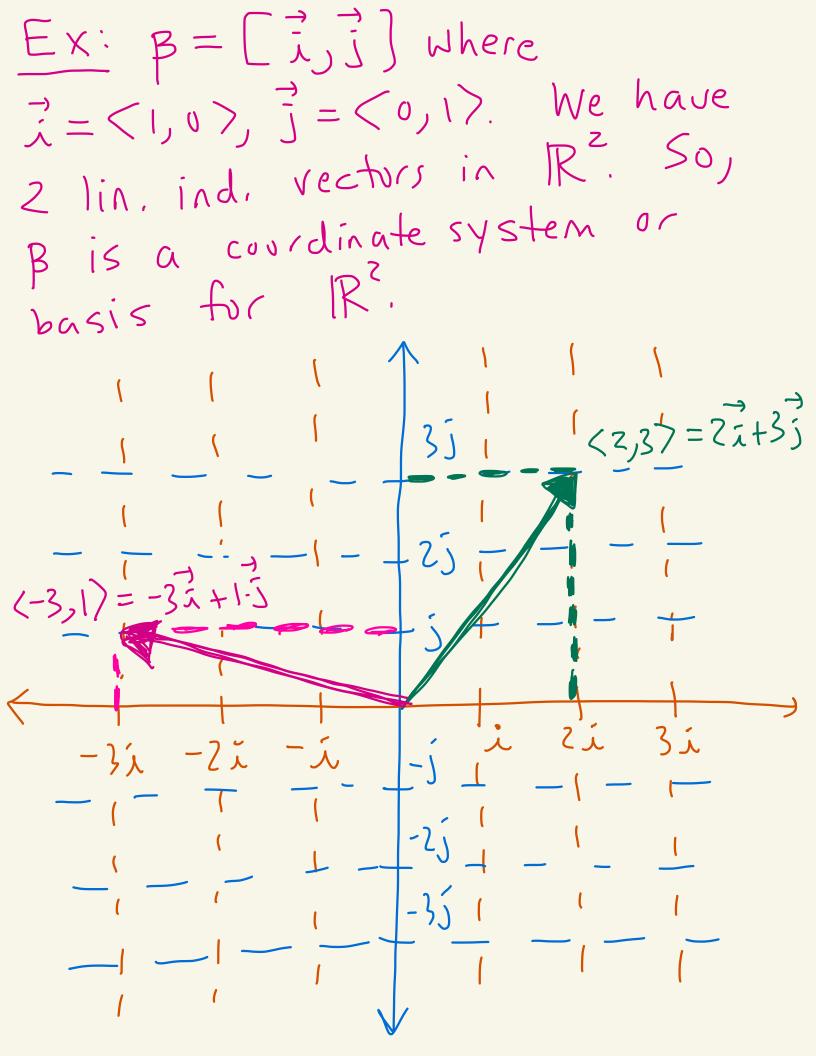
So,

$$\langle c_1, c_2 \rangle = \langle 0, 0 \rangle$$

Thus,
 $c_1 = 0$ and $c_2 = 0$.
So, the only solution to
 $c_1 \downarrow + c_2 \downarrow = 0$
is $c_1 = 0, c_2 = 0$.
Thus, $\neg \neg \neg$ are linearly independent

Coordinate system theorem Let VijVzj..., Vn be n linearly independent vectors in IR". Then VijVejijVn create a <u>coordinate system</u> for IR". That is, every Vector v in IRn can be Written uniquely in the form $\vec{v} = c_1 \vec{v}_1 + c_2 \vec{v}_2 + \dots + c_n \vec{v}_n$ If we write $B = \begin{bmatrix} \vec{v}_1, \vec{v}_2, \dots, \vec{v}_n \end{bmatrix}$ then we mean that we are fixing the ordering on the vectors and we are giving

the courdinate system the name B. People also call the vectors in B a basis. When $\vec{v} = c_1 \vec{v}_1 + c_2 \vec{v}_2 + \dots + c_n \vec{v}_n$ then CijCzjingen are called the coordinates of i with respect to B and We write $[\vec{v}]_{\beta} = \langle c_1, c_2, ..., c_n \rangle$



 $B = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ $V = \langle z, 3 \rangle$ $\vec{v} = 2\vec{i} + 3\vec{j}$ $\begin{bmatrix} v \end{bmatrix}_{B} = \langle s, 3 \rangle$ $\vec{W} = \langle -3, i \rangle = -3\vec{1} + i$ $[]_{3} = \langle -3, [\rangle$ B=[ij] is called the Standard basis (or standard IRZ Coordinate system) for

Ex: Let
$$\vec{a} = \langle 1, 1 \rangle$$
, $\vec{b} = \langle -1, 1 \rangle$
be in IR². Let's show
they are linearly independent.

We must solve

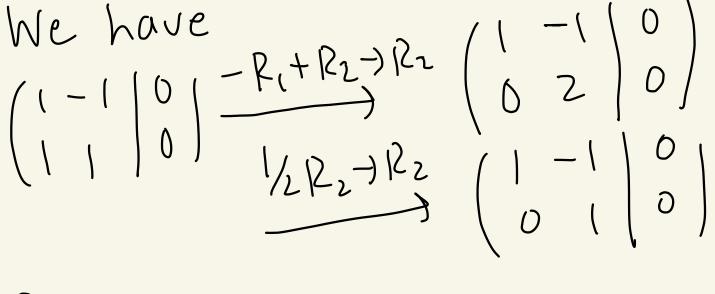
$$c_1 \overrightarrow{a} + c_2 \overrightarrow{b} = 0$$

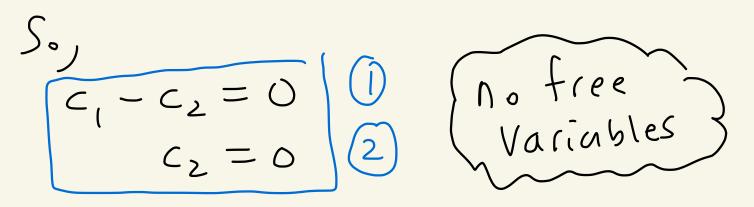
This gives
 $c_1 \angle 1, 17 + c_2 \angle -1, 17 = \langle 0, 0 \rangle$
This becomes
 $\langle c_1 - c_2, c_1 + c_2 \rangle = \langle 0, 0 \rangle$

We get

$$C_1 - C_2 = 0$$

$$C_1 + C_2 = 0$$
We have





Thus, $z_{c_2} = 0$ $(1) c_1 = c_2 = 0$

Thus, the only solution to

$$c_1 \vec{a} + c_2 \vec{b} = \vec{0}$$

is $c_1 = 0, c_2 = 0$.
So, $\vec{a} = \langle 1, 1 \rangle, \vec{b} = \langle -1, 1 \rangle$
are linearly independent.