

DRAFT

A (Very) Brief Introduction to Frames in R^2 and R^3

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[> **restart: with(LinearAlgebra):**

▼ Definition and examples

Let $S = \{v_1, v_2, \dots\}$ be a sequence (either finite or infinite) of vectors in either R^2 or R^3 . S is a **frame**

if there are finite positive constants A and B so that

$$A * \text{Norm}(x, \text{Euclidean})^2 \leq \text{DotProduct}(v_1, x)^2 + \text{DotProduct}(v_2, x)^2 + \dots \leq B * \text{Norm}(x, \text{Euclidean})^2$$

holds for every vector x in the space. The optimal constants (largest A , smallest B) are called the *frame bounds*.

If $A = B$, the frame is said to be *tight*.

▼ Examples

1. Let $S = \{v_1, v_2\}$, where $v_1 := \langle \frac{\sqrt{2}}{2}, \frac{\sqrt{2}}{2} \rangle$ and $v_2 := \langle -\frac{\sqrt{2}}{2}, \frac{\sqrt{2}}{2} \rangle$. Let $x := \langle a, b \rangle$ be an arbitrary vector in R^2 .

```
> v1:=<sqrt(2)/2, sqrt(2)/2>;  
v2:=<-sqrt(2)/2, sqrt(2)/2>;  
x:=<a,b>;
```

$$v_1 := \begin{bmatrix} \frac{1}{2} \sqrt{2} \\ \frac{1}{2} \sqrt{2} \end{bmatrix}$$

$$v_2 := \begin{bmatrix} -\frac{1}{2} \sqrt{2} \\ \frac{1}{2} \sqrt{2} \end{bmatrix}$$

$$x := \begin{bmatrix} a \\ b \end{bmatrix}$$

(1.1.1)

Since:

$$\begin{aligned} &> \text{FirstPart} := \text{Norm}(x, \text{Euclidean})^2; \\ &\qquad \text{FirstPart} := |a|^2 + |b|^2 \end{aligned} \tag{1.1.2}$$

and since:

$$\begin{aligned} &> \text{SecondPart} := (\mathbf{v1} \cdot \mathbf{x})^2 + (\mathbf{v2} \cdot \mathbf{x})^2; \\ &\qquad \text{SecondPart} := \left(\frac{1}{2} \sqrt{2} a + \frac{1}{2} \sqrt{2} b \right)^2 + \left(-\frac{1}{2} \sqrt{2} a + \frac{1}{2} \sqrt{2} b \right)^2 \end{aligned} \tag{1.1.3}$$

$$\begin{aligned} &> \text{simplify}(\text{SecondPart}); \\ &\qquad a^2 + b^2 \end{aligned} \tag{1.1.4}$$

It follows that S is a tight frame for R^2 with frame bound of 1.

2. Let $S = \{v1, v2, v3, v4\}$, where $v1 := \langle 1, 0 \rangle$, $v2 := \langle 0, 1 \rangle$, $v3 := \langle \frac{\sqrt{2}}{2}, \frac{\sqrt{2}}{2} \rangle$, and $v4 := \langle -\frac{\sqrt{2}}{2}, \frac{\sqrt{2}}{2} \rangle$.

Let $x := \langle a, b \rangle$ be an arbitrary vector in R^2 .

$$\begin{aligned} &> \text{restart: with}(\text{LinearAlgebra}): \\ &\quad \mathbf{v1} := \langle 1, 0 \rangle; \mathbf{v2} := \langle 0, 1 \rangle; \mathbf{v3} := \langle \text{sqrt}(2)/2, \text{sqrt}(2)/2 \rangle; \mathbf{v4} := \langle -\text{sqrt}(2)/2, \text{sqrt}(2)/2 \rangle; \mathbf{x} := \langle a, b \rangle; \\ &\qquad \mathbf{v1} := \begin{bmatrix} 1 \\ 0 \end{bmatrix} \\ &\qquad \mathbf{v2} := \begin{bmatrix} 0 \\ 1 \end{bmatrix} \\ &\qquad \mathbf{v3} := \begin{bmatrix} \frac{1}{2} \sqrt{2} \\ \frac{1}{2} \sqrt{2} \end{bmatrix} \\ &\qquad \mathbf{v4} := \begin{bmatrix} -\frac{1}{2} \sqrt{2} \\ \frac{1}{2} \sqrt{2} \end{bmatrix} \\ &\qquad \mathbf{x} := \begin{bmatrix} a \\ b \end{bmatrix} \end{aligned} \tag{1.1.5}$$

