

Tomorrow : Review

Thurs : No Class (Office Hours
as usual, 11:30 - 12:30).

Friday : Final Project due noon 12pm.
(min 2 pages, max 10 pages)



Today : Final Discussion.

Recall the matrix $A = \begin{pmatrix} 0.4 & 0.2 \\ 0.6 & 0.8 \end{pmatrix}$

satisfies

$$A \begin{pmatrix} 1 \\ 3 \end{pmatrix} = \begin{pmatrix} 1 \\ 3 \end{pmatrix} \quad \& \quad A \begin{pmatrix} 1 \\ -1 \end{pmatrix} = 0.2 \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

Suppose vectors $\vec{x}_0, \vec{x}_1, \vec{x}_2, \dots$
are defined by

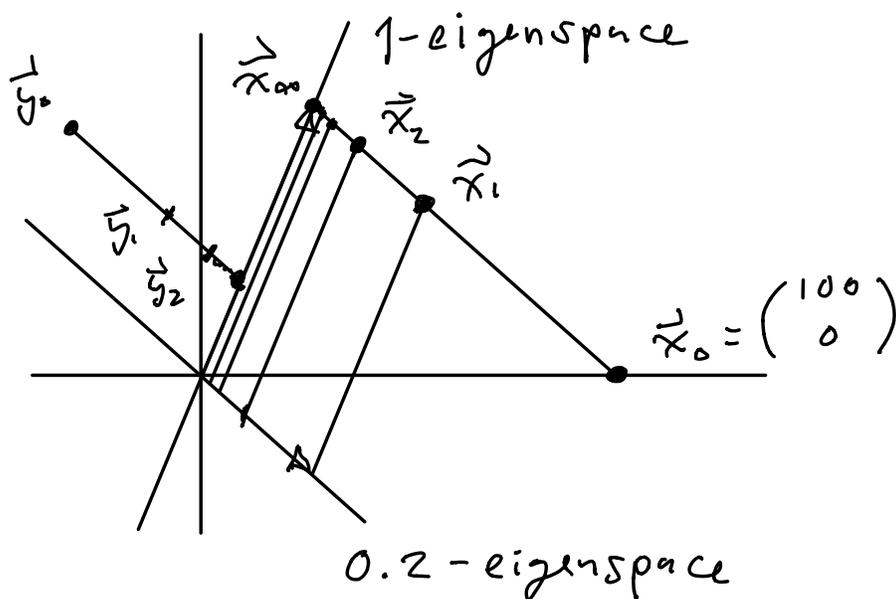
$$\vec{x}_0 = \begin{pmatrix} 100 \\ 0 \end{pmatrix} \quad \& \quad \vec{x}_{n+1} = A \vec{x}_n.$$

We saw that $\begin{pmatrix} 100 \\ 0 \end{pmatrix} = 25 \begin{pmatrix} 1 \\ 3 \end{pmatrix} + 75 \begin{pmatrix} 1 \\ -1 \end{pmatrix}$

and hence:

$$\begin{aligned}\vec{x}_n &= A^n \vec{x}_0 \\ &= A^n \left[25 \begin{pmatrix} 1 \\ 3 \end{pmatrix} + 75 \begin{pmatrix} -1 \\ -1 \end{pmatrix} \right] \\ &= 25 A^n \begin{pmatrix} 1 \\ 3 \end{pmatrix} + 75 A^n \begin{pmatrix} -1 \\ -1 \end{pmatrix} \\ &= 25 \begin{pmatrix} 1 \\ 3 \end{pmatrix} + 75 (0.2)^n \begin{pmatrix} -1 \\ -1 \end{pmatrix}\end{aligned}$$

We can draw a picture of this:



$$\vec{x}_n = \begin{pmatrix} 25 \\ 75 \end{pmatrix} + (0.2)^n \begin{pmatrix} 75 \\ -75 \end{pmatrix} \rightarrow \begin{pmatrix} 25 \\ 75 \end{pmatrix}$$

as $n \rightarrow \infty$. We could say

$$\vec{x}_\infty = \begin{pmatrix} 25 \\ 75 \end{pmatrix}$$

$$\vec{x}_\infty = A^\infty \begin{pmatrix} 100 \\ 0 \end{pmatrix}.$$

We could say that " A^∞ " is the matrix that projects any point onto the line $t \begin{pmatrix} 1 \\ 3 \end{pmatrix}$ in the direction of $\begin{pmatrix} 1 \\ -1 \end{pmatrix}$.

