

Themen:

- ▷ Basis in Vektorräumen
- ▷ Basen von linearen Abbildungen (Kern & Bild)
- ▷ Allgemeine Lösung eines LGS  $\Leftrightarrow$  Link zu DGL

$$\underline{A} \underline{x} = \underline{b}$$

a)  $\underline{A}^{-1}$

b)  $\underline{x} = \underline{A}^{-1} \cdot \underline{b}$

Basis in Funktionsräumen:

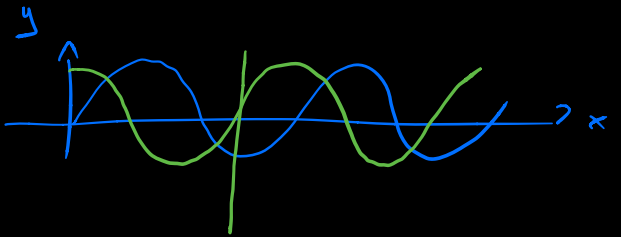
Frage: a)  $\sin(x), \cos(x)$  ✓

▷  $\sin(x) = a \cdot \cos(x) \quad a \in \mathbb{R}$

$\Leftrightarrow a \cdot \sin(x) + b \cdot \cos(x) = 0$

$x_1 \cdot \begin{bmatrix} v_1 \\ 1 \end{bmatrix} + x_2 \cdot \begin{bmatrix} v_2 \\ 1 \end{bmatrix} = 0$

triviale Lsg:  $x_1 = x_2 = 0$



Beispiel:  $\mathbb{P}_2$  (Polynome Grad  $\leq 2$ )

$\mathcal{B} = \{ b^{(1)} = 1, b^{(2)} = x, b^{(3)} = 3x^2 - 1 \}$

$\boxed{1, x, x^2}$

$p(x) = 2x^2 + 3x - 4$

$1 = b^{(1)}$

$x = b^{(2)}$

$x^2 = \frac{1}{3} b^{(3)} + \frac{1}{3} b^{(1)}$

$= x^2 - \frac{1}{3} + \frac{1}{3}$

Kern & Bild linearer Abbildungen:

$A = [a_1 \ a_2 \ \dots \ a_n]$  eine  $n \times n$  Matrix:  $\underline{A} \underline{x} = x_1 \begin{bmatrix} a_1 \\ \vdots \end{bmatrix} + x_2 \begin{bmatrix} a_2 \\ \vdots \end{bmatrix} + \dots$

(i)  $\underline{b} \in \text{Im}(A) \Leftrightarrow \underline{A} \underline{x} = \underline{b}$  lösbar ist.  $\underline{b} = \text{span} \{ a_1, a_2, \dots, a_n \}$

(ii)  $\underline{x} \in \text{Ker}(A) \Leftrightarrow \underline{A} \underline{x} = 0$

(iii)  $\text{Ker}(A)$  UVR von  $\mathbb{R}^n$

(iv)  $\text{Im}(A)$  UVR von  $\mathbb{R}^n$

(v)  $\dim(\text{Ker}(A)) + \dim(\text{Im}(A)) = n$

$$(v_2) \dim(\text{Ker}(A)) = \dim(\text{Im}(A^T))$$

Beispiele:

$$F: \mathbb{R}^2 \rightarrow \mathbb{R}, \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \mapsto x_1 - x_2$$

$$\underline{A} = \overbrace{\begin{bmatrix} 1 & -1 \end{bmatrix}}^2 \}_{1}, \underline{A} \underline{x} = x_1 - x_2$$

$$\text{Ker}(\underline{A}): \underline{A} \underline{x} = 0 \Rightarrow \text{Ker}(F) = \left\{ \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \in \mathbb{R}^2 \mid x_1 = x_2 \right\}$$

$$= \left\{ t \cdot \underline{\begin{bmatrix} 1 \\ 1 \end{bmatrix}}, t \in \mathbb{R} \right\} = \text{span} \left\{ \underline{\begin{bmatrix} 1 \\ 1 \end{bmatrix}} \right\}$$

Basis des Kerns

$$\text{Im}(F) = \mathbb{R}$$

$$\underline{A} = \begin{bmatrix} 2 & 1 & 1 & 0 \\ -4 & 0 & 1 & -3 \\ 2 & 1 & 1 & 0 \end{bmatrix}$$

