



Linear system is a function that satisfies the principle of superposition (linearity)



$$L(u_1 + u_2) = L u_1 + L u_2$$

$$L(\alpha v) = \alpha L v$$

$$L\left(\sum_{i=1}^n \alpha_i v_i\right) = \sum_{i=1}^n \alpha_i L v_i$$

Can extend these ideas to infinite sum (and integrals)
under some assumptions on the operator L

eg. direct proportionality

$Lv = \alpha v$ all linear systems harken back to direct proportionality (multiplication)

eg. $Lv(t) = \alpha(t) \cdot v(t)$

eg. switch $(Lv)(t) = T(t) \cdot v(t)$

eg. sampling $(Lv)(t) = \sum p(t) \cdot v(t)$

State the important generalization: direct proportionality + adding

or matrix multiplication

$$A \in \mathbb{R}^{n \times n} \quad v \in \mathbb{R}^n \quad A(vw) = A v A w \quad A(vv) = \alpha v v$$

special from systems with special properties derive from special property of the matrix A

symmetry $A^T = A$, hermitian $A^* = A^T = A$, orthogonal $AA^T = I$

important to understand eigenvalues and eigenvectors associated with A

$$Av = \lambda v \quad \text{if } \lambda = 0 \quad \text{direct proportionality}$$

$$Ax = A \sum \lambda_i x_i = \sum \lambda_i A x_i \quad \text{direct proportionality + adding}$$

(hermitian / symmetry $\rightarrow$ orthogonal basis of eigenvectors)

any finite-dimensional linear system can be realized as matrix multiplication

eg. input: $a_0 + a_1 x + a_2 x^2 + \dots + a_n x^n$

$L = \frac{d}{dx}$ which is a linear operator

$$\begin{array}{c} \rightarrow \quad n+1 \quad \leftarrow \\ \downarrow \quad \uparrow \\ \begin{bmatrix} 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 2 & 0 & 0 & 0 \\ 0 & 0 & 0 & 3 & 0 & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ 0 & 0 & 0 & 0 & 0 & n \end{bmatrix} \begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ \vdots \\ a_n \end{bmatrix} = \begin{bmatrix} a_1 \\ 2a_2 \\ 3a_3 \\ \vdots \\ na_n \end{bmatrix} \end{array}$$

analogous statement for infinite continuous case

matrix multiplication $\xrightarrow{\text{analog}}$ integration against a kernel

input: function $v(x)$

kernel: function $k(x,y)$

$$Lv(x) = \int_{-\infty}^{\infty} k(x,y) v(y) dy$$

$$\begin{bmatrix} \downarrow \\ v \\ x \\ \downarrow \end{bmatrix} \left[\begin{array}{c} \left[\begin{array}{c} \downarrow \\ v \\ \end{array} \right] \\ \left[\begin{array}{c} \downarrow \\ v \\ \end{array} \right] \\ \left[\begin{array}{c} \downarrow \\ v \\ \end{array} \right] \end{array} \right] \begin{bmatrix} \downarrow \\ v \\ \end{bmatrix}$$

L is a linear system

special properties of $A \xrightarrow{\text{analogy}} \text{special properties of kernel}$

symmetry: $A_{ji} = A_{ij}$

$k(x,y) = k(y,x)$

(self-adjoint)

hermitian $A_{ji} = \overline{A_{ij}}$

$k(x,y) = \overline{k(y,x)}$

linear system given by integration against the kernel

eg. the F.T. $\mathcal{F}f(s) = \int_{-\infty}^{\infty} f(t) e^{-ist} dt$ $k(s,t) = e^{-ist}$

eg. convolution

for a function k , the operator $L_k u = h * u$

$(L_k)u(x) = \int_{-\infty}^{\infty} k(x-y) u(y) dy$

the kernel $k(x,y) = k(x-y)$ only depends on the difference

(circular $\&$) shift-invariant / time-invariant

$x \rightarrow x-a \quad y \rightarrow y-a \quad (x-y) \rightarrow (x-y)$

any linear system can be written as integration against a kernel