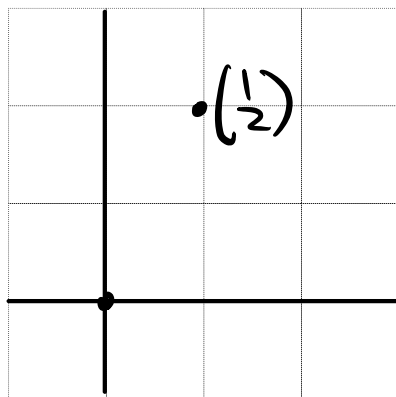


Geometry of Vectors

Recall: A **vector** in \mathbb{R}^n is a list of n numbers:
 $v = (x_1, \dots, x_n) \in \mathbb{R}^n$

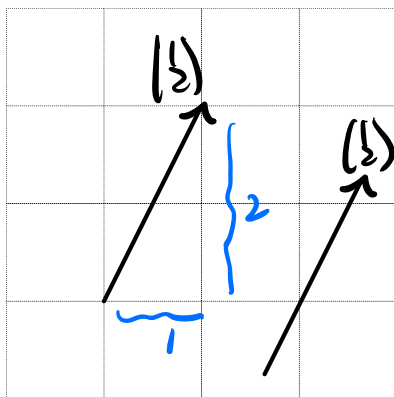
We can draw a vector
as a **point** in Euclidean space:

$$\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} \text{x-coordinate} \\ \text{y-coordinate} \end{pmatrix}$$



We will often consider a vector as an **arrow**, or **displacement**: measures the **difference** between two points.

$$\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} \text{x-displacement} \\ \text{y-displacement} \end{pmatrix}$$



NB the tail of the vector can be anywhere, but by default vectors start at 0

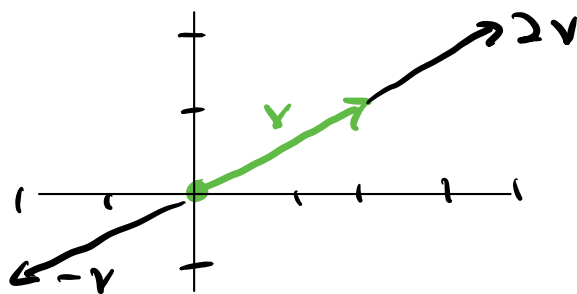
How do **algebraic operations** behave **geometrically**?
We'll describe in terms of arrows.

Scalar Multiplication:

- the **length** of cv is $|c| \times$ the length of v
- the **direction** of cv is
 - the same as v if $c > 0$
 - the opposite from v if $c < 0$

[demo]

Eg: $v = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$



$$2v = \begin{pmatrix} 4 \\ 2 \end{pmatrix}$$

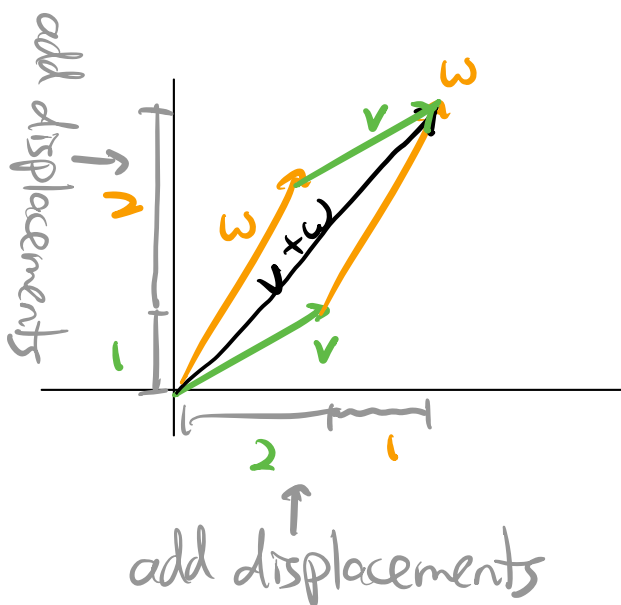
$$-v = \begin{pmatrix} -2 \\ -1 \end{pmatrix}$$

Vector Addition:

This just adds the **displacements**.

Parallelogram Law: to draw $v+w$,
draw the **tail** of v at the **head** of w
(or vice-versa); the head of v is at
 $v+w$.