↑ ↑

$$\text{Ker}(A): \underline{A} \underline{x} = 0$$

$$\begin{array}{cccc|ccc} 2 & 1 & 1 & 0 & 0 & 0 & 0 \\ -4 & 0 & 1 & -3 & 0 & 0 & 0 \\ 2 & 1 & 1 & 0 & 0 & 0 & 0 \end{array}$$

II + 2I  
-D  
III - I

$$\begin{array}{cccc|ccc} \downarrow & \downarrow & \downarrow & \downarrow \\ \boxed{2} & 1 & 1 & 0 & 0 & 0 & 0 \\ 0 & \boxed{2} & 3 & -3 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{array} \leftarrow$$

$$\begin{cases} x_3 = s \in \mathbb{R} \\ x_4 = t \in \mathbb{R} \\ x_2 = \frac{3}{2}(t - s) \\ x_1 = \frac{1}{4}(s - 3t) \end{cases}$$

$$\Rightarrow \text{Ker}(A) = \left\{ s \cdot \begin{bmatrix} \frac{1}{4} \\ -\frac{3}{2} \\ s \\ 0 \end{bmatrix} + t \cdot \begin{bmatrix} -\frac{3}{2} \\ \frac{3}{2} \\ t \\ 1 \end{bmatrix}, t, s \in \mathbb{R} \right\}$$

$$= \text{span} \left\{ \begin{bmatrix} 1 \\ -6 \\ 4 \\ 0 \end{bmatrix}, \begin{bmatrix} -3 \\ 6 \\ 0 \\ 4 \end{bmatrix} \right\}$$

