

The Vector Space

[3] The Vector Space

Linear Combinations

An expression

$$\alpha_1 \mathbf{v}_1 + \cdots + \alpha_n \mathbf{v}_n$$

is a *linear combination* of the vectors $\mathbf{v}_1, \dots, \mathbf{v}_n$.

The scalars $\alpha_1, \dots, \alpha_n$ are the *coefficients* of the linear combination.

Example: One linear combination of $[2, 3.5]$ and $[4, 10]$ is

$$-5 [2, 3.5] + 2 [4, 10]$$

which is equal to $[-5 \cdot 2, -5 \cdot 3.5] + [2 \cdot 4, 2 \cdot 10]$

Another linear combination of the same vectors is

$$0 [2, 3.5] + 0 [4, 10]$$

which is equal to the zero vector $[0, 0]$.

Definition: A linear combination is *trivial* if the coefficients are all zero.

Linear Combinations: JunkCo

The JunkCo factory makes five products:



using various resources.

	metal	concrete	plastic	water	electricity
garden gnome	0	1.3	0.2	0.8	0.4
hula hoop	0	0	1.5	0.4	0.3
slinky	0.25	0	0	0.2	0.7
silly putty	0	0	0.3	0.7	0.5
salad shooter	0.15	0	0.5	0.4	0.8

For each product, a vector specifying how much of each resource is used per unit of product.

For making one gnome:

$$\mathbf{v}_1 = \{\text{metal}:0, \text{concrete}:1.3, \text{plastic}:0.2, \text{water}:.8, \text{electricity}:0.4\}$$

Linear Combinations: JunkCo

For making one gnome:

$$\mathbf{v}_1 = \{\text{metal}:0, \text{concrete}:1.3, \text{plastic}:0.2, \text{water}:0.8, \text{electricity}:0.4\}$$

For making one hula hoop:

$$\mathbf{v}_2 = \{\text{metal}:0, \text{concrete}:0, \text{plastic}:1.5, \text{water}:0.4, \text{electricity}:0.3\}$$

For making one slinky:

$$\mathbf{v}_3 = \{\text{metal}:0.25, \text{concrete}:0, \text{plastic}:0, \text{water}:0.2, \text{electricity}:0.7\}$$

For making one silly putty:

$$\mathbf{v}_4 = \{\text{metal}:0, \text{concrete}:0, \text{plastic}:0.3, \text{water}:0.7, \text{electricity}:0.5\}$$

For making one salad shooter:

$$\mathbf{v}_5 = \{\text{metal}:1.5, \text{concrete}:0, \text{plastic}:0.5, \text{water}:0.4, \text{electricity}:0.8\}$$

Suppose the factory chooses to make α_1 gnomes, α_2 hula hoops, α_3 slinkies, α_4 silly putties, and α_5 salad shooters.

Total resource utilization is $\mathbf{b} = \alpha_1 \mathbf{v}_1 + \alpha_2 \mathbf{v}_2 + \alpha_3 \mathbf{v}_3 + \alpha_4 \mathbf{v}_4 + \alpha_5 \mathbf{v}_5$

Linear Combinations: JunkCo: Industrial espionage

Total resource utilization is $\mathbf{b} = \alpha_1 \mathbf{v}_1 + \alpha_2 \mathbf{v}_2 + \alpha_3 \mathbf{v}_3 + \alpha_4 \mathbf{v}_4 + \alpha_5 \mathbf{v}_5$

Suppose I am spying on JunkCo.

I find out how much metal, concrete, plastic, water, and electricity are consumed by the factory. That is, I know the vector \mathbf{b} . Can I use this knowledge to figure out how many gnomes they are making?

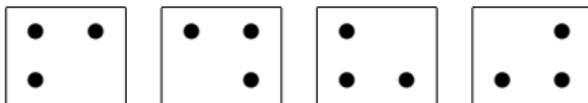
Computational Problem: *Expressing a given vector as a linear combination of other given vectors*

- ▶ *input:* a vector \mathbf{b} and a list $[\mathbf{v}_1, \dots, \mathbf{v}_n]$ of vectors
- ▶ *output:* a list $[\alpha_1, \dots, \alpha_n]$ of coefficients such that $\mathbf{b} = \alpha_1 \mathbf{v}_1 + \dots + \alpha_n \mathbf{v}_n$ or a report that none exists.

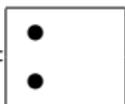
Question: Is the solution unique?

Lights Out

Button vectors for 2×2 Lights Out:



For a given initial state vector $\mathbf{s} =$



Which subset of button vectors sum to \mathbf{s} ?

Reformulate in terms of linear combinations.

