

§ 4.4 - Coordinate Systems

- From now on, I'll use the term "vector space" without lecturing on that:

↳ • For a definition, see the handout

- In your mind, think "subspace of some \mathbb{R}^n " everytime you encounter that word!

Recall: A basis for ^{an n-dim} vector space V is a set $\mathcal{B} = \{\vec{b}_1, \dots, \vec{b}_n\}$ which is linearly independent & which satisfies $\text{span}\{\vec{b}_1, \dots, \vec{b}_n\} = V$.

↳ • B/c $\text{span}\{\vec{b}_1, \dots, \vec{b}_n\} = V$, every vector $\vec{x} \in V$ is a linear combo $\vec{x} = c_1 \vec{b}_1 + \dots + c_n \vec{b}_n$ of elements of \mathcal{B} . ← These c_1, \dots, c_n are unique.

Ex: $\mathcal{B} = \left\{ \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 \\ 2 \end{pmatrix} \right\}$ is a basis for \mathbb{R}^2 . (check this!) WRT this basis,

we can write $\begin{pmatrix} 0 \\ 1 \end{pmatrix} \in \mathbb{R}^2$:

$$\begin{pmatrix} 0 \\ 1 \end{pmatrix} = c_1 \begin{pmatrix} 1 \\ 0 \end{pmatrix} + c_2 \begin{pmatrix} 1 \\ 2 \end{pmatrix} \Rightarrow \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} c_1 + c_2 \\ 2c_2 \end{pmatrix} \Rightarrow \begin{matrix} c_1 = -1/2 \\ c_2 = 1/2 \end{matrix}$$

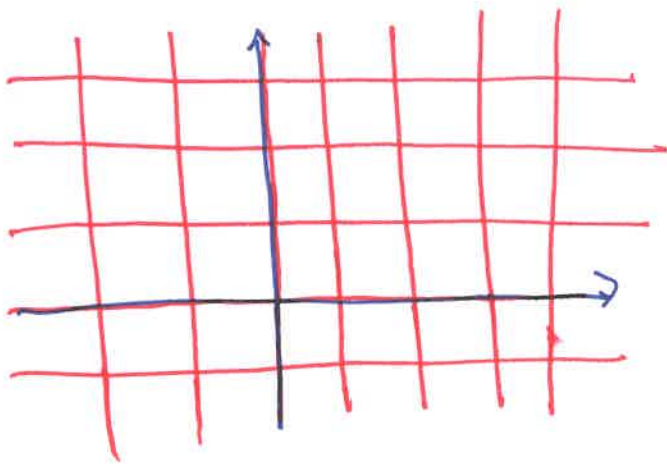
$$\text{so } \begin{pmatrix} 0 \\ 1 \end{pmatrix} = -\frac{1}{2} \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 \\ 2 \end{pmatrix}!$$

- we can imagine these values c_1, c_2 as "coordinates" for $\begin{pmatrix} 0 \\ 1 \end{pmatrix}$ WRT the basis \mathcal{B} :

$\left[\begin{pmatrix} 0 \\ 1 \end{pmatrix} \right]_{\mathcal{B}}$ $\stackrel{\text{def}}{=} \begin{matrix} \text{Coordinate vector of } \begin{pmatrix} 0 \\ 1 \end{pmatrix} \\ \text{WRT basis } \mathcal{B} \end{matrix}$

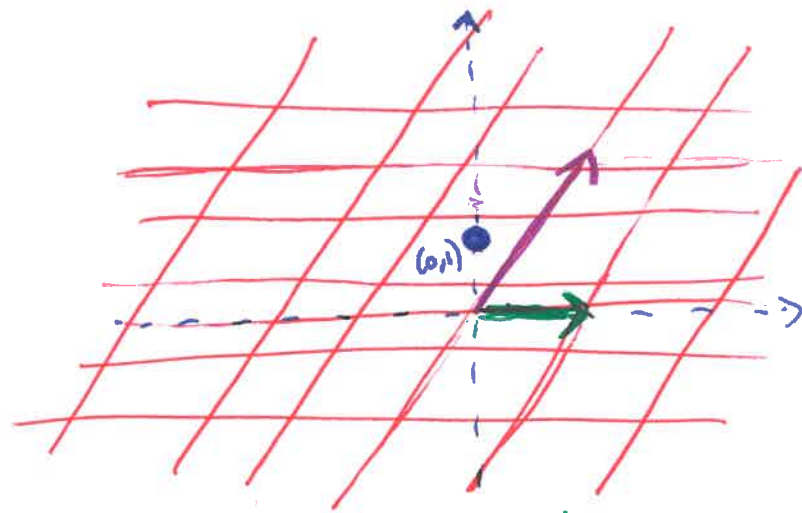
$$= \begin{pmatrix} c_1 \\ c_2 \end{pmatrix} = \begin{pmatrix} -1/2 \\ 1/2 \end{pmatrix}.$$

standard basis for \mathbb{R}^2



"old graphing paper"

Basis \mathcal{B} for \mathbb{R}^2



"new graphing paper"
 $= \begin{pmatrix} 1 \\ 0 \end{pmatrix}$
 $= \begin{pmatrix} 1 \\ 2 \end{pmatrix}$

$\bullet (0,1) = (-1/2, 1/2)$ w.r.t \mathcal{B}

So: $\mathcal{B} = \{\vec{b}_1, \dots, \vec{b}_n\}$ & $\vec{x} \in V$,

- If \mathcal{B} is a basis for V s. $V \wedge$ there exists unique constants $c_1, \dots, c_n \in \mathbb{R}$ s.t. $\vec{x} = c_1 \vec{b}_1 + \dots + c_n \vec{b}_n$.