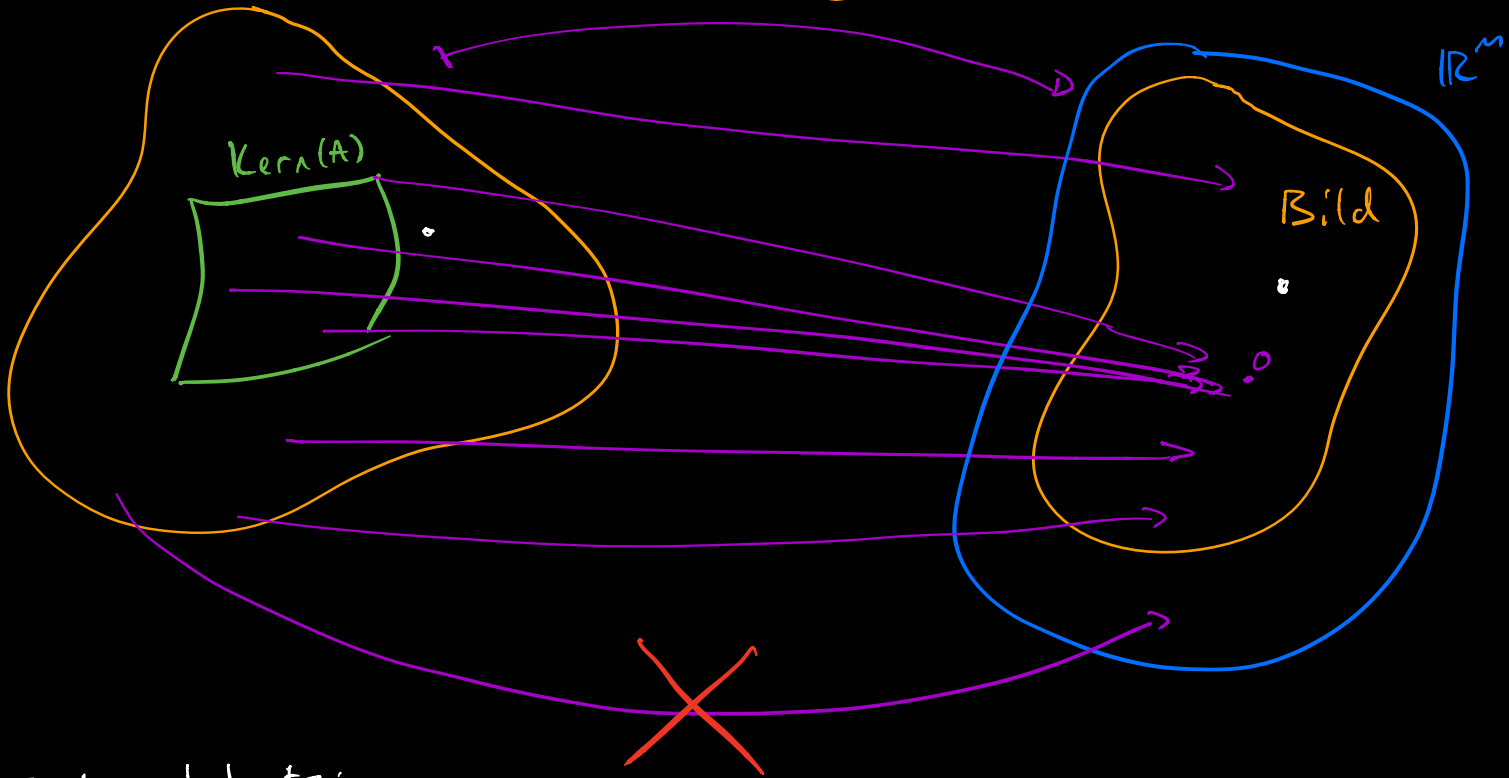
↑ ↑

$$\underline{\text{Bild}(A)} = \text{span} \left\{ \begin{bmatrix} 2 \\ -4 \\ 2 \end{bmatrix}, \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} \right\}$$

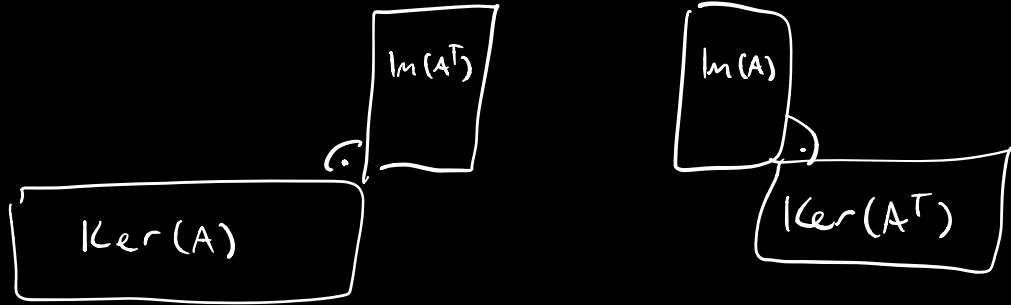
$$\underline{A}^{m \times n}$$

Urbild  $\mathbb{R}^n$

$$F = \underline{A}$$



Fundamentalsatz:



Allgemeine Lösung eines LGS / DGL

$$\underline{A} \underline{x} = \underline{b} \Leftrightarrow \underline{x}^p$$

$$\underline{x} = \underline{x}^p + \alpha \underline{x}^{h1} + \beta \underline{x}^{h2}$$

$\uparrow$              $\uparrow$              $\uparrow$   
 p            h1            h2

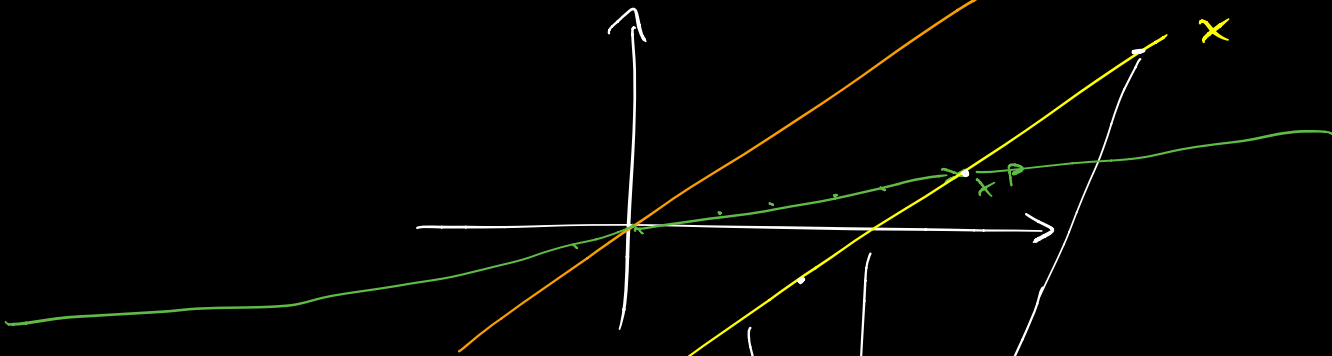
$$\text{Kern}(A) = \text{span} \{x^{h1}, x^{h2}\}$$

$$\begin{aligned} \Rightarrow \underline{A} \underline{x} &= \underline{A} (\underline{x}^p + \alpha \underline{x}^{h1} + \beta \underline{x}^{h2}) = \underline{A} \underline{x}^p + \underbrace{\alpha \underline{A} \underline{x}^{h1}}_0 + \underbrace{\beta \underline{A} \underline{x}^{h2}}_0 \\ &= \underline{b} \end{aligned}$$