What is the matrix,

$$A^\infty = ?$$



Example from HW5:

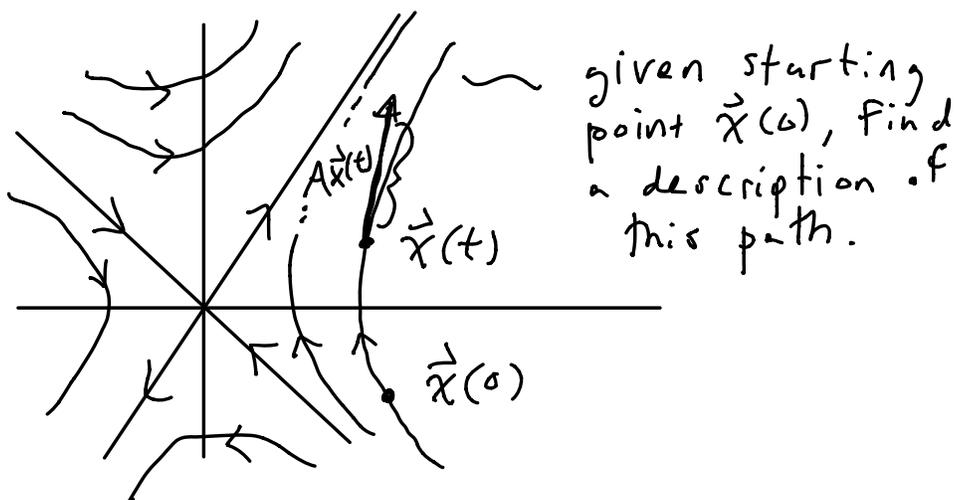
$$A = \begin{pmatrix} 1 & 2 \\ 4 & 3 \end{pmatrix}$$

$$A \begin{pmatrix} 1 \\ 2 \end{pmatrix} = 5 \begin{pmatrix} 1 \\ 2 \end{pmatrix}, \quad A \begin{pmatrix} 1 \\ -1 \end{pmatrix} = -1 \begin{pmatrix} 1 \\ -1 \end{pmatrix}.$$

Consider the differential equation

$$\vec{x}'(t) = A \vec{x}(t).$$

We can draw a picture :



I claim that for any starting point, the path is a "hyperbola." It's the eigenvectors and eigenvalues that tell us this :

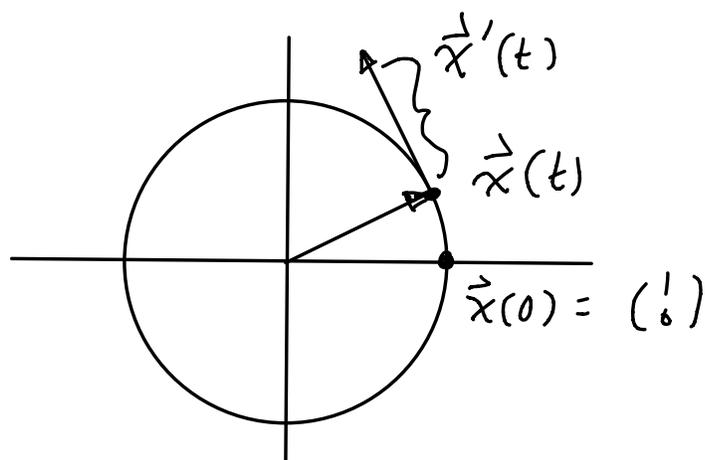
$$\vec{x}(t) = e^{At} \vec{x}(0)$$

We need the matrix : $e^{At} = ?$

One more :

Consider differential equation

$$\vec{x}'(t) = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \vec{x}(t)$$



Suppose we start at $\vec{x}(0) = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$.