Eg: $v = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$
 $w = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$
 $v+w = \begin{pmatrix} 3 \\ 3 \end{pmatrix}$



[demo]

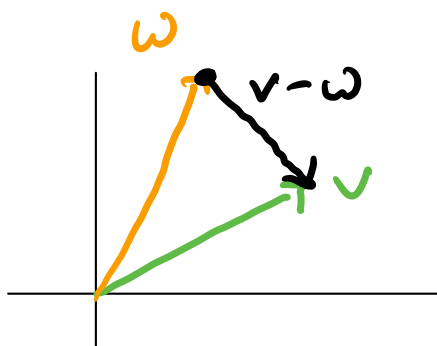
Vector Subtraction: $w + (v - w) = v$

So $v - w$ starts at the head of w & ends at the head of v .

Eg: $v = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$

$w = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$

$v - w = \begin{pmatrix} 1 \\ -1 \end{pmatrix}$



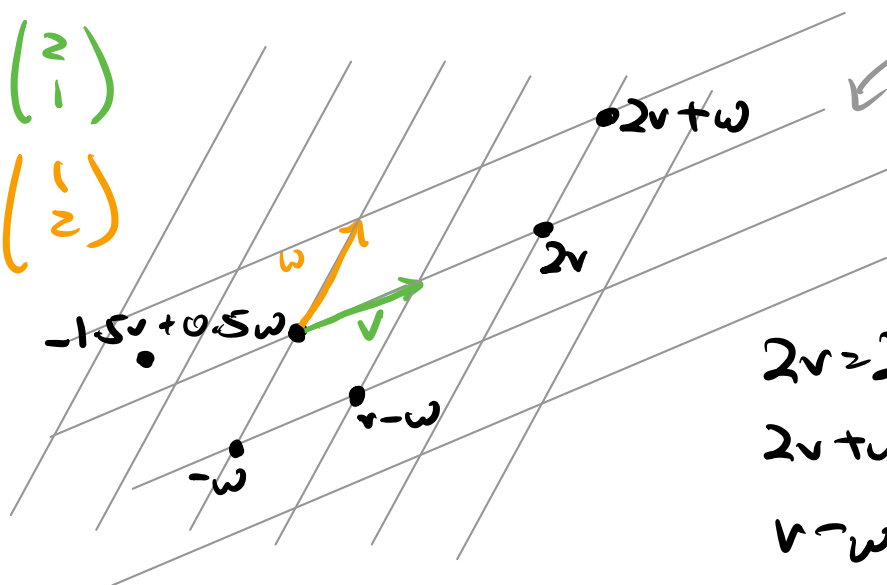
[demo]

Linear Combinations:

First scale, then add.

Eg: $v = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$

$w = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$



grid lines are in v - and w -directions

[demos]

$2v = 2v + 0w = \begin{pmatrix} 4 \\ 2 \end{pmatrix}$

$2v + w = \begin{pmatrix} 5 \\ 4 \end{pmatrix}$

$v - w = \begin{pmatrix} 1 \\ -1 \end{pmatrix}$

This is like giving directions: "To get to $-1.5v + 0.5w$, first go $1.5 \times$ length of v in the opposite v -direction, then go $0.5 \times$ length of w in the w -direction."

Spans

Look out for two subtle concepts below.

Recall: the notion of "all linear combinations of some set of vectors" came up twice last time:

- $Ax=b$ is consistent if $b \in (\text{all linear combinations of the columns of } A)$
- If so, the solution set of $Ax=b$ is $(\text{particular solution}) + (\text{all linear combinations of some vectors})$

Def: The span of a list of vectors is the set of all linear combinations of those vectors:

$$\text{Span}\{v_1, v_2, \dots, v_n\} = \left\{ c_1 v_1 + c_2 v_2 + \dots + c_n v_n : c_1, \dots, c_n \in \mathbb{R} \right\}$$

↑ "the set of" ↑ "all things of this form" ↑ "such that" ↑ "these conditions hold"

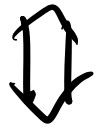
This is set-builder notation ↑

Translation of the above:

- (1) $Ax=b$ is consistent $\iff b \in \text{Span}\{\text{columns of } A\}$
- (2) If so, the solution set of $Ax=b$ is $(\text{particular solution}) + \text{Span}\{\text{some vectors}\}$

Column Picture Criterion for Consistency (again)

$Ax=b$ is consistent (has at least one solution)



$b \in \text{Span}\{\text{columns of } A\}$

subtle
concept
#1

What do spans look like?