Urbild

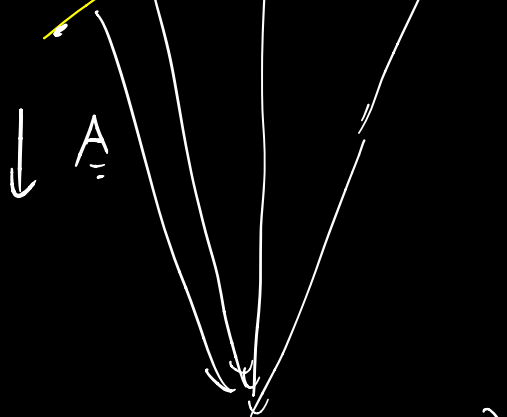
$\text{Ker}(A)$

$x$



$A$

Bild



# Übungsstunde 5:

## Basis in Funktionsräumen:

Bsp:  $\sin(x), \cos(x)$

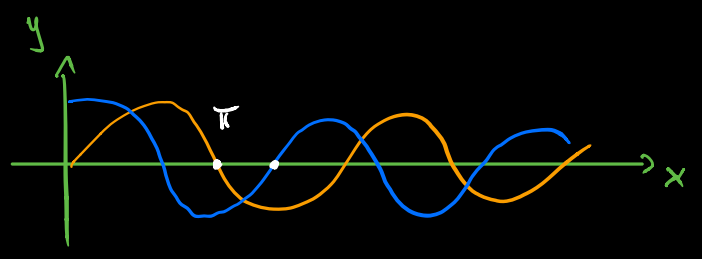
$$a \cdot \sin(x) + b \cdot \cos(x) = 0$$

$$a \cdot 0 + b \cdot \cos(\pi) = 0$$

$$a \in \mathbb{R}, b = 0$$

$$a \cdot \sin\left(\frac{3\pi}{2}\right) + 0 \cdot 0 = 0$$

$$a = 0$$



Bsp:  $\mathcal{P}_2$ : Polynome Grad  $\leq 2$ ,  $B = \{b^{(1)} = 1, b^{(2)} = x, b^{(3)} = 3x^2 - 1\}$

