

Exercises

Recall that a “linear combination” of objects means to take those things, multiply them by (real) numbers, and add them together.

Let

$$u = \begin{bmatrix} 2 \\ 3 \end{bmatrix}, \quad v = \begin{bmatrix} -1 \\ 1 \end{bmatrix}, \quad w = u - 2v.$$

1. Graph the three vectors u , v , and w on the same axes.
2. Write a sentence in your notebook using the phrase “linear combination” and the letters u , v , w .
3. Express v as a linear combination of u and w .

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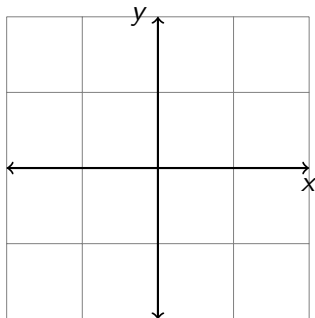
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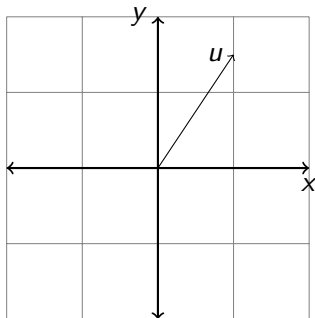


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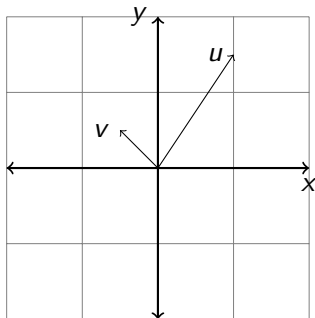


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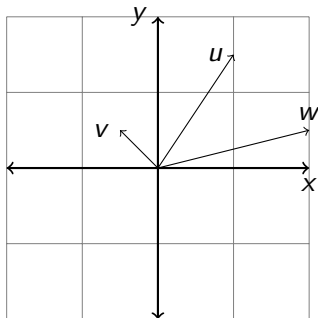


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$$\begin{aligned} w &= u - 2v \\ 2v &= u - w \\ v &= \frac{1}{2}u - \frac{1}{2}w. \end{aligned}$$

Matrix Multiplication Defines a Function

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- ▶ $f_A(v)$ is the **image** of v .
- ▶ The set

$$\text{Im}(f_A) = \{f_A(v) \in \mathbb{R}^n : v \in \mathbb{R}^m\} \subseteq \mathbb{R}^n$$

is the **image** of f_A . It is a subset of the range.

Example One

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$$A = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$$

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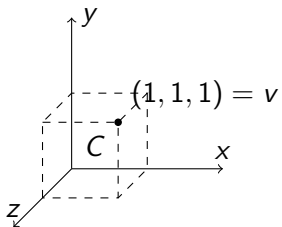
► Range of f_A : \mathbb{R}^2 .

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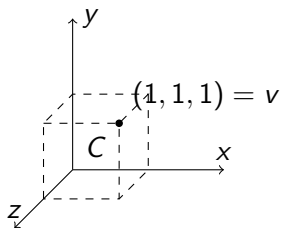
► Image of f_A : \mathbb{R}^2 .

If image of f is the same as the range of f then we say that f is **onto**.

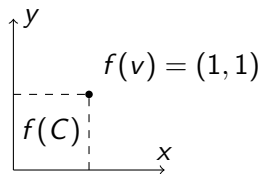
Geometry of f_A



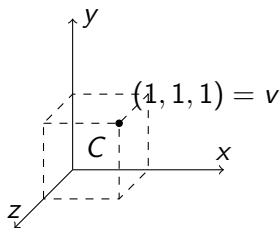
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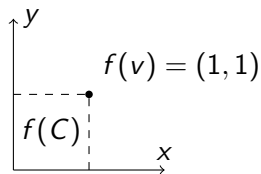
$\xrightarrow{f_A}$



Geometry of f_A



$\xrightarrow{f_A}$



f “collapses” \mathbb{R}^3 onto \mathbb{R}^2 .