It's the smallest "linear space" (line, plane, etc.) containing all your vectors & the origin.

Eg: $\text{Span}\{v\} = \{cv : c \in \mathbb{R}\}$

→ If $v \neq 0$ get the line thru 0 & v

→ $\text{Span}\{0\} = \{c \cdot 0 : c \in \mathbb{R}\} = \{0\}$

= the set containing only 0

[demo]

Eg: $\text{Span}\{v, w\} = \{cv + dw : c, d \in \mathbb{R}\}$

→ If v, w are not collinear, get the plane defined by $0, v$, and w

→ If v, w are collinear and nonzero, get the line thru v, w , and 0 .

→ If $v=w=0$ get $\{0\}$

[demo]

Eg: $\text{Span}\{u, v, w\} = \{bu + cv + dw : b, c, d \in \mathbb{R}\}$

→ If u, v, w are not coplanar, get **space**

→ If u, v, w are coplanar but not collinear, get the **plane** containing them.

→ If u, v, w are collinear & not all zero, get the **line** thru u, v, w , and 0 .

→ If $u = v = w = 0$ get $\{0\}$

[demo]

Eg: $\text{Span}\{\overset{\text{empty set}}{\emptyset}\} = \{0\}$ (by convention)

Warning: Be careful to distinguish these sets:

- $\{\emptyset\}$: the **empty set** has no vectors in it at all (eg. the solution set of an inconsistent system)

- $\{0\}$: the **point** contains (only) the zero vector

The difference is: $\{0\}$ contains 0 ; $\{\emptyset\}$ does not.

Likewise,

- $\{v_1, \dots, v_n\}$: a set with **n vectors** in it

- $\text{Span}\{v_1, \dots, v_n\}$ is a **linear space**: it contains **infinitely many vectors** (unless $v_1 = \dots = v_n = 0$)

eg. a line



The span construction allows you to parametrizally describe a linear space (infinite set) using a finite amount of data.

→ Now you can do computations!

NB: Every span contains the zero vector!

$$0 = 0 \cdot v_1 + 0 \cdot v_2 + \dots + 0 \cdot v_n$$

So eg. this line is not a span:

∴

Eg. $\{ \}$ is not a span! It does not contain 0.

Q: Is $\begin{bmatrix} 8 \\ 16 \\ 3 \end{bmatrix}$ in $\text{Span}\left\{ \begin{bmatrix} 1 \\ 2 \\ 6 \end{bmatrix}, \begin{bmatrix} -1 \\ -2 \\ -1 \end{bmatrix} \right\}$?

In other words, does

$$x_1 \begin{bmatrix} 1 \\ 2 \\ 6 \end{bmatrix} + x_2 \begin{bmatrix} -1 \\ -2 \\ -1 \end{bmatrix} = \begin{bmatrix} 8 \\ 16 \\ 3 \end{bmatrix} \quad \text{have a solution?}$$

Let's solve this vector equation:

$$\left[\begin{array}{cc|c} 1 & -1 & 8 \\ 2 & -2 & 16 \\ 6 & -1 & 3 \end{array} \right] \xrightarrow{\text{RREF}} \left[\begin{array}{cc|c} 1 & 0 & -1 \\ 0 & 1 & -9 \\ 0 & 0 & 0 \end{array} \right] \rightsquigarrow \begin{matrix} x_1 = -1 \\ x_2 = -9 \end{matrix}$$

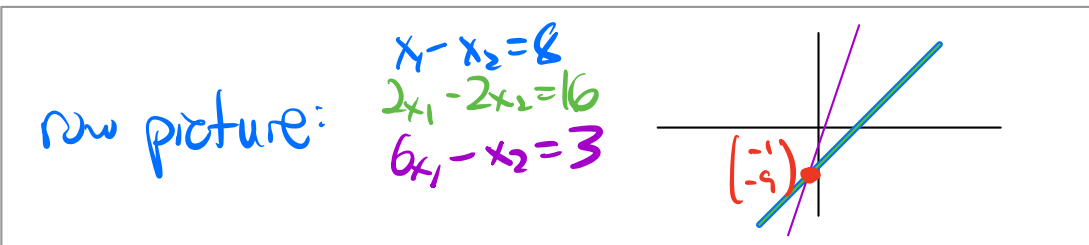
Answer: yes, $\begin{bmatrix} 8 \\ 16 \\ 3 \end{bmatrix} \in \text{Span}\left\{ \begin{bmatrix} 1 \\ 2 \\ 6 \end{bmatrix}, \begin{bmatrix} -1 \\ -2 \\ -1 \end{bmatrix} \right\}$

