

Why know anything about linear algebra?

Let $f: \mathbb{R} \rightarrow \mathbb{R}$ be a differentiable

function. Then "near" the point

a , f is "almost" equal

to its tangent line

$$y = f'(a)(x-a) + f(a)$$

So $f(x) - f(a)$ is "almost"

$$f'(a)(x-a)$$

$f'(a)$ is a 1 by 1 matrix

Similarly, if $f: \mathbb{R}^n \rightarrow \mathbb{R}^m$ is

differentiable, the total

derivative of f at a point

$a \in \mathbb{R}^n$ is an $m \times n$ matrix

$$DF_a.$$

Concrete Applications

1) Ohm's Law, Kirchoff
Current and Voltage Laws

$V =$ voltage

$I =$ current

$R =$ resistance

Ohm's Law: $I = \frac{V}{R}$

Kirchoff's Current Law

If I_k is the current flowing into node k and if there are n nodes in the circuit, then

$$\sum_{k=1}^n I_k = 0$$

Kirchoff's Voltage Law

If V_k is the electric potential difference between two nodes and there are m connections in the circuit,

$$\sum_{k=1}^m V_k = 0$$

We will do all this using matrices

2) Google's PageRank

Given

webpages w_1, w_2, \dots, w_n ,

construct an n by n square

matrix with all nonnegative

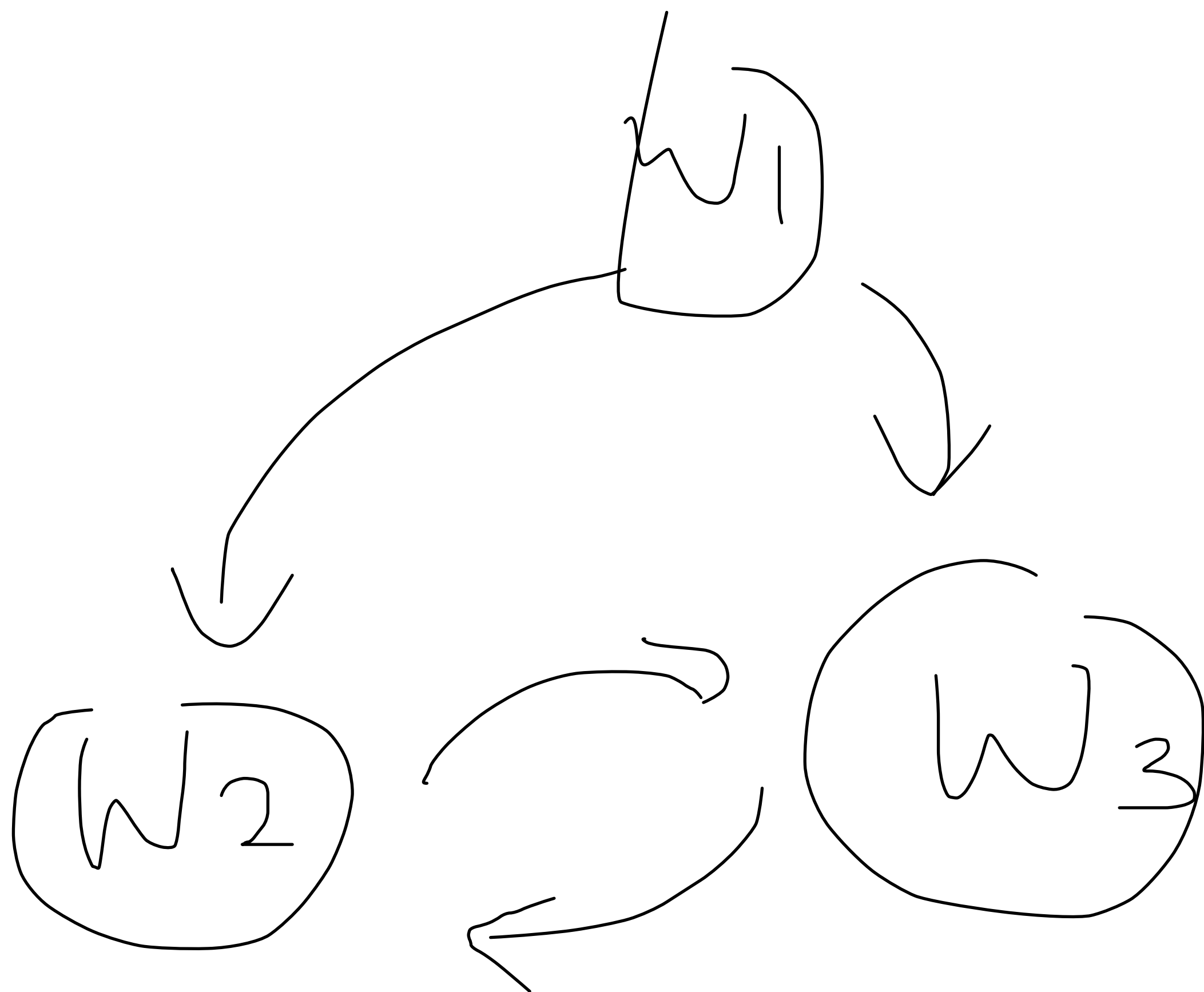
entries, (i, j) entry is

equal to one if there is

a link from w_j to w_i ,

zero if there is no link

Picture



Matrix $1 \times 3 \times 3$

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

Perron - Frobenius Theory

gives you a vector

$$v = (v_1, \dots, v_n) \text{ such}$$

that each v_i is nonnegative
and represents the probability
that a "random surfer" will
arrive at the page W_i .

This is Google's PageRank
algorithm in essence

3) Fast Fourier Transform

Given a signal (radio, phone, etc) that is **band-limited**

- frequency components are bounded.

We can think of the signal as a continuous function f on

$(-\infty, \infty)$. Suppose $\int_{-\infty}^{\infty} |f(x)| dx$

is finite

Nyquist's lemma gives us that f is determined by its values at finitely many points.

We then reconstruct f via the discrete Fourier transform.

With 2 points, the
discrete Fourier transform
is the matrix

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

(sometimes scaled by $\frac{1}{\sqrt{2}}$)

For n points, the Fourier
transform is an n by n matrix,

4) Compressed Sensing

Given a system of linear equations with more unknowns than equations,

if there is a unique

"sparse" (= many zero entries)

solution, then the solution may be recovered

Image recognition, resolution

(l_0 to l_1)

Fourier transform again
comes into play.

5) Special Relativity

Space-time position
given by a 4-vector

$$v = (v_1, v_2, v_3, v_4)$$

Minkowski length of v

$$|-v_1^2 + v_2^2 + v_3^2 + v_4^2|^{1/2}$$

Lorentz transformations
are (some) of the length
preserving transformations
These are matrices

6) Quantum Mechanics

Measurement and time-evolution operations are given by matrices - but they may have infinitely many entries!