

Rank-Nullity Theorem

MTH 210

①

Let A be an $m \times n$ matrix. Recall we have two important vector spaces* associated to A :

column space $C(A) = \text{span}(\text{col}_1, \dots, \text{col}_n) \overset{\text{subspace}}{\subset} \mathbb{R}^m$

null space $N(A) = \{ \vec{x} \text{ in } \mathbb{R}^n \text{ solving } A\vec{x} = \vec{0} \} \subset \mathbb{R}^n$

The new viewpoint we want to emphasize:

Let V, W be vector spaces. A linear transformation

$$T: V \rightarrow W$$

from V to W is an assignment that takes each vector \vec{v} in V to a vector $T(\vec{v})$ in W that satisfies:

- $T(\vec{v}_1 + \vec{v}_2) = T(\vec{v}_1) + T(\vec{v}_2)$
- $T(c\vec{v}) = c T(\vec{v})$

for vectors $\vec{v}, \vec{v}_1, \vec{v}_2$ in V and scalars c .

An $m \times n$ matrix defines a linear transformation:

$$A: \mathbb{R}^n \rightarrow \mathbb{R}^m$$



(*: a subspace of a vector space is itself a vector space!)

$$C(A) = \{ \text{possible outputs } A\vec{x} \text{ in } \mathbb{R}^m \}$$

(2)

$$N(A) = \{ \text{possible inputs } \vec{x} \text{ in } \mathbb{R}^n \text{ such that } A\vec{x} = \vec{0}. \}$$

Warning: $C(A), N(A)$ are generally subspaces of diff. vector spaces!

Examples

(0) $A =$ zero $m \times n$ matrix

$$A: \mathbb{R}^n \rightarrow \mathbb{R}^m$$

$$\vec{x} \mapsto \vec{0} \text{ (regardless of } \vec{x} \text{)}$$

$$C(A) = \text{possible outputs} = \{ \vec{0} \}$$

$$N(A) = \{ \vec{x} \text{ such that } A\vec{x} = \vec{0} \} = \text{all } \vec{x} = \mathbb{R}^n$$

$$\dim C(A) + \dim N(A) = n$$

$0 \qquad \qquad n$

(Still haven't defined "dimension" = dim rigorously - coming soon!)

(1) A invertible $n \times n$ matrix

$$C(A) = \mathbb{R}^n \text{ (explained last lecture)}$$

$$N(A) = \{ \text{solutions to } A\vec{x} = \vec{0} \} = ?$$

$$\text{Recall } A \text{ invertible implies } A^{-1}A\vec{x} = A^{-1}\vec{0} \rightarrow \vec{x} = \vec{0}.$$

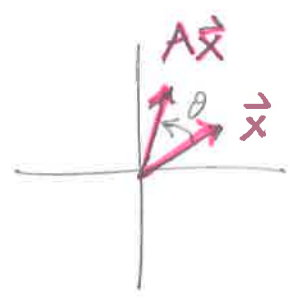
$$\text{i.e. only solution is } \vec{0}. \text{ So } N(A) = \{ \vec{0} \}.$$

$$\dim C(A) + \dim N(A) = n$$

$n \qquad \qquad 0$

(2) $A = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix}$

$A: \mathbb{R}^2 \rightarrow \mathbb{R}^2$
rotates vectors
ccw by θ



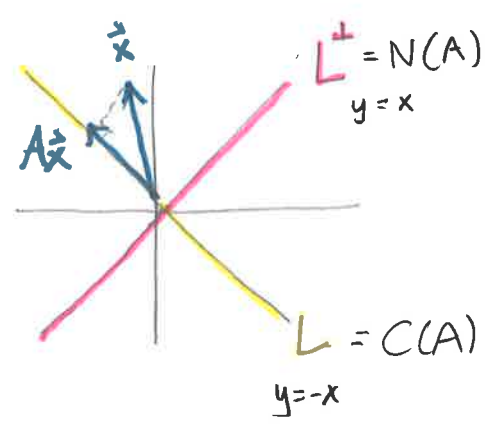
$C(A) = \mathbb{R}^2$

$N(A) = \{ \vec{0} \}$

$\dim C(A) + \dim N(A) = 2 (=n \text{ here})$
2 0

(3) $A = \begin{bmatrix} \frac{1}{2} & -\frac{1}{2} \\ -\frac{1}{2} & \frac{1}{2} \end{bmatrix}$

$A: \mathbb{R}^2 \rightarrow \mathbb{R}^2$
projects vectors
onto L



$C(A) = L$ (last time) $\subset \mathbb{R}^2$

$N(A) = \{ \vec{x} \text{ in } \mathbb{R}^2 \mid A\vec{x} = \vec{0} \}$

$= \{ \vec{x} \text{ in } \mathbb{R}^2 \mid \vec{x} \perp L \} = \underline{L^\perp}$, the line $y=x$ perp. to L

$\dim C(A) + \dim N(A) = 2 (=n \text{ here})$
1 1

(4) $A = \begin{bmatrix} 0 & 0 & 0 \\ 0 & \cos\theta & -\sin\theta \\ 0 & \sin\theta & \cos\theta \end{bmatrix}$