This example is just the " \Rightarrow " of the statement:
 $Ax=b$ is consistent $\iff b \in \text{Span}\{\text{cols of } A\}$

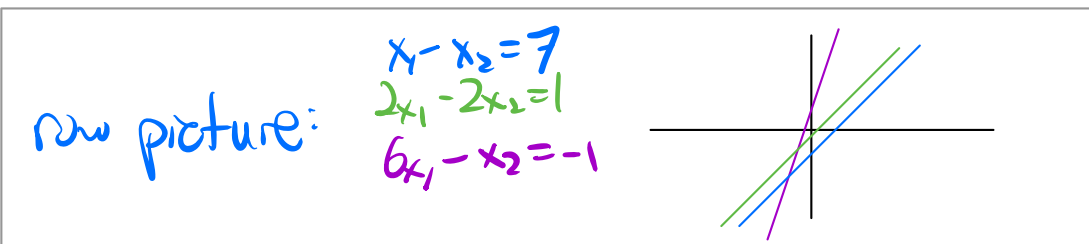
Column Picture Criterion for Consistency:

subtle
concept
#1

• $\begin{pmatrix} 1 & -1 \\ 2 & -2 \\ 6 & -1 \end{pmatrix} x = \begin{pmatrix} 8 \\ 16 \\ 3 \end{pmatrix}$ is consistent because
 $\begin{pmatrix} 8 \\ 16 \\ 3 \end{pmatrix} \in \text{Span}\left\{\begin{pmatrix} 1 \\ 2 \\ 6 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \\ -1 \end{pmatrix}\right\}$ [demo]



• $\begin{pmatrix} 1 & -1 \\ 2 & -2 \\ 6 & -1 \end{pmatrix} x = \begin{pmatrix} 7 \\ 1 \\ -1 \end{pmatrix}$ is inconsistent because
 $\begin{pmatrix} 7 \\ 1 \\ -1 \end{pmatrix} \notin \text{Span}\left\{\begin{pmatrix} 1 \\ 2 \\ 6 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \\ -1 \end{pmatrix}\right\}$ [demo]



Homogeneous Equations

If the solution set of $Ax=b$ is a span

$\Rightarrow 0$ is a solution (every span contains 0)

$$\Rightarrow A0=b \Rightarrow b=0$$

Let's study this case.

Def: $Ax=b$ is called **homogeneous** if $b=0$.

Eg: $x_1 + 2x_2 + 2x_3 + x_4 = 0$
 $2x_1 + 4x_2 + x_3 - x_4 = 0$

NB: A homogeneous equation is **always consistent**
since 0 is a solution: $A \cdot 0 = 0$

Def: The **trivial solution** of a homogeneous equation $Ax=0$ is the zero vector.

Eg: Let's solve the homogeneous system

$$\begin{aligned} x_1 + 2x_2 + 2x_3 + x_4 &= 0 \\ 2x_1 + 4x_2 + x_3 - x_4 &= 0 \end{aligned} \rightsquigarrow \left[\begin{array}{cccc|c} 1 & 2 & 2 & 1 & 0 \\ 2 & 4 & 1 & -1 & 0 \end{array} \right]$$

$$\xrightarrow{R_2 \leftarrow 2R_1} \left[\begin{array}{cccc|c} 1 & 2 & 2 & 1 & 0 \\ 0 & 0 & -3 & -3 & 0 \end{array} \right]$$

$$\xrightarrow{R_2 \div -3} \left[\begin{array}{cccc|c} 1 & 2 & 2 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{array} \right]$$

$$\xrightarrow{R_1 \leftarrow 2R_2} \left[\begin{array}{cccc|c} 1 & 2 & 0 & -1 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{array} \right]$$

$$\begin{aligned} \text{PF} \rightarrow x_1 &= -2x_2 + x_4 \\ x_2 &= x_2 \\ x_3 &= -x_4 \\ x_4 &= x_4 \end{aligned}$$

$$\text{PVF} \rightarrow x = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} + x_2 \begin{pmatrix} -2 \\ 1 \\ 0 \\ 0 \end{pmatrix} + x_4 \begin{pmatrix} 1 \\ 0 \\ -1 \\ 1 \end{pmatrix}$$

Observations:

(1) The augmented column is **always zero**.