- Def: The coordinates of \vec{x} w.r.t \mathcal{B} (aka \mathcal{B} -coords of \vec{x}) are the vals c_1, \dots, c_n

- Def: The coordinate vector of \vec{x} w.r.t \mathcal{B} (aka \mathcal{B} -coord vector) is the vector

$$[\vec{x}]_{\mathcal{B}} \stackrel{\text{def}}{=} \begin{pmatrix} c_1 \\ \vdots \\ c_n \end{pmatrix}$$

Ex: Find $[\vec{x}]_{\mathcal{B}}$ where $\mathcal{B} = \left\{ \begin{pmatrix} 1 \\ -1 \\ -3 \end{pmatrix}, \begin{pmatrix} -3 \\ 4 \\ 9 \end{pmatrix}, \begin{pmatrix} 2 \\ -2 \\ 4 \end{pmatrix} \right\}$ & $\vec{x} = \begin{pmatrix} 8 \\ -9 \\ 6 \end{pmatrix}$ (4)

• want c_1, c_2, c_3 s.t. $\begin{pmatrix} 8 \\ -9 \\ 6 \end{pmatrix} = c_1 \begin{pmatrix} 1 \\ -1 \\ -3 \end{pmatrix} + c_2 \begin{pmatrix} -3 \\ 4 \\ 9 \end{pmatrix} + c_3 \begin{pmatrix} 2 \\ -2 \\ 4 \end{pmatrix}$

$$= \underbrace{\begin{pmatrix} 1 & -3 & 2 \\ -1 & 4 & -2 \\ -3 & 9 & 4 \end{pmatrix}}_A \underbrace{\begin{pmatrix} c_1 \\ c_2 \\ c_3 \end{pmatrix}}_{\vec{c}} = A\vec{c}$$

2] \rightarrow want to solve $A\vec{c} = \vec{x}$.

Ex (Cont'd)

• In terms of augmented matrices,

$$\left(\begin{array}{ccc|c} 1 & -3 & 2 & 8 \\ -1 & 4 & -2 & -9 \\ -3 & 9 & 4 & 6 \end{array} \right) \xrightarrow{\text{REF}} \left(\begin{array}{ccc|c} 1 & -3 & 2 & 8 \\ 0 & 1 & 0 & -1 \\ 0 & 0 & 10 & 30 \end{array} \right)$$

$(A: \vec{x})$

$$\Rightarrow \left. \begin{array}{l} c_3 = 3 \\ c_2 = -1 \end{array} \right] \Rightarrow \begin{array}{l} c_1 - 3(-1) + 2(3) = 8 \\ \Rightarrow c_1 + 3 + 6 = 8 \\ \Rightarrow c_1 + 9 = 8 \Rightarrow c_1 = -1 \end{array}$$

So $[\vec{x}]_{\mathcal{B}} = \begin{pmatrix} -1 \\ -1 \\ 3 \end{pmatrix}$. \square

Note: This eq. (*) had the form $\vec{x} = A_{\mathcal{B}} [\vec{x}]_{\mathcal{B}}$ where LHS is w.r.t standard basis & $[\vec{x}]_{\mathcal{B}}$ is w.r.t \mathcal{B}

• In the previous example, note that we could augment any vector $\vec{y} = \begin{pmatrix} y_1 \\ y_2 \\ y_3 \end{pmatrix} \in \mathbb{R}^3$ to form $(A: \vec{y})$ and the result would be the weights c_1, c_2, c_3 needed to write \vec{y} (w.r.t the standard basis) as $[\vec{y}]_{\mathcal{B}}$ (w.r.t the basis \mathcal{B} in that particular example).

$$\mathcal{B} = \left\{ \vec{b}_1 = \begin{pmatrix} 1 \\ -1 \\ -3 \end{pmatrix}, \vec{b}_2 = \begin{pmatrix} -3 \\ 4 \\ 9 \end{pmatrix}, \vec{b}_3 = \begin{pmatrix} 2 \\ -2 \\ 4 \end{pmatrix} \right\}$$