$$p(x) = 7x^2 + 5x - 3$$

Trivialbasis: Monome

$$1, x, x^2, x^3, \dots$$

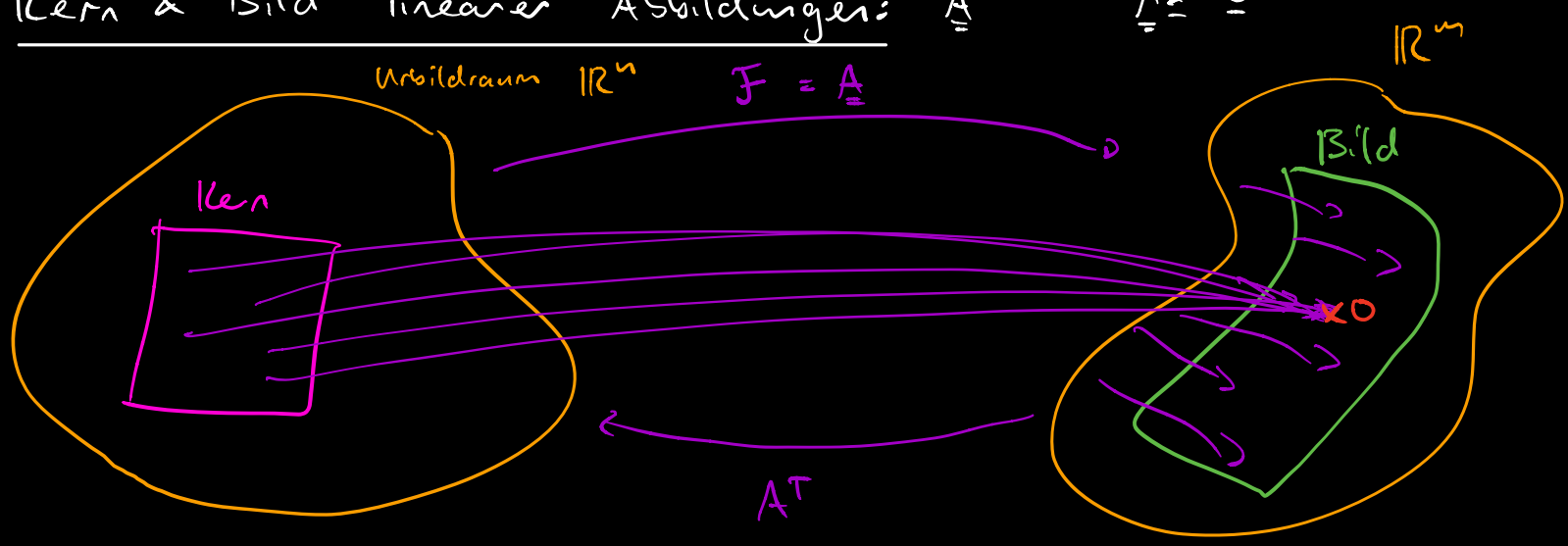
$$5(x^2 + x) + 2x^2 - 3$$

$$1 = b^{(1)} = 1$$

$$x = b^{(2)} = x$$

$$x^2 = \frac{1}{3}b^{(3)} + \frac{1}{3}b^{(1)} = \frac{1}{3}(3x^2 - 1) + \frac{1}{3} = x^2$$

## Kern & Bild linearer Abbildungen: $\underline{A}^{m \times n}$ $\underline{A}\underline{x} = \underline{b}$



$$\underline{A} = [a_1 \ a_2 \ \dots \ a_n] \in \mathbb{R}^{m \times n}$$

$$\underline{A} \underline{x} = x_1 [a_1] + x_2 [a_2] + \dots$$

i)  $b \in \text{Im}(A) \Leftrightarrow \underline{A} \underline{x} = \underline{b}$  ist ein lösbares LGS.

$$b = \text{span} \{a_1, a_2, \dots, a_n\}$$

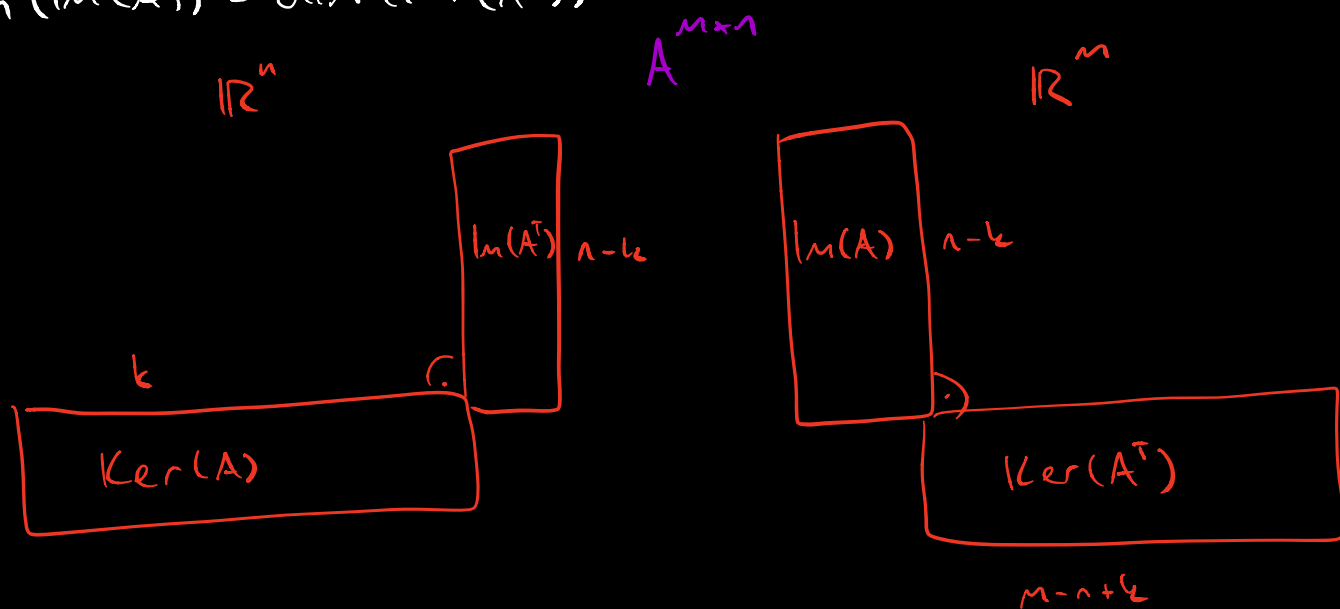
ii)  $x \in \text{Ker}(A) \Leftrightarrow x$  eine Lösung zum HLGs  $\underline{A} \underline{x} = 0$