Example Two

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$$\left\{ \begin{bmatrix} x \\ y \\ 0 \end{bmatrix} \in \mathbb{R}^3 : x, y \in \mathbb{R} \right\}$$

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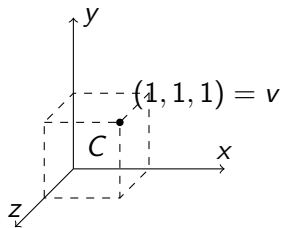
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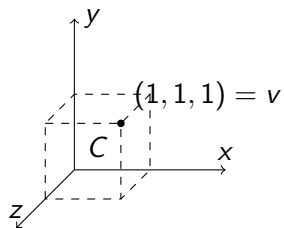
$$\left\{ \begin{bmatrix} x \\ y \\ 0 \end{bmatrix} \in \mathbb{R}^3 : x, y \in \mathbb{R} \right\}$$

f is NOT onto, since the vector $\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ is NOT in the image set.

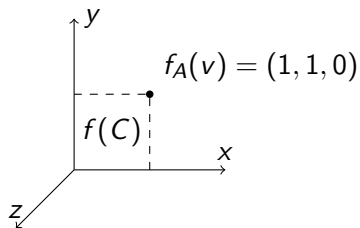
Geometry of f_B



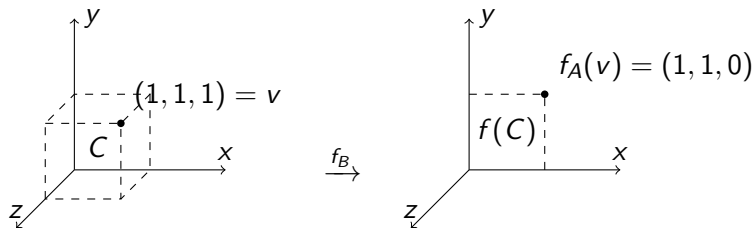
Geometry of f_B



$\xrightarrow{f_B}$

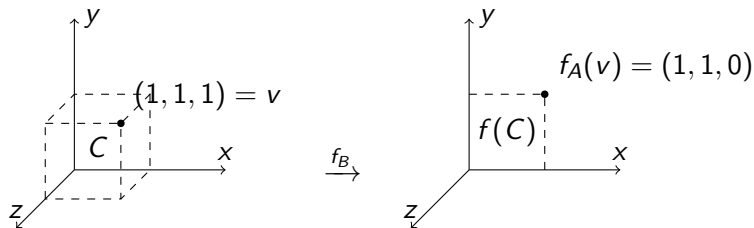


Geometry of f_B



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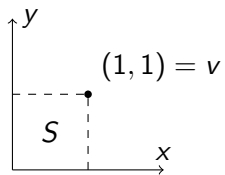
In this case the range and domain are the same. We call such a collapse a **projection**.

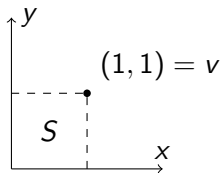
Exercises

Interpret each of the following matrices as linear transformations. What is the image of $\begin{bmatrix} x \\ y \end{bmatrix}$? What is the image of the unit square? Try to identify how the transform manipulates geometry.