Trajectory $\vec{x}(t) = ?$

GUESS : $\vec{x}(t) = \begin{pmatrix} \cos t \\ \sin t \end{pmatrix}$

CHECK : $\vec{x}'(t) = \begin{pmatrix} -\sin t \\ \cos t \end{pmatrix}$

Does this work ?

$$\vec{x}'(t) = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \vec{x}(t)$$

$$\begin{pmatrix} -\sin t \\ \cos t \end{pmatrix} = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} \cos t \\ \sin t \end{pmatrix} \quad \checkmark$$

On the other hand, we know that

$$\vec{x}(t) = e^{\begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} t} \vec{x}(0)$$

$$= e^{\begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} t} \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$\text{So } e^{\begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} t} = ?$$

$$= \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} + \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} t + \frac{\begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}^2 t^2}{2} + \dots$$

[Taylor series for sin & cos :

$$\sin t = t - \frac{t^3}{3!} + \frac{t^5}{5!} - \dots$$

$$\cos t = 1 - \frac{t^2}{2!} + \frac{t^4}{4!} - \dots]$$

$$= \begin{pmatrix} \cos t & -\sin t \\ \sin t & \cos t \end{pmatrix}.$$

Conclusion :

$$e^{(0 \ -1 \\ 1 \ 0)t} = \begin{pmatrix} \cos t & -\sin t \\ \sin t & \cos t \end{pmatrix}.$$



Why do we call it "diagonalization"?

$$AU = U\Lambda.$$

Let A be $m \times m$ matrix and suppose that we have some eigenvectors :

$$A\vec{u}_1 = \lambda_1\vec{u}_1, \dots, A\vec{u}_d = \lambda_d\vec{u}_d.$$

We can express these d vector equations as a single matrix equation :

$$A \begin{pmatrix} \vec{u}_1 & \dots & \vec{u}_d \end{pmatrix} = \begin{pmatrix} \vec{u}_1 & \dots & \vec{u}_d \end{pmatrix} \begin{pmatrix} \lambda_1 & & 0 \\ & \ddots & \\ 0 & & \lambda_d \end{pmatrix}$$

j th column = j th column

$$A \vec{u}_j = \lambda_j \vec{u}_j \quad \checkmark$$

The Eigenvector Equation

$$\begin{array}{ccc} A & U & = & U \Lambda \\ m \times m & m \times d & & m \times d \quad d \times d \end{array}$$

where $U = \underbrace{(\vec{u}_1 \dots \vec{u}_d)}_d \Big\}^m$

is an $m \times d$ matrix of eigenvectors,

and $\Lambda = \begin{pmatrix} \lambda_1 & & 0 \\ & \ddots & \\ 0 & & \lambda_d \end{pmatrix}$

is a $d \times d$ diagonal matrix of eigenvalues.

Suppose we can find m independent eigenvectors (an "eigenbasis").

Then U is $m \times m$ and invertible, so

$$AU = U\Lambda$$

$$A = U\Lambda U^{-1}$$

or

$$U^{-1} A U = \underline{\Lambda}.$$

Then we say that the matrix A has been "diagonalized."

So what?

Theorem: Let $A = U \underline{\Lambda} U^{-1}$. Then

- $A^n = U \underline{\Lambda}^n U^{-1}$

- $F(A) = U F(\underline{\Lambda}) U^{-1}$

for any polynomial expression

$$F(x) = a_0 + a_1 x + a_2 x^2 + \dots$$

- $e^{At} = U e^{\underline{\Lambda}t} U^{-1}$.

And this is incredibly useful because

$$\begin{pmatrix} \lambda_1 & & 0 \\ & \ddots & \\ 0 & & \lambda_m \end{pmatrix}^n = \begin{pmatrix} \lambda_1^n & & 0 \\ & \ddots & \\ 0 & & \lambda_m^n \end{pmatrix} \quad \text{☺}$$

$$e^{\begin{pmatrix} \lambda_1 & & \\ & \ddots & \\ & & \lambda_m \end{pmatrix} t} = \begin{pmatrix} e^{\lambda_1 t} & & 0 \\ & \ddots & \\ 0 & & e^{\lambda_m t} \end{pmatrix} \quad \text{))}$$

This allows us to find explicit formulas for matrix powers and exponentials.



Examples :

$$\begin{pmatrix} 0.4 & 0.2 \\ 0.6 & 0.8 \end{pmatrix} \begin{pmatrix} 1 \\ 3 \end{pmatrix} = \begin{pmatrix} 1 \\ 3 \end{pmatrix}$$

$$\begin{pmatrix} 0.4 & 0.2 \\ 0.6 & 0.8 \end{pmatrix} \begin{pmatrix} 1 \\ -1 \end{pmatrix} = 0.2 \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

$$\begin{pmatrix} 0.4 & 0.2 \\ 0.6 & 0.8 \end{pmatrix} \begin{pmatrix} 1 & 1 \\ 3 & -1 \end{pmatrix} = \begin{pmatrix} 1 & 1 \\ 3 & -1 \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & 0.2 \end{pmatrix}$$

$$\begin{pmatrix} 0.4 & 0.2 \\ 0.6 & 0.8 \end{pmatrix} = \begin{pmatrix} 1 & 1 \\ 3 & -1 \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & 0.2 \end{pmatrix} \begin{pmatrix} 1 & 1 \\ 3 & -1 \end{pmatrix}^{-1}$$