Since:

$$\begin{aligned} &> \text{Norm}(x, \text{Euclidean})^2; \\ &\qquad |a|^2 + |b|^2 \end{aligned} \tag{1.1.6}$$

and since:

$$> (\mathbf{v1} \cdot \mathbf{x})^2 + (\mathbf{v2} \cdot \mathbf{x})^2 + (\mathbf{v3} \cdot \mathbf{x})^2 + (\mathbf{v4} \cdot \mathbf{x})^2;$$

$$a^2 + b^2 + \left(\frac{1}{2} \sqrt{2} a + \frac{1}{2} \sqrt{2} b \right)^2 + \left(-\frac{1}{2} \sqrt{2} a + \frac{1}{2} \sqrt{2} b \right)^2 \quad (1.1.7)$$

```
> simplify(%);
```

$$2 a^2 + 2 b^2 \quad (1.1.8)$$

it follows that S is a tight frame for R^2 with frame bound equal to 2.

3. Let $S = \{v_1, v_2, v_3\}$, where $v_1 := \langle 1, 0 \rangle$, $v_2 := \langle 0, 1 \rangle$, and $v_3 := \langle 1, 2 \rangle$. S is a frame for R^2 , but is not tight. Its lower frame bound is 1 and its upper frame bound is 6. We won't calculate the frame bounds

directly (more on this in a minute), but we will verify that there are two vectors x_1 and x_2 for which

$$(v_1 \cdot x_1)^2 + (v_2 \cdot x_1)^2 + (v_3 \cdot x_1)^2 = \text{Norm}(x_1, \text{Euclidean})^2 \quad \text{and}$$

$$(v_1 \cdot x_2)^2 + (v_2 \cdot x_2)^2 + (v_3 \cdot x_2)^2 = 6 \text{Norm}(x_2, \text{Euclidean})^2.$$

Let $x_1 := \langle -2, 1 \rangle$ and let $x_2 := \langle 1, 2 \rangle$

```
> restart: with(LinearAlgebra):
v1:=<1,0>;v2:=<0,1>;v3:=<1,2>;
x1:=<-2,1>;x2:=<1,2>;
```

First calculate the norms of the two vectors x_1 and x_2 :

```
> Norm(x1, Euclidean)^2;
Norm(x2, Euclidean)^2;
```

$$5$$

$$5 \quad (1.1.9)$$

Then tally up the squares of the inner products:

```
> (v1.x1)^2+(v2.x1)^2+(v3.x1)^2;
```

$$5 \quad (1.1.10)$$

```
> (v1.x2)^2+(v2.x2)^2+(v3.x2)^2;
```

$$30 \quad (1.1.11)$$

x_1 and x_2 have the desired properties.

▼ *Matrix Technique for finding frame bounds*

The following lemma is well known, and provides us with a simple technique for finding upper and lower frame bounds for a set of vectors.

Lemma: Let $S = \{v_1, v_2, \dots, v_N\}$ be a finite sequence of vectors in either R^2 or R^3 , with N greater than the dimension of the space under consideration. Let $M = [v_1, v_2, \dots, v_N]$ be the matrix representation for S (each vector in S becoming a column in M). Let $F = MM^*$. If the smallest eigenvalue of F is positive, then S is a frame. Moreover its frame bounds are equal to the values

of the smallest and largest eigenvalues of F .

Let's reconsider the sequence we studied in item (3), above.

```
> restart: with(LinearAlgebra):
  v1:=<1,0>:v2:=<0,1>:v3:=<1,2>:
  M:=<v1| v2| v3>;
```

$$M := \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 2 \end{bmatrix} \quad (1.1.1.1)$$

```
> F:=M.Transpose(M);
```

$$F := \begin{bmatrix} 2 & 2 \\ 2 & 5 \end{bmatrix} \quad (1.1.1.2)$$

```
> Eigenvalues(F);
```

$$\begin{bmatrix} 6 \\ 1 \end{bmatrix} \quad (1.1.1.3)$$

The lemma tells us that these vectors form a frame for R^2 with frame bounds of 1 and 6.