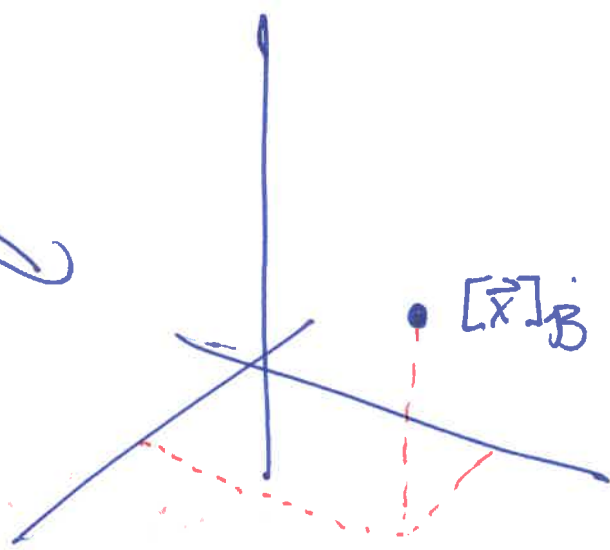
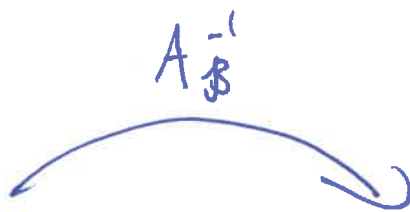
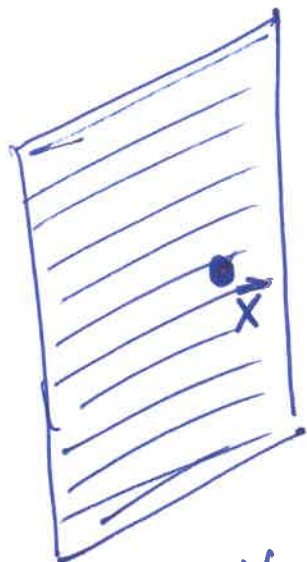
This has a name:

Def: Given a basis for the n-dim v.s. V ,

the matrix $A_{\mathcal{B}} = [\vec{b}_1 | \dots | \vec{b}_n]$ converts the \mathcal{B} -coordinates for a vector $\vec{x} \in \mathbb{R}^n$ into the standard coordinates & vice versa:

$$\vec{x} = A_{\mathcal{B}} [\vec{x}]_{\mathcal{B}} \Leftrightarrow [\vec{x}]_{\mathcal{B}} = A_{\mathcal{B}}^{-1} \vec{x}$$

$A_{\mathcal{B}}$ is called the change of coordinates matrix from \mathcal{B} to std. basis in \mathbb{R}^n .



A_B

\mathbb{R}^n w/ basis \mathcal{B}

n-dim V.S. V

(Imagine \mathbb{R}^n w/ std coords)

Ex:

Convert:

① From coords

$$\mathcal{B} = \left\{ \begin{pmatrix} 3 \\ -5 \end{pmatrix}, \begin{pmatrix} -4 \\ 6 \end{pmatrix} \right\}$$

into \mathbb{R}^2 w/ std

$$[\vec{x}]_{\mathcal{B}} = \begin{bmatrix} 5 \\ 3 \end{bmatrix}$$

Ans

$$\vec{x} = c_1 \vec{b}_1 + c_2 \vec{b}_2 \Rightarrow \vec{x} = 5 \begin{pmatrix} 3 \\ -5 \end{pmatrix} + 3 \begin{pmatrix} -4 \\ 6 \end{pmatrix} = \begin{pmatrix} 15 - 12 \\ -25 + 18 \end{pmatrix} = \begin{pmatrix} 3 \\ -7 \end{pmatrix}$$

② From \mathbb{R}^2 w/ std coords

$$\text{into } \mathcal{B} = \left\{ \begin{pmatrix} 2 \\ 1 \end{pmatrix}, \begin{pmatrix} 1 \\ 1 \end{pmatrix} \right\} \text{ for}$$

$$\vec{x} = \begin{pmatrix} 3 \\ 4 \end{pmatrix}$$

Ans: Want c_1, c_2 s.t.

Hint: $\begin{pmatrix} 2 & 1 \\ 1 & 1 \end{pmatrix}^{-1} = \begin{pmatrix} 1 & -1 \\ -1 & 2 \end{pmatrix}$

$$\vec{x} = c_1 b_1 + c_2 b_2$$

$$\Rightarrow \begin{pmatrix} 3 \\ 4 \end{pmatrix} = \begin{pmatrix} 2 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} c_1 \\ c_2 \end{pmatrix}$$

$$\Rightarrow \begin{pmatrix} 2 & 1 \\ 1 & 1 \end{pmatrix}^{-1} \begin{pmatrix} 3 \\ 4 \end{pmatrix} = \begin{pmatrix} c_1 \\ c_2 \end{pmatrix}$$

$$\Rightarrow \begin{pmatrix} c_1 \\ c_2 \end{pmatrix} = \begin{pmatrix} 1 & -1 \\ -1 & 2 \end{pmatrix} \begin{pmatrix} 3 \\ 4 \end{pmatrix} = \begin{pmatrix} 3 - 4 \\ -3 + 8 \end{pmatrix} = \begin{pmatrix} -1 \\ 5 \end{pmatrix}$$