

Linear Algebra - Part 60

Definition: A complex matrix $A \in \mathbb{C}^{n \times n}$ is called:

(1) selfadjoint if $A^* = A$

(2) skew-adjoint $A^* = -A$

(3) unitary if $A^*A = AA^* = \mathbb{1}$ (=identity matrix)

(4) normal if $A^*A = AA^*$

Example:

(a) $A = \begin{pmatrix} 1 & 2i \\ -2i & 0 \end{pmatrix} \Rightarrow A^* = \begin{pmatrix} \overline{1} & \overline{-2i} \\ \overline{-2i} & \overline{0} \end{pmatrix} = \begin{pmatrix} 1 & 2i \\ -2i & 0 \end{pmatrix} = A$

(b) $A = \begin{pmatrix} i & -1+2i \\ 1+2i & 3i \end{pmatrix} \Rightarrow A^* = \begin{pmatrix} \overline{i} & \overline{-1+2i} \\ \overline{1+2i} & \overline{3i} \end{pmatrix} = \begin{pmatrix} -i & 1-2i \\ -1-2i & -3i \end{pmatrix} = -A$

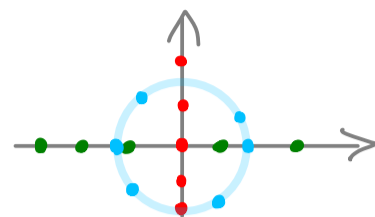
(c) $A = \begin{pmatrix} i & 0 \\ 0 & 4 \end{pmatrix}$ not selfadjoint nor skew-adjoint but normal.

Remember:

$A \in \mathbb{C}^{n \times n}$	$A \in \mathbb{R}^{n \times n}$
adjoint A^*	transpose A^T
selfadjoint	symmetric
skew-adjoint	skew-symmetric
unitary	orthogonal

Proposition:

(a) A selfadjoint $\Rightarrow \text{spec}(A) \subseteq \text{real axis}$



(b) A skew-adjoint $\Rightarrow \text{spec}(A) \subseteq \text{imaginary axis}$

(c) A unitary $\Rightarrow \text{spec}(A) \subseteq \text{unit circle}$

Proof: (a) $\lambda \in \text{spec}(A) \Rightarrow$ eigenvalue equation $Ax = \lambda x$, $x \neq 0$, $\|x\| = 1$ choose:

$$\lambda \cdot \underbrace{\langle x, x \rangle}_1 = \langle x, \lambda x \rangle = \langle x, Ax \rangle = \underbrace{\langle A^* x, x \rangle}_{\substack{\text{selfadjoint} \\ \downarrow}} = \langle Ax, x \rangle = \langle \lambda x, x \rangle = \bar{\lambda} \underbrace{\langle x, x \rangle}_{=1}$$

(c) $\lambda \in \text{spec}(A) \Rightarrow$ eigenvalue equation $Ax = \lambda x$, $x \neq 0$, $\|x\| = 1$ choose:

$$\langle \lambda x, \lambda x \rangle = \langle Ax, Ax \rangle = \langle \underbrace{A^* A}_1 x, x \rangle = \langle x, x \rangle = 1$$

$$\bar{\lambda} \cdot \lambda \langle x, x \rangle = |\lambda|^2 \Rightarrow \lambda \text{ lies on the unit circle} \quad \square$$