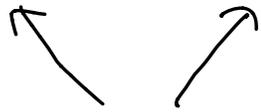
$$\begin{pmatrix} 0.4 & 0.2 \\ 0.6 & 0.8 \end{pmatrix}^n = \begin{pmatrix} 1 & 1 \\ 3 & -1 \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & (0.2)^n \end{pmatrix} \begin{pmatrix} 1 & 1 \\ 3 & -1 \end{pmatrix}^{-1}$$

$$= \begin{pmatrix} 1 & 1 \\ 3 & -1 \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & (0.2)^n \end{pmatrix} \frac{1}{-4} \begin{pmatrix} -1 & -1 \\ -3 & 1 \end{pmatrix}$$

$$= \frac{1}{4} \begin{pmatrix} 1 & 1 \\ 3 & -1 \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & (0.2)^n \end{pmatrix} \begin{pmatrix} 1 & 1 \\ 3 & -1 \end{pmatrix}$$

$$= \frac{1}{4} \left[1 \begin{pmatrix} 1 & 1 \\ 3 & 3 \end{pmatrix} + (0.2)^n \begin{pmatrix} -1 & -1 \\ -3 & -1 \end{pmatrix} \right]$$

$$= \frac{1}{4} \begin{pmatrix} 1 & 1 \\ 3 & 3 \end{pmatrix} + \frac{(0.2)^n}{4} \begin{pmatrix} -1 & -1 \\ -3 & -1 \end{pmatrix}$$



sum of two "rank 1 matrices"

Note: As $n \rightarrow \infty$, $(0.2)^n \rightarrow 0$

so that

$$\begin{pmatrix} 0.4 & 0.2 \\ 0.6 & 0.8 \end{pmatrix}^n \rightarrow \frac{1}{4} \begin{pmatrix} 1 & 1 \\ 3 & 3 \end{pmatrix}$$

$$= \frac{1}{4} \begin{pmatrix} 1 & 1 \\ 3 & 3 \end{pmatrix}.$$

This is the projection matrix that we were looking for .



Two loose ends:

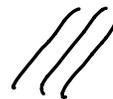
- Proof of Theorem:

$$A = U \Lambda U^{-1}$$

$$\begin{aligned} A^2 &= (U \Lambda U^{-1})(U \Lambda U^{-1}) \\ &= U \Lambda (\cancel{U^{-1}U}) \Lambda U^{-1} \\ &= U \Lambda \Lambda U^{-1} \\ &= U \Lambda^2 U^{-1}. \end{aligned}$$

$$\begin{aligned} A^3 &= \dots \\ &= U \Lambda^3 U^{-1}. \end{aligned}$$

etc.



- Why is $\frac{1}{4} \begin{pmatrix} 1 \\ 3 \end{pmatrix} \begin{pmatrix} 1 & 1 \end{pmatrix}$ a projection?

For any vectors $\vec{a}, \vec{b} \in \mathbb{R}^n$, I claim that

$$P = \frac{1}{\vec{b}^T \vec{a}} \begin{pmatrix} \vec{a} & \vec{b}^T \end{pmatrix}$$

scalar
 $n \times n$ matrix

is the projection onto the line $t\vec{a}$ in the direction(s) \perp to \vec{b} .

Check:

$$P(t\vec{a}) = \frac{1}{\vec{b}^T \vec{a}} \begin{pmatrix} \vec{a} & \vec{b}^T \end{pmatrix} (t\vec{a})$$

$$= t \frac{1}{\vec{b}^T \vec{a}} \vec{a} (\vec{b}^T \vec{a}) = t\vec{a} \quad \checkmark$$

If $\vec{b}^T \vec{x} = 0$ then

$$P\vec{x} = \frac{1}{\vec{b}^T \vec{a}} \begin{pmatrix} \vec{a} & \vec{b}^T \vec{x} \end{pmatrix} = \vec{0} \quad \checkmark$$

[Discussion will continue tomorrow.]