When solving homogeneous equations, you don't need to write the augmented column.

$$\left[\begin{array}{cccc|c} 1 & 2 & 2 & 1 & 0 \\ 2 & 4 & 1 & -1 & 0 \end{array} \right] \rightarrow \left[\begin{array}{cccc} 1 & 2 & 2 & 1 \\ 2 & 4 & 1 & -1 \end{array} \right]$$

(2) The particular solution is the zero vector

(3) The solution set is

$$\text{Span} \left\{ \begin{pmatrix} 2 \\ -1 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 \\ 0 \\ -1 \\ 1 \end{pmatrix} \right\}$$

Fact: The PVF of a homogeneous system always has **particular solution = 0**. The solution set is the **span** of the other vectors you've produced.

Inhomogeneous Equations

Def: $Ax=b$ is called **inhomogeneous** if $b \neq 0$.

What's the difference from homogeneous equations?

NB: It can be inconsistent!

Let's solve the inhomogeneous & homogeneous versions:

Eg: **inhomogeneous**

$$\begin{bmatrix} 2 & 1 & 12 \\ 1 & 2 & 9 \end{bmatrix} x = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

\downarrow (augmented) matrix

$$\left[\begin{array}{ccc|c} 2 & 1 & 12 & 1 \\ 1 & 2 & 9 & -1 \end{array} \right]$$

\downarrow RREF

$$\left[\begin{array}{ccc|c} 1 & 0 & 5 & 1 \\ 0 & 1 & 2 & -1 \end{array} \right]$$

\downarrow

$$x = \begin{pmatrix} 1 \\ -1 \\ 0 \end{pmatrix} + z \begin{pmatrix} -5 \\ -2 \\ 1 \end{pmatrix}$$

\downarrow

$$\begin{pmatrix} 1 \\ -1 \\ 0 \end{pmatrix} + \text{Span} \left\{ \begin{pmatrix} -5 \\ -2 \\ 1 \end{pmatrix} \right\}$$

homogeneous

$$\begin{bmatrix} 2 & 1 & 12 \\ 1 & 2 & 9 \end{bmatrix} x = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

\downarrow

$$\left[\begin{array}{ccc|c} 2 & 1 & 12 & 0 \\ 1 & 2 & 9 & 0 \end{array} \right]$$

\downarrow

$$\left[\begin{array}{ccc|c} 1 & 0 & 5 & 0 \\ 0 & 1 & 2 & 0 \end{array} \right]$$

\downarrow

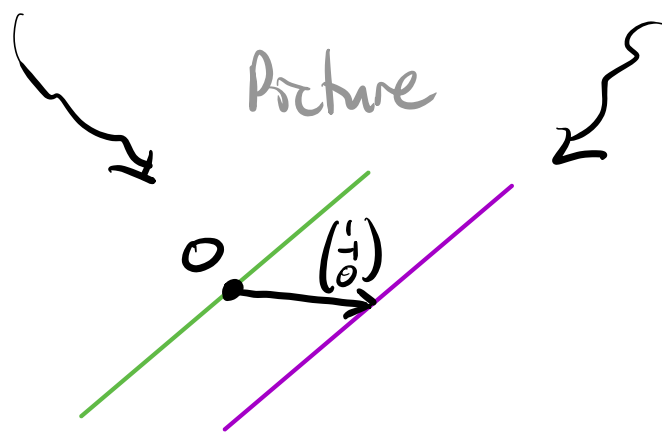
$$x = z \begin{pmatrix} -5 \\ -2 \\ 1 \end{pmatrix}$$

\downarrow

$$\text{Span} \left\{ \begin{pmatrix} -5 \\ -2 \\ 1 \end{pmatrix} \right\}$$

Solution set

same



[demo]

The only difference is the particular solution!
Otherwise they're **parallel** lines.

subtle
concept
#2

Facts:

- (1) The solution set of $Ax=0$ is a **span**.
- (2) The solution set of $Ax=b$ is **not a span** for $b \neq 0$: it is a **translate** of the solution set of $Ax=0$ by a particular solution. (Or it is empty.)

$$\left(\begin{array}{c} \text{solutions} \\ \text{of } Ax=0 \end{array} \right) = (\text{zero}) + \text{Span} \left\{ \begin{array}{c} \text{vectors} \\ \text{from AVE} \end{array} \right\}$$

same vectors! ↕

$$\left(\begin{array}{c} \text{solutions} \\ \text{of } Ax=b \end{array} \right) = \left(\begin{array}{c} \text{particular} \\ \text{solution} \end{array} \right) + \text{Span} \left\{ \begin{array}{c} \text{vectors} \\ \text{from AVE} \end{array} \right\}$$

In fact, to get the solutions of $Ax=b$ you can translate the solutions of $Ax=0$ by **any** single solution of $Ax=b$.