iii)  $\text{Ker}(A)$  UVR  $\mathbb{R}^n$

iv)  $\text{Im}(A)$  UVR  $\mathbb{R}^m$

$$v) \dim(\text{Ker}(A)) + \dim(\text{Im}(A)) = n$$

$$vi) \dim(\text{Im}(A)) = \dim(\text{Im}(A^T))$$



$$\underline{A} \underline{x} = \underline{b}$$

$$\underline{x} \in \Delta (\underline{A}^T \underline{y} = 0)$$

Bild  $\Leftrightarrow$  Spaltenraum

Bild ( $A^T$ )  $\Leftrightarrow$  Zeilenraum

Berechnung:

Bsp:  $F: \mathbb{R}^2 \rightarrow \mathbb{R}, \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \mapsto x_1 - x_2$

$$\underline{A} = [1 \ -1]$$

Kern:  $\underline{A} \underline{x} = 0 : \quad \boxed{1} \quad -1 \quad 1 \quad 0$

$$x_2 = t$$

$$x_1 = t$$

$$\Rightarrow \text{Ker}(A) = \left\{ t \cdot \begin{bmatrix} 1 \\ 1 \end{bmatrix}, t \in \mathbb{R} \right\}$$

$$= \text{span} \left\{ \begin{bmatrix} 1 \\ 1 \end{bmatrix} \right\}$$

Bild:  $\text{Im}(A) = \underline{\underline{\mathbb{R}}}$

Bsp:  $A = \begin{bmatrix} 2 & 1 & 1 & 0 \\ -4 & 0 & 1 & -3 \\ 2 & 1 & 1 & 0 \end{bmatrix}$

$\text{Ker}(A): \begin{array}{cccc|c} 2 & 1 & 1 & 0 & 0 \\ -4 & 0 & 1 & -3 & 0 \\ 2 & 1 & 1 & 0 & 0 \end{array} \begin{array}{l} \text{II}+2\text{I} \\ \rightarrow \\ \text{III}-\text{I} \end{array} \Rightarrow \begin{array}{cccc|c} 2 & 1 & 1 & 0 & 0 \\ 0 & 2 & 3 & -3 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{array}$

$x_3 = t$   
 $x_4 = s$   
 $x_2 = \frac{1}{2}(3s - 3t)$

$2x_1 + \frac{3}{2}s - \frac{3}{2}t + t = 0 \Leftrightarrow x_1 = \frac{1}{4}(t - 3s)$

$\Rightarrow \text{Ker}(A) = \left\{ t \begin{bmatrix} \frac{1}{4} \\ -\frac{3}{2} \\ 1 \\ 0 \end{bmatrix} + s \begin{bmatrix} -\frac{3}{4} \\ \frac{3}{2} \\ 0 \\ 1 \end{bmatrix}, t, s \in \mathbb{R} \right\}$

$= \text{span} \left\{ \begin{bmatrix} 1 \\ -6 \\ 4 \\ 0 \end{bmatrix}, \begin{bmatrix} -3 \\ 6 \\ 0 \\ 4 \end{bmatrix} \right\}$