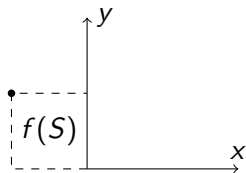
$$A = \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}, \quad B = \begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix}, \quad C = \begin{bmatrix} \sqrt{2}/2 & -\sqrt{2}/2 \\ \sqrt{2}/2 & \sqrt{2}/2 \end{bmatrix}$$

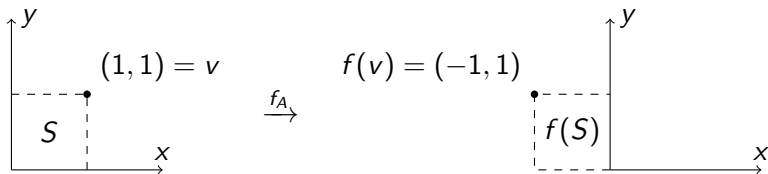
f_A



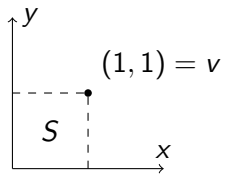
f_A  $\xrightarrow{f_A}$

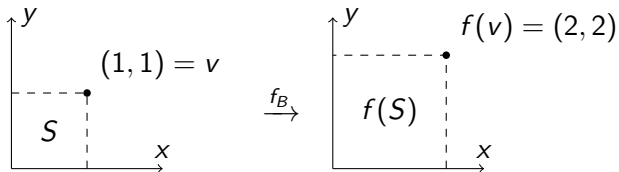
$$f(v) = (-1, 1)$$

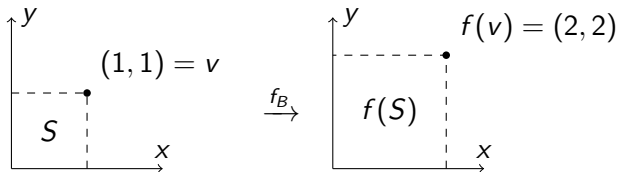


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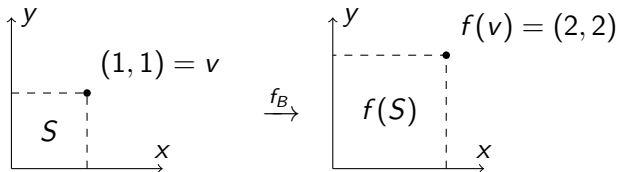
f_A is a **reflection** across the y -axis.





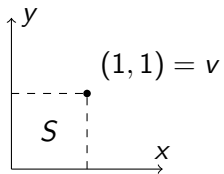


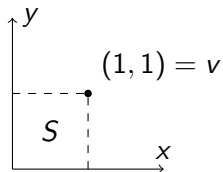
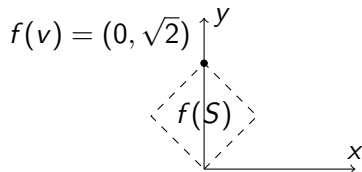
f_B is a **dilation**.

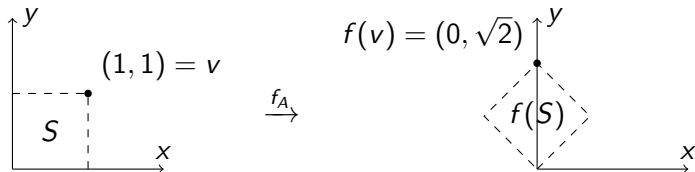


f_B is a **dilation**. If the diagonal elements were less than one (but positive) it would be a **contraction**.

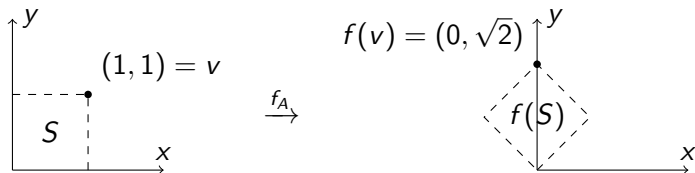
f_C



f_C  $\xrightarrow{f_A}$ 

f_C 

f_C is a **rotation** by $\pi/2$.

f_C 

f_C is a **rotation** by $\pi/2$. Note: in general, counter-clockwise is the “positive” direction for rotations.

Rotations

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So $R_\theta^{-1} = R_{-\theta}$ is a rotation by $-\theta$.