Write

$$\begin{bmatrix} \bullet & \\ \bullet & \end{bmatrix} = \alpha_1 \begin{bmatrix} \bullet & \bullet \\ \bullet & \end{bmatrix} + \alpha_2 \begin{bmatrix} \bullet & \bullet \\ & \bullet \end{bmatrix} + \alpha_3 \begin{bmatrix} \bullet & \\ \bullet & \bullet \end{bmatrix} + \alpha_4 \begin{bmatrix} & \bullet \\ \bullet & \bullet \end{bmatrix}$$

What values for $\alpha_1, \alpha_2, \alpha_3, \alpha_4$ make this equation true?

Solution: $\alpha_1 = 0, \alpha_2 = 1, \alpha_3 = 0, \alpha_4 = 0$

Solve an instance of *Lights Out*

\Rightarrow

Which set of button vectors sum to \mathbf{s} ?

\Rightarrow

Find subset of $GF(2)$ vectors $\mathbf{v}_1, \dots, \mathbf{v}_n$ whose sum equals \mathbf{s}

\Rightarrow

Express \mathbf{s} as a linear combination of $\mathbf{v}_1, \dots, \mathbf{v}_n$

Lights Out

We can solve the puzzle if we have an algorithm for

Computational Problem: *Expressing a given vector as a linear combination of other given vectors*

Span

Definition: The set of all linear combinations of some vectors $\mathbf{v}_1, \dots, \mathbf{v}_n$ is called the *span* of these vectors

Written Span $\{\mathbf{v}_1, \dots, \mathbf{v}_n\}$.

Span: Attacking the authentication scheme

If Eve knows the password satisfies

$$\mathbf{a}_1 \cdot \mathbf{x} = \beta_1$$

$$\vdots$$

$$\mathbf{a}_m \cdot \mathbf{x} = \beta_m$$

Then she can calculate right response to any challenge in Span $\{\mathbf{a}_1, \dots, \mathbf{a}_m\}$:

Proof: Suppose $\mathbf{a} = \alpha_1 \mathbf{a}_1 + \dots + \alpha_m \mathbf{a}_m$. Then

$$\begin{aligned} \mathbf{a} \cdot \mathbf{x} &= (\alpha_1 \mathbf{a}_1 + \dots + \alpha_m \mathbf{a}_m) \cdot \mathbf{x} \\ &= \alpha_1 \mathbf{a}_1 \cdot \mathbf{x} + \dots + \alpha_m \mathbf{a}_m \cdot \mathbf{x} && \text{by distributivity} \\ &= \alpha_1 (\mathbf{a}_1 \cdot \mathbf{x}) + \dots + \alpha_m (\mathbf{a}_m \cdot \mathbf{x}) && \text{by homogeneity} \\ &= \alpha_1 \beta_1 + \dots + \alpha_m \beta_m \end{aligned}$$

Question: Any others? Answer will come later.

Span: $GF(2)$ vectors

Quiz: How many vectors are in $\text{Span} \{[1, 1], [0, 1]\}$ over the field $GF(2)$?

Answer: The linear combinations are

$$0 [1, 1] + 0 [0, 1] = [0, 0]$$

$$0 [1, 1] + 1 [0, 1] = [0, 1]$$

$$1 [1, 1] + 0 [0, 1] = [1, 1]$$

$$1 [1, 1] + 1 [0, 1] = [1, 0]$$

Thus there are four vectors in the span.

Span: $GF(2)$ vectors

Question: How many vectors in $\text{Span} \{[1, 1]\}$ over $GF(2)$?

Answer: The linear combinations are

$$0 [1, 1] = [0, 0]$$

$$1 [1, 1] = [1, 1]$$

Thus there are two vectors in the span.

Question: How many vectors in $\text{Span} \{\}$?

Answer: Only one: the zero vector

Question: How many vectors in $\text{Span} \{[2, 3]\}$ over \mathbb{R} ?

Answer: An infinite number: $\{\alpha [2, 3] : \alpha \in \mathbb{R}\}$

Forms the line through the origin and $(2, 3)$.

Generators

Definition: Let \mathcal{V} be a set of vectors. If $\mathbf{v}_1, \dots, \mathbf{v}_n$ are vectors such that $\mathcal{V} = \text{Span} \{ \mathbf{v}_1, \dots, \mathbf{v}_n \}$ then

- ▶ we say $\{ \mathbf{v}_1, \dots, \mathbf{v}_n \}$ is a *generating set* for \mathcal{V} ;
- ▶ we refer to the vectors $\mathbf{v}_1, \dots, \mathbf{v}_n$ as *generators* for \mathcal{V} .

Example: $\{ [3, 0, 0], [0, 2, 0], [0, 0, 1] \}$ is a generating set for \mathbb{R}^3 .

Proof: Must show two things:

1. Every linear combination is a vector in \mathbb{R}^3 .
2. Every vector in \mathbb{R}^3 is a linear combination.

First statement is easy: every linear combination of 3-vectors over \mathbb{R} is a 3-vector over \mathbb{R} , and \mathbb{R}^3 contains all 3-vectors over \mathbb{R} .