$A: \mathbb{R}^3 \rightarrow \mathbb{R}^3$

Projects \vec{x} onto
yz-plane then
rotates ccw by θ
in yz-plane

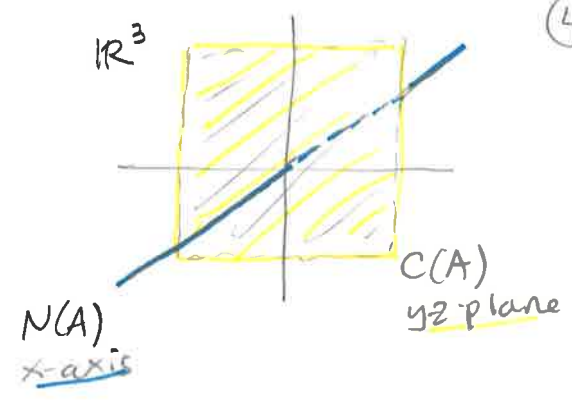
$C(A) = yz\text{-plane}$ $\subset \mathbb{R}^3$

$N(A) = \{ \vec{x} \text{ such that } A\vec{x} = \vec{0} \}$

$= \{ \vec{x} \perp yz\text{-plane} \} = \underline{x\text{-axis}} \subset \mathbb{R}^3.$

$$\dim C(A) + \dim N(A) = 3 \quad (=n)$$

2 1



See a pattern?

Rank-Nullity Theorem:

(or: "the most important result in linear algebra.")

A $m \times n$
matrix

$$\dim C(A) + \dim N(A) = n$$

rank = $\dim C(A)$ = "rank of A"

n = # columns of A

nullity = $\dim N(A)$ = "nullity of A"

So theorem says:

$$\text{rank} + \text{nullity} = n$$

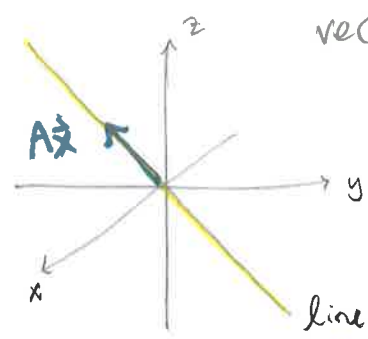
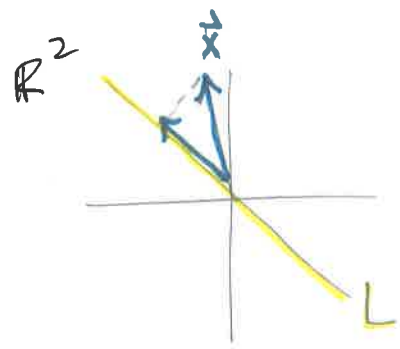
Note n is also the dimension of all possible "inputs"

Example

$$A = \begin{bmatrix} 0 & 0 \\ \frac{1}{2} & -\frac{1}{2} \\ -\frac{1}{2} & \frac{1}{2} \end{bmatrix}$$

$$A: \mathbb{R}^2 \rightarrow \mathbb{R}^3$$

A projects onto line $L = \{y = -x\}$ then includes vector into yz -plane



line $y = -z$ inside yz -plane

$$C(A) = \underline{L'} \subset \mathbb{R}^3$$

line

$$N(A) = \underline{L^\perp} \subset \mathbb{R}^2$$

line
 $y=x$

$$\dim C(A) + \dim N(A) = 2 (=n!)$$

1 1

We'll come back to this awesome theorem later.

To really make sense of dimension we need:

Linear Independence

V vector space, for example $V = \mathbb{R}^m$ or $V = C(A)$ or $V = N(A)$ of a matrix.

A set of vectors $\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n$ in V is

(linearly) independent if the only solution to

$$x_1 \vec{v}_1 + x_2 \vec{v}_2 + \dots + x_n \vec{v}_n = \vec{0}$$

is $x_1 = x_2 = \dots = x_n = 0$. (x_i are scalars)

Otherwise, $\vec{v}_1, \dots, \vec{v}_n$ are (linearly) dependent.

So: $\vec{v}_1, \dots, \vec{v}_n$ are independent if only linear comb.

of them that gives $\vec{0}$ is the comb. $0\vec{v}_1 + \dots + 0\vec{v}_n$.

Examples

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(1) $\begin{bmatrix} 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ in \mathbb{R}^2

Possible x_1, x_2 such that
 $x_1 \begin{bmatrix} 1 \\ 0 \end{bmatrix} + x_2 \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$?

$$\rightarrow \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \rightarrow x_1 = x_2 = 0.$$

So these two vectors are independent.

(2) Similarly $\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ independent in \mathbb{R}^3 .

pattern
continues...

$$\begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ \vdots \\ 0 \end{bmatrix}, \dots, \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 1 \end{bmatrix} \text{ independent in } \mathbb{R}^n$$

(3) $\begin{bmatrix} 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \end{bmatrix}$

Possible x_1, x_2, x_3

$$x_1 \begin{bmatrix} 1 \\ 1 \end{bmatrix} + x_2 \begin{bmatrix} 1 \\ 0 \end{bmatrix} + x_3 \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}?$$

$x_1 = 1, x_2 = -1, x_3 = -1$ is a non-zero solution.

So these vectors are dependent.

(4) $\begin{bmatrix} 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \end{bmatrix}$

$$x_1 \begin{bmatrix} 1 \\ 0 \end{bmatrix} + x_2 \begin{bmatrix} 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$x_1 = 0 \quad x_2 = 1 \rightarrow \text{dependent}$$

[If $\vec{v}_1, \dots, \vec{v}_n$ has $\vec{v}_i = \vec{0}$ for one of the vectors, they're dependent.]