Here's another example:

```
> restart: with(LinearAlgebra):
  v1:=<1,0,1>: v2:=<1,1,1>: v3:=<3,-1,3>: v4:=<4,0,4>:
  M:=<v1|v2|v3|v4>;
```

$$M := \begin{bmatrix} 1 & 1 & 3 & 4 \\ 0 & 1 & -1 & 0 \\ 1 & 1 & 3 & 4 \end{bmatrix} \quad (1.1.1.4)$$

```
> F:=M.Transpose(M);
```

$$F := \begin{bmatrix} 27 & -2 & 27 \\ -2 & 2 & -2 \\ 27 & -2 & 27 \end{bmatrix} \quad (1.1.1.5)$$

```
> Eigenvalues(F);
```

$$\begin{bmatrix} 0 \\ 28 + 6\sqrt{19} \\ 28 - 6\sqrt{19} \end{bmatrix} \quad (1.1.1.6)$$

Since the smallest eigenvalue of F is zero, this set of vectors can not be a frame for R^3 .

▼ Reconstruction formula

Let $S = \{v_1, v_2, \dots\}$ be a tight frame for R^2 or R^3 . It can be shown that

$$x = 1/A * (\text{DotProduct}(x,v1) v1 + \text{DotProduct}(x, v2) v2 + \dots)$$

This equation is called the *reconstruction formula* for x in terms of the vectors in the frame.

Here's a short exercise in which we construct a tight frame, and then verify the reconstruction formula.

```
> restart: with(LinearAlgebra):
c:=sqrt(2)/7;
a:=-1/2*c+1/2*sqrt(6-3*c^2);
b:=-1/2*c-1/2*sqrt(6-3*c^2);
```

$$c := \frac{1}{7} \sqrt{2}$$

$$a := \frac{11}{14} \sqrt{2}$$

$$b := -\frac{13}{14} \sqrt{2}$$
(2.1)

Use these values to construct a tight frame for R^2 .

```
> v1:=<a,-1>; v2:=<b,-1>; v3:=<c,-1>;
```

$$v1 := \begin{bmatrix} \frac{11}{14} \sqrt{2} \\ -1 \end{bmatrix}$$

$$v2 := \begin{bmatrix} -\frac{13}{14} \sqrt{2} \\ -1 \end{bmatrix}$$

$$v3 := \begin{bmatrix} \frac{1}{7} \sqrt{2} \\ -1 \end{bmatrix}$$
(2.2)

```
> M:=<v1 | v2 | v3>;
```

$$M := \begin{bmatrix} \frac{11}{14} \sqrt{2} & -\frac{13}{14} \sqrt{2} & \frac{1}{7} \sqrt{2} \\ -1 & -1 & -1 \end{bmatrix}$$
(2.3)

```
> F:=M.Transpose(M);
```

$$F := \begin{bmatrix} 3 & 0 \\ 0 & 3 \end{bmatrix}$$
(2.4)

This shows that the vectors we've constructed form a tight frame with frame bound 3.

Now let's try the reconstruction formula.

```
> x:=<u,v>;
```

(2.5)

$$x := \begin{bmatrix} u \\ v \end{bmatrix} \quad (2.5)$$

```
> 1/3*((x.v1)*v1 + (x.v2)*v2 + (x.v3)*v3);
```

$$\begin{bmatrix} \frac{11}{42} \left(\frac{11}{14} \bar{u} \sqrt{2} - \bar{v} \right) \sqrt{2} - \frac{13}{42} \left(-\frac{13}{14} \bar{u} \sqrt{2} - \bar{v} \right) \sqrt{2} + \frac{1}{21} \left(\frac{1}{7} \bar{u} \sqrt{2} - \bar{v} \right) \sqrt{2} \\ \bar{v} \end{bmatrix} \quad (2.6)$$

```
> simplify(%);
```

$$\begin{bmatrix} \bar{u} \\ \bar{v} \end{bmatrix} \quad (2.7)$$

Since we're in a real vector space, this is identical to the vector x.