Proof of second statement: Let $[x, y, z]$ be any vector in \mathbb{R}^3 . I must show it is a linear combination of my three vectors....

$$[x, y, z] = (x/3) [3, 0, 0] + (y/2) [0, 2, 0] + z [0, 0, 1]$$

Generators

Claim: Another generating set for \mathbb{R}^3 is $\{[1, 0, 0], [1, 1, 0], [1, 1, 1]\}$

Another way to prove that every vector in \mathbb{R}^3 is in the span:

- ▶ We already know $\mathbb{R}^3 = \text{Span} \{[3, 0, 0], [0, 2, 0], [0, 0, 1]\}$,
- ▶ so just show $[3, 0, 0]$, $[0, 2, 0]$, and $[0, 0, 1]$ are in $\text{Span} \{[1, 0, 0], [1, 1, 0], [1, 1, 1]\}$

$$\begin{aligned} [3, 0, 0] &= 3[1, 0, 0] \\ [0, 2, 0] &= -2[1, 0, 0] + 2[1, 1, 0] \\ [0, 0, 1] &= -1[1, 1, 0] + 1[1, 1, 1] \end{aligned}$$

Why is that sufficient?

- ▶ We already know any vector in \mathbb{R}^3 can be written as a linear combination of the old vectors.
- ▶ We know each old vector can be written as a linear combination of the new vectors.
- ▶ We can convert *a linear combination of linear combination of new vectors* into *a linear combination of new vectors*.

Generators

We can convert a linear combination of linear combination of new vectors into a linear combination of new vectors.

- ▶ Write $[x, y, z]$ as a linear combination of the old vectors:

$$[x, y, z] = (x/3) [3, 0, 0] + (y/2) [0, 2, 0] + z [0, 0, 1]$$

- ▶ Replace each old vector with an equivalent linear combination of the new vectors:

$$\begin{aligned} [x, y, z] = (x/3) \left(3 [1, 0, 0] \right) &+ (y/2) \left(-2 [1, 0, 0] + 2 [1, 1, 0] \right) \\ &+ z \left(-1 [1, 1, 0] + 1 [1, 1, 1] \right) \end{aligned}$$

- ▶ Multiply through, using distributivity and associativity:

$$[x, y, z] = x [1, 0, 0] - y [1, 0, 0] + y [1, 1, 0] - z [1, 1, 0] + z [1, 1, 1]$$

- ▶ Collect like terms, using distributivity:

$$[x, y, z] = (x - y) [1, 0, 0] + (y - z) [1, 1, 0] + z [1, 1, 1]$$

Generators

Question: How to write each of the old vectors $[3, 0, 0]$, $[0, 2, 0]$, and $[0, 0, 1]$ as a linear combination of new vectors $[2, 0, 1]$, $[1, 0, 2]$, $[2, 2, 2]$, and $[0, 1, 0]$?

Answer:

$$[3, 0, 0] = 2[2, 0, 1] - 1[1, 0, 2] + 0[2, 2, 2]$$

$$[0, 2, 0] = -\frac{2}{3}[2, 0, 1] - \frac{2}{3}[1, 0, 2] + 1[2, 2, 2]$$

$$[0, 0, 1] = -\frac{1}{3}[2, 0, 1] + \frac{2}{3}[1, 0, 2] + 0[2, 2, 2]$$

Quiz: Writing new generators in terms of old generators

Old: $[2, 0, 1]$ and $[-4, 3, -2]$

New: $[2, 0, 1]$ and $[0, 1, 0]$.

Quiz: Write each of the new generators as a linear combination of the old generators.

Standard generators

Writing $[x, y, z]$ as a linear combination of the vectors $[3, 0, 0]$, $[0, 2, 0]$, and $[0, 0, 1]$ is simple.

$$[x, y, z] = (x/3) [3, 0, 0] + (y/2) [0, 2, 0] + z [0, 0, 1]$$

Even simpler if instead we use $[1, 0, 0]$, $[0, 1, 0]$, and $[0, 0, 1]$:

$$[x, y, z] = x [1, 0, 0] + y [0, 1, 0] + z [0, 0, 1]$$

These are called *standard generators* for \mathbb{R}^3 .

Written $\mathbf{e}_1, \mathbf{e}_2, \mathbf{e}_3$

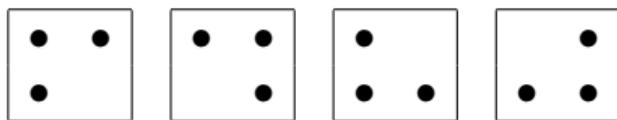
Standard generators

Question: Can 2×2 *Lights Out* be solved from every starting configuration?

Equivalent to asking whether the 2×2 button

vectors are generators for $GF(2)^D$, where

$D = \{(0, 0), (0, 1), (1, 0), (1, 1)\}$.



Yes! For proof, we show that each standard generator can be written as a linear combination of the button vectors:

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