→ Say p is some solution of $Ax=b$, so $Ap=b$.
Then $Ax=0 \iff Ap+Ax=b \iff A(p+x)=b$

vectors of the form $p + (\text{soln of } Ax=0)$

NB: Expressing a solution set as a (translate of a) span means writing it in **parametric form**:

$$x \in \begin{pmatrix} -1 \\ 0 \\ 0 \\ 0 \end{pmatrix} + \text{Span} \left\{ \begin{pmatrix} -2 \\ 1 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 \\ 0 \\ 1 \\ 1 \end{pmatrix} \right\}$$

$$\iff x = \begin{pmatrix} -1 \\ 0 \\ 0 \\ 0 \end{pmatrix} + c \begin{pmatrix} -2 \\ 1 \\ 0 \\ 0 \end{pmatrix} + d \begin{pmatrix} 1 \\ 0 \\ 1 \\ 1 \end{pmatrix}$$

↑ parameters

So think:

Spans

\equiv

Parametric form

Row & Column Picture

We now know:

Row Picture (1) (All solutions of $Ax=b$)

subtle concept #2

$$= \left(\text{Some solution of } Ax=b \right) + \left(\text{All solutions of } Ax=0 \right)$$

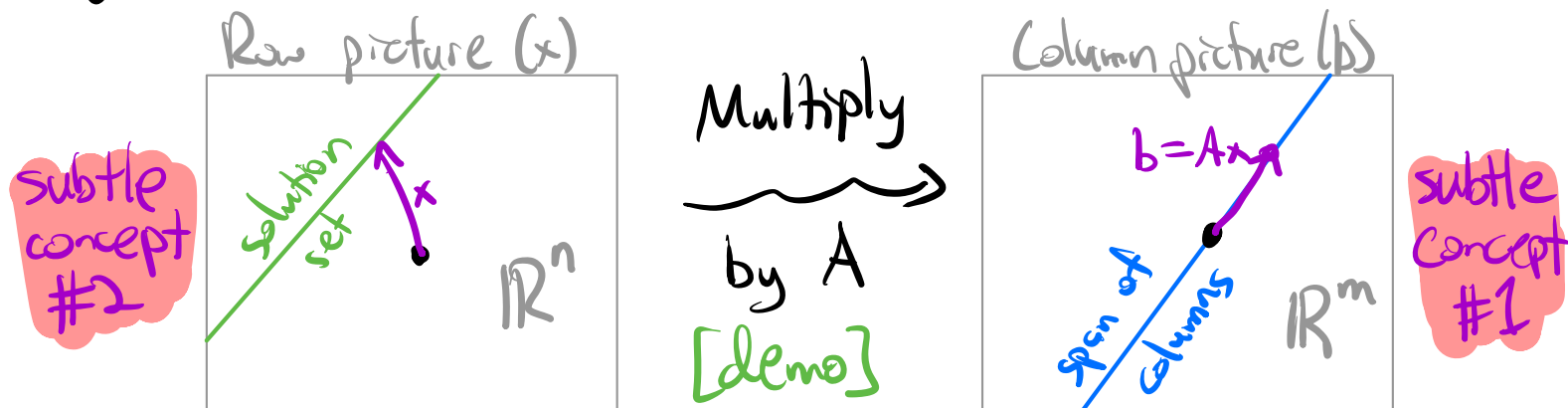
Span

or is empty. In particular, all nonempty solution sets are **parallel** and look the **same**.

Column Picture (2) $Ax=b$ is consistent $\iff b$ is in the span of the columns of A .

subtle concept #1

We can draw these both at the same time:



In this picture, we think of A as a **function**:

$x \in \mathbb{R}^n$ is the **input** (row picture)

$Ax \in \mathbb{R}^m$ is the **output** (column picture)

Solving $Ax=b$ means finding all **inputs** with **output** $= b$.



The solution set lives in the... row picture!

The b-vectors live in the... column picture!

The columns all live in the... column picture!

That's how you keep them straight.