

Section 1.1.5 - Linear Operators

* Linear Transformation

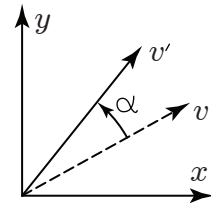
- ~ function which preserves linear combinations
- ~ determined by action on basis vectors (egg-crate)
- ~ rows of matrix are the image of basis vectors
- ~ determinant = expansion volume (triple product)
- ~ multilinear (2 sets of bases) - a tensor

$$M(\alpha \vec{a} + \beta \vec{b}) = \alpha M(\vec{a}) + \beta M(\vec{b})$$

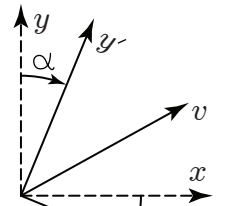
$$M\begin{pmatrix} x \\ y \end{pmatrix} = \underbrace{M\begin{pmatrix} 1 \\ 0 \end{pmatrix}}_{\vec{m}_1} x + \underbrace{M\begin{pmatrix} 0 \\ 1 \end{pmatrix}}_{\vec{m}_2} y = \begin{pmatrix} m_{1x} & m_{2x} \\ m_{1y} & m_{2y} \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}$$

* Change of coordinates

- ~ two ways of thinking about transformations both yield the same transformed components
- ~ active: basis fixed, physically rotate vector
- ~ passive: vector fixed, physically rotate basis



active transformation



passive transformation

* Transformation matrix (active) - basis vs. components

$$(\vec{a} \vec{b} \vec{c}) = (\hat{x} \hat{y} \hat{z}) \begin{pmatrix} a_x & b_x & c_x \\ a_y & b_y & c_y \\ a_z & b_z & c_z \end{pmatrix}$$

$$\vec{x} = (\vec{a} \vec{b} \vec{c}) \begin{pmatrix} \alpha \\ \beta \\ \gamma \end{pmatrix} = (\hat{x} \hat{y} \hat{z}) \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} a_x & b_x & c_x \\ a_y & b_y & c_y \\ a_z & b_z & c_z \end{pmatrix} \begin{pmatrix} \alpha \\ \beta \\ \gamma \end{pmatrix}$$

$$\vec{e}' = \vec{e} \mathcal{R}$$

$$\vec{x} = \vec{e}' \mathbb{X}' = \vec{e} \mathcal{R} \mathbb{X}' = \vec{e} \mathbb{X} = \vec{x}$$

$$\mathbb{X} = \mathcal{R} \mathbb{X}'$$

$$\begin{aligned} \vec{e}' &= \vec{e} \mathcal{R} \\ \mathbb{X}' &= \mathcal{R}^T \mathbb{X} \end{aligned}$$

* Orthogonal transformations

- ~ $\mathcal{R}$ is orthogonal if it 'preserves the metric' (has the same form before and after)

$$\vec{e}^T \cdot \vec{e} = \begin{pmatrix} \hat{x} \\ \hat{y} \end{pmatrix} \cdot \begin{pmatrix} \hat{x} \hat{y} \end{pmatrix} = \begin{pmatrix} \hat{x} \cdot \hat{x} & \hat{x} \cdot \hat{y} \\ \hat{y} \cdot \hat{x} & \hat{y} \cdot \hat{y} \end{pmatrix} = \begin{pmatrix} g_{11} & g_{12} \\ g_{21} & g_{22} \end{pmatrix} = g \quad \vec{e}'^T \cdot \vec{e}' = \begin{pmatrix} \vec{a} \\ \vec{b} \end{pmatrix} \cdot \begin{pmatrix} \vec{a} \vec{b} \end{pmatrix} = \begin{pmatrix} \vec{a} \cdot \vec{a} & \vec{a} \cdot \vec{b} \\ \vec{b} \cdot \vec{a} & \vec{b} \cdot \vec{b} \end{pmatrix} = g'$$

$$\vec{e}' = \vec{e} \mathcal{R} \quad \vec{e}'^T \cdot \vec{e}' = \mathcal{R}^T \vec{e}^T \cdot \vec{e} \mathcal{R} = \mathcal{R}^T g \mathcal{R} = g' \quad g = g'$$

$$\mathcal{R}^T g \mathcal{R} = g$$

- ~ equivalent definition in terms of components:

$$\vec{x} \cdot \vec{x} = \vec{x}^T g \vec{x} = \vec{x}^T \mathcal{R}^T g \mathcal{R} \vec{x}' = \vec{x}'^T g' \vec{x}' \quad (\text{metric invariant under rotations if } g = g')$$

- ~ starting with an orthonormal basis: $g = I \quad g_{ij} = \delta_{ij} \quad \mathcal{R}^T \mathcal{R} = I \quad \mathcal{R}^{-1} = \mathcal{R}^T$

* Symmetric / antisymmetric vs. Symmetric / orthogonal decomposition

- ~ recall complex numbers $u = \rho + i\phi \quad \rho^* = \rho \quad (i\phi)^* = -i\phi$

$$e^u = e^{\rho + i\phi} = r e^{i\phi} \quad |e^{i\phi}|^2 = e^{-i\phi} e^{i\phi} = e^{i0} = 1$$