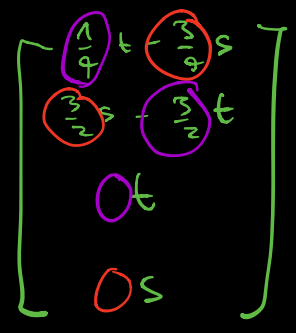
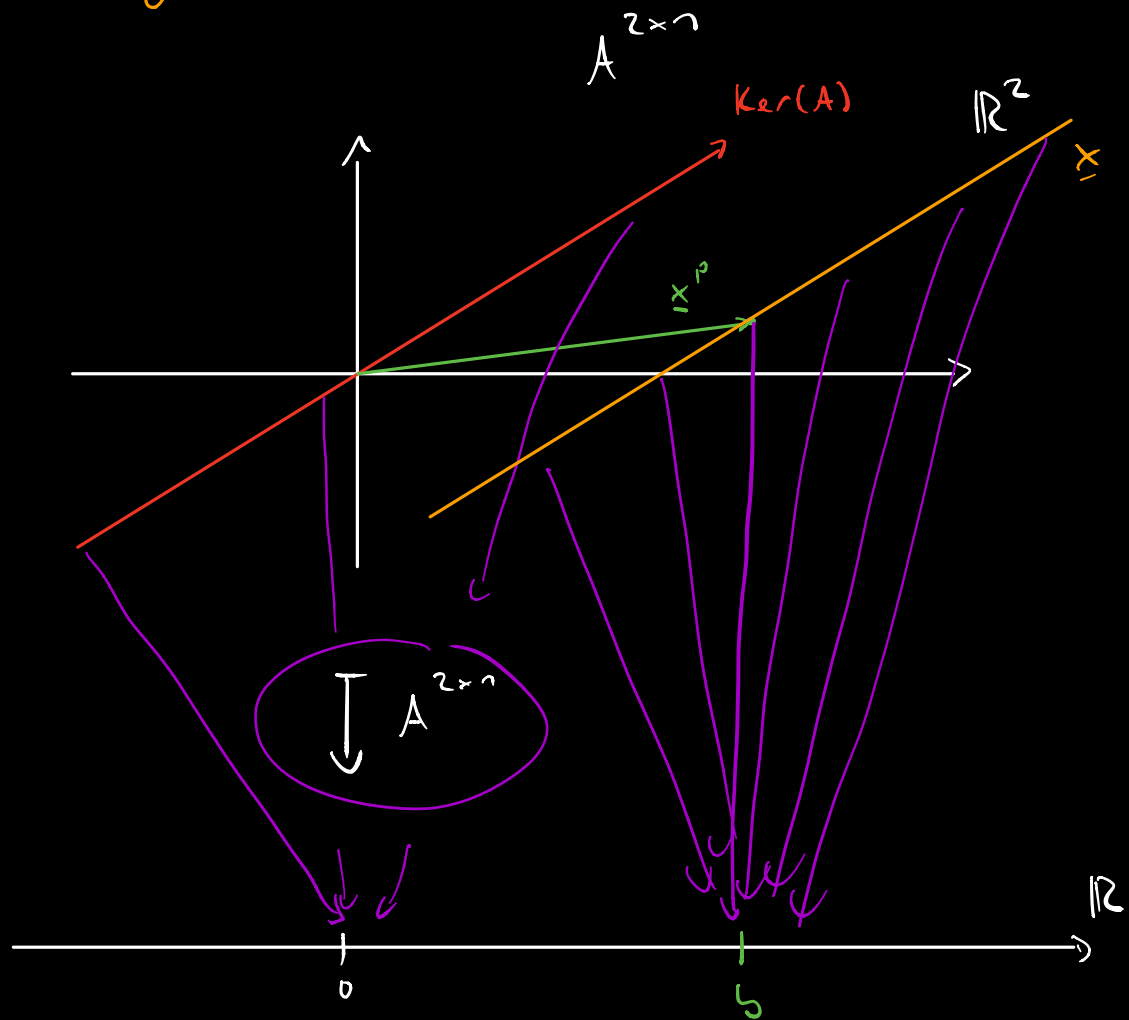


Bild:  $\text{Im}(A) = \underline{\underline{\text{span} \left\{ \begin{bmatrix} 2 \\ -4 \\ 2 \end{bmatrix}, \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} \right\}}}$

# Allgemeine Lösungen (LGS & DGL):

$$\underline{A} \underline{x} = \underline{b}, \quad \underline{x} = \underline{x}^P + \alpha \underline{x}^{h1} + \beta \underline{x}^{h2}$$

$$\begin{aligned} \underline{A} \underline{x} &= \underline{A} (\underline{x}^P + \alpha \underline{x}^{h1} + \beta \underline{x}^{h2}) \\ &= \underbrace{\underline{A} \underline{x}^P}_{\underline{b}} + \underbrace{\alpha \underline{A} \underline{x}^{h1}}_0 + \underbrace{\beta \underline{A} \underline{x}^{h2}}_0 \end{aligned}$$



$$e^{i\varphi} = \cos(\varphi) + i\sin(\varphi)$$

Pascal Vogel  
korrigieren