

## 4.1 Eigenvalues and Eigenvectors

Def

Let  $A$  be an  $n \times n$  matrix.

If  $A\vec{x} = \lambda\vec{x}$  for  $\vec{x} \neq \vec{0}$  and for some number  $\lambda$ , then

$\lambda$  is an eigenvalue of  $A$  and  
 $\vec{x}$  " eigenvector of  $A$ .

Ex: Show that  $\vec{x} = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$  is an eigenvector of  $A = \begin{bmatrix} 1 & -3 \\ 1 & 5 \end{bmatrix}$

$$\begin{aligned} A\vec{x} &= \begin{bmatrix} 1 & -3 \\ 1 & 5 \end{bmatrix} \begin{bmatrix} 1 \\ -1 \end{bmatrix} \\ &= \begin{bmatrix} 4 \\ -4 \end{bmatrix} \\ &= 4 \begin{bmatrix} 1 \\ -1 \end{bmatrix} \\ &= 4\vec{x} \end{aligned}$$

Terminology:  $\vec{x}$  is an eigenvector of  $A$  corresponding to eigenvalue  $\lambda = 4$

Note:  $A\vec{0} = \lambda\vec{0}$  is trivial  
 $\vec{0}$  is not considered an eigenvector

Ex: Find all eigenvectors of  $A = \begin{bmatrix} 3 & -2 \\ -3 & 4 \end{bmatrix}$  corresponding to  $\lambda = 6$

Want  $A\vec{x} = 6\vec{x}$

$$A\vec{x} = 6I\vec{x}$$

$$A\vec{x} - 6I\vec{x} = \vec{0}$$

$$(A - 6I)\vec{x} = \vec{0}$$

$$\rightarrow [A - 6I \mid \vec{0}]$$

$$A - 6I = \begin{bmatrix} 3 & -2 \\ -3 & 4 \end{bmatrix} - 6 \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} -3 & -2 \\ -3 & -2 \end{bmatrix}$$

$$\begin{bmatrix} -3 & -2 & | & 0 \\ -3 & -2 & | & 0 \end{bmatrix}$$

$$\frac{R_1}{-3}$$

$$\begin{bmatrix} 1 & \frac{2}{3} & | & 0 \\ -3 & -2 & | & 0 \end{bmatrix}$$

$$R_2 + 3R_1 \quad \begin{bmatrix} 1 & \frac{2}{3} & | & 0 \\ 0 & 0 & | & 0 \end{bmatrix} \quad \text{RREF}$$

$$\uparrow \\ x_2 = t$$

$$x_1 + \frac{2}{3}x_2 = 0$$

$$x_1 = -\frac{2}{3}t$$

$$\vec{x} = \begin{bmatrix} -\frac{2}{3} \\ 1 \end{bmatrix} t \quad (t \neq 0)$$

$$\text{or } \vec{x} = \begin{bmatrix} -2 \\ 3 \end{bmatrix} t \quad (t \neq 0)$$

Check:

$$\begin{aligned}
 A\vec{x} &= \begin{bmatrix} 3 & -2 \\ -3 & 4 \end{bmatrix} \begin{bmatrix} -2 \\ 3 \end{bmatrix} \\
 &= \begin{bmatrix} -12 \\ 18 \end{bmatrix} \\
 &= 6 \begin{bmatrix} -2 \\ 3 \end{bmatrix} \checkmark
 \end{aligned}$$

Fact

To find eigenvectors of  $A$  corresponding to  $\lambda$ :

$$\text{Solve } [A - \lambda I \mid \vec{0}]$$

Def

The eigenspace  $E_\lambda$  is the set of all eigenvectors of  $A$  corresponding to  $\lambda$ , plus the zero vector. It's a subspace of  $\mathbb{R}^n$ .

Ex: Find a basis for the eigenspace  $E_3$

for  $A = \begin{bmatrix} 4 & 1 & -2 \\ -3 & 0 & 6 \\ 2 & 2 & -1 \end{bmatrix}$

$$\text{Solve } [A - \lambda I \mid \vec{0}]$$

$$[A - 3I \mid \vec{0}]$$

Subtract 3  
from diagonal

$$\left[ \begin{array}{ccc|c} 1 & 1 & -2 & 0 \\ -3 & -3 & 6 & 0 \\ 2 & 2 & -4 & 0 \end{array} \right]$$

$$\begin{array}{c} x_1 \quad x_2 \quad x_3 \\ \left[ \begin{array}{ccc|c} 1 & 1 & -2 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{array} \right] \text{ RREF} \\ \begin{array}{c} \uparrow \qquad \uparrow \\ x_2 = s \quad x_3 = t \end{array} \end{array}$$

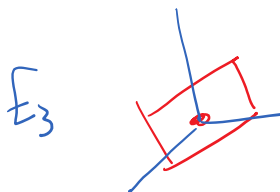
$$x_1 + x_2 - 2x_3 = 0$$

$$x_1 = -s + 2t$$

List of eigenvectors

$$\vec{x} = \begin{bmatrix} -1 \\ 1 \\ 0 \end{bmatrix} s + \begin{bmatrix} 2 \\ 0 \\ 1 \end{bmatrix} t \quad (\vec{x} \neq \vec{0})$$

$$\text{Basis for } E_3 = \left\{ \begin{bmatrix} -1 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 2 \\ 0 \\ 1 \end{bmatrix} \right\}$$



Ex: Find a basis for  $E_0$  for  $A = \begin{bmatrix} 4 & 1 & -3 \\ 0 & 0 & 2 \\ 0 & 0 & -3 \end{bmatrix}$

Solve  $[A - \lambda I | \vec{0}]$

$$[A | \vec{0}]$$

$$\left[ \begin{array}{ccc|c} 4 & 1 & -3 & 0 \\ 0 & 0 & 2 & 0 \\ 0 & 0 & -3 & 0 \end{array} \right]$$

$$\rightsquigarrow \left[ \begin{array}{ccc|c} 1 & \frac{1}{4} & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \end{array} \right]$$

$$\begin{array}{c} \uparrow \\ x_2 = t \end{array}$$

$$\uparrow \\ x_2 = t$$

$$\vec{x} = \begin{bmatrix} -1/4 \\ 1 \\ 0 \end{bmatrix} t \quad (t \neq 0)$$

$$\text{Basis for } E_0 = \left\{ \begin{bmatrix} -1/4 \\ 1 \\ 0 \end{bmatrix} \right\}$$

$$\text{or } \left\{ \begin{bmatrix} -1 \\ 4 \\ 0 \end{bmatrix} \right\}$$

## Applications

### ① Vibrations

eigenvalues = natural frequencies

eigenvectors = shapes/directions of vibrations

### ② Facial Recognition (Image Processing)

$$[\text{Image}] \rightarrow \begin{bmatrix} 0 & 18 & 256 \\ & \dots & \end{bmatrix}$$

eigenvectors = "basic" faces

Goal: Express any face as a linear combination of basic faces