- ~ similar behaviour of symmetric / antisymmetric matrices

$$M = \begin{pmatrix} a & b \\ c & d \end{pmatrix} = \begin{pmatrix} a & (b+c)/2 \\ (b+c)/2 & d \end{pmatrix} + \begin{pmatrix} 0 & (b-c)/2 \\ (c-b)/2 & 0 \end{pmatrix} = T + A$$

$$e^M = 1 + M + \frac{1}{2!} M^2 + \frac{1}{3!} M^3 + \dots = e^{T+A} \neq e^T e^A$$



- M arbitrary matrix
- T symmetric
- A antisymmetric
- S symmetric
- R orthogonal

$$S = e^T = e^{V W V^{-1}} = V e^W V^{-1} \quad R = e^A \quad R^T R = (e^A)^T e^A = e^{A^T + A} = e^0 = I$$

$$\det(e^{\vec{\lambda}_1} e^{\vec{\lambda}_2} \dots) = e^{\vec{\lambda}_1} \cdot e^{\vec{\lambda}_2} \dots = e^{\vec{\lambda}_1 + \vec{\lambda}_2 + \dots} = e^{\text{tr}(\vec{\lambda}_1 \vec{\lambda}_2 \dots)}$$

$$\det e^A = e^{\text{tr} A} = e^0 = 1$$

Eigenparaphernalia

* illustration of symmetric matrix S with eigenvectors v , eigenvalues λ

$$S v = \lambda v$$

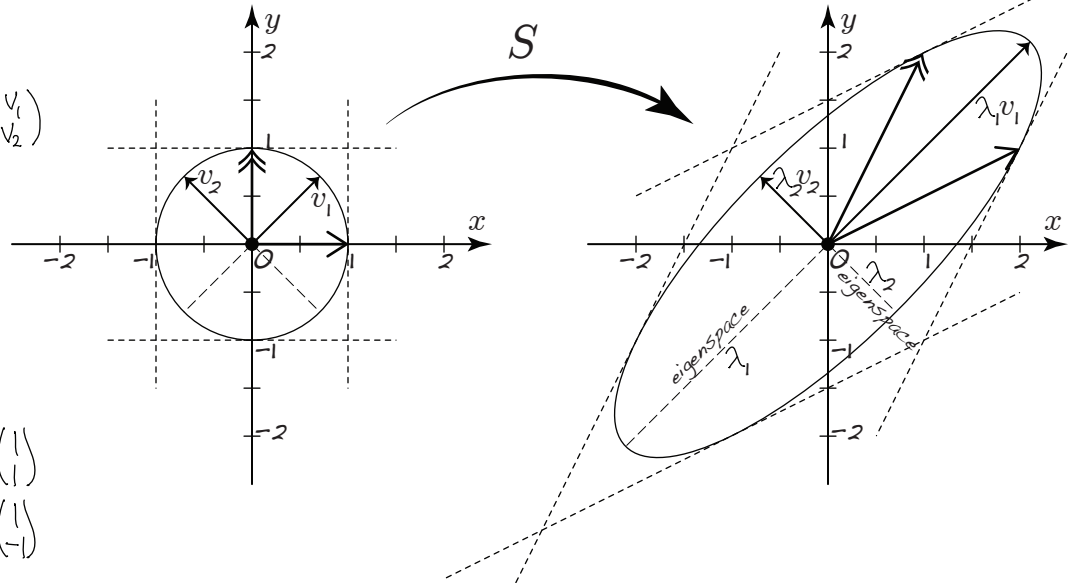
$$\begin{pmatrix} 2 & 1 \\ 1 & 2 \end{pmatrix} \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} = \lambda \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$$

$$\begin{pmatrix} 2 & 1 \\ 1 & 2 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} 2 & 1 \\ 1 & 2 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

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

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



* similarity transform - change of basis (to diagonalize A)

$$S (v_1 v_2 \dots) = (\vec{v}_1 \vec{v}_2 \dots) \begin{pmatrix} \lambda_1 & & \\ & \lambda_2 & \\ & & \ddots \end{pmatrix}$$

$$S V = V W$$

$$S = V W V^{-1} = V W V^T$$

$$W = V^T S V = V^T S V$$

* a symmetric matrix has real eigenvalues

$$S v = \lambda v$$

$$v^{*T} S v = \lambda v^{*T} v$$

$$v^{*T} S = v^{*T} \lambda^*$$

$$v^{*T} S v = \lambda^* v^{*T} v$$

$$\lambda = \lambda^*$$

~ what about a antisymmetric/orthogonal matrix?

* eigenvectors of a symmetric matrix with distinct eigenvalues are orthogonal

$$v^T S = (S^T v)^T = (S v)^T = (\lambda v)^T = v^T \lambda$$

$$\lambda_1 v_1 \cdot v_2 = (v_1^T S) v_2 = v_1^T (S v_2) = v_1 \cdot v_2 \lambda_2$$

$$v_1 \cdot v_2 (\lambda_1 - \lambda_2) = 0 \quad \text{if } \lambda_1 \neq \lambda_2 \text{ then } v_1 \cdot v_2 = 0.$$

* singular value decomposition (SVD)

~ transformation from one orthogonal basis to another

$$M = R S = \underbrace{R V}_{U} W V^T = U W V^T$$

~ extremely useful in numerical routines

M arbitrary matrix

R orthogonal

S symmetric

W diagonal matrix

V orthogonal (domain)

U orthogonal (range)