

# 19. TOPIC 3 — LECTURE 19

Slides: pgs. 211–217. Exercises: Topic 3, Q.113–129

Exercise What is the dimension of  $\mathcal{P}_3$ , the set of polynomials of degree less than or equal to 3?

Exercise Explain why  $\{x + 2, -x^2 + 1, x^3\}$  cannot be a basis for  $\mathcal{P}_3$ .

Exercise A matrix is said to be lower triangular if all element above the diagonal are zero. Show that the set of lower triangular  $2 \times 2$  matrices forms a subspace of  $\mathcal{M}_{2,2}$ .

Solution: method 1 The set of lower triangular  $2 \times 2$  matrices is specified by

$$L = \left\{ \begin{bmatrix} a & 0 \\ b & c \end{bmatrix} : a, b, c \in \mathbb{R} \right\}.$$

We need to check the 3 axioms specifying a vector space.

(0) We observe that  $\begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix} \in L$ , and so  $L$  is nonempty.

(1) Let

$$\mathbf{v}_1 = \begin{bmatrix} a_1 & 0 \\ b_1 & c_1 \end{bmatrix}, \quad \mathbf{v}_2 = \begin{bmatrix} a_2 & 0 \\ b_2 & c_2 \end{bmatrix}$$

where  $a_1, a_2, b_1, b_2, c_1, c_2 \in \mathbb{R}$ , so that  $\mathbf{v}_1, \mathbf{v}_2 \in L$ . Then

$$\mathbf{v}_1 + \mathbf{v}_2 = \begin{bmatrix} a_1 + a_2 & 0 \\ b_1 + b_2 & c_1 + c_2 \end{bmatrix} = \begin{bmatrix} a_0 & 0 \\ b_0 & c_0 \end{bmatrix}$$

where

$$a_1 + a_2 = a_0 \in \mathbb{R}, \quad b_1 + b_2 = b_0 \in \mathbb{R}, \quad c_1 + c_2 = c_0 \in \mathbb{R}.$$

Thus we have demonstrated that  $\mathbf{v}_1 + \mathbf{v}_2 \in L$ , and thus  $L$  is closed under vector addition.

(2) Let  $\mathbf{v} = \begin{bmatrix} a & 0 \\ b & c \end{bmatrix}$ , where  $a, b, c \in \mathbb{R}$ , so that  $\mathbf{v} \in L$ . Let  $\alpha \in \mathbb{R}$  be a general scalar. We have

$$\alpha \mathbf{v} = \begin{bmatrix} \alpha a & 0 \\ \alpha b & \alpha c \end{bmatrix} = \begin{bmatrix} \tilde{a} & 0 \\ \tilde{b} & \tilde{c} \end{bmatrix}$$

where

$$\tilde{a} = \alpha a \in \mathbb{R}, \quad \tilde{b} = \alpha b \in \mathbb{R}, \quad \tilde{c} = \alpha c \in \mathbb{R}.$$

Thus we have demonstrated that  $\alpha \mathbf{v} \in L$ , and thus  $L$  is closed under scalar multiplication.

Solution: method 2 The set  $L$  is equivalent to the subset of  $\mathbb{R}^4$  specified by

$$L' = \{(a, 0, b, c) : a, b, c \in \mathbb{R}\}.$$

Our task now is to verify that  $L'$  is a subspace of  $\mathbb{R}^4$ .

(0) We observe that  $(0, 0, 0, 0)$  is an element of  $L'$ , and so  $L'$  is nonempty.

(1) Let

$$\mathbf{v}_1 = (a_1, 0, b_1, c_1), \quad \mathbf{v}_2 = (a_2, 0, b_2, c_2)$$

where  $a_1, b_1, c_1, a_2, b_2, c_2 \in \mathbb{R}$  be two general elements in  $L'$ . We have

$$\mathbf{v}_1 + \mathbf{v}_2 = (a_1 + a_2, 0, b_1 + b_2, c_1 + c_2) = (a_0, 0, b_0, c_0)$$

where

$$a_1 + a_2 = a_0 \in \mathbb{R}, \quad b_1 + b_2 = b_0 \in \mathbb{R}, \quad c_1 + c_2 = c_0 \in \mathbb{R}.$$

Thus we have demonstrated that  $\mathbf{v}_1 + \mathbf{v}_2 \in L'$ , and thus  $L'$  is closed under vector addition.

(2) Let  $\mathbf{v} = (a, 0, b, c)$  where  $a, b, c \in \mathbb{R}$ , so that  $\mathbf{v} \in L'$ . Let  $\alpha \in \mathbb{R}$  be a general scalar. We have

$$\alpha \mathbf{v} = (\alpha a, 0, \alpha b, \alpha c) = (\tilde{a}, 0, \tilde{b}, \tilde{c})$$

where

$$\tilde{a} = \alpha a \in \mathbb{R}, \quad \tilde{b} = \alpha b \in \mathbb{R}, \quad \tilde{c} = \alpha c \in \mathbb{R}.$$

Thus we have demonstrated that  $\alpha \mathbf{v} \in L'$ , and thus  $L'$  is closed under scalar multiplication.

Exercise Determine if the matrices

$$\begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}, \quad \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}, \quad \begin{bmatrix} 0 & -4 \\ 0 & -2 \end{bmatrix},$$

are linearly independent.

## 20. TOPIC 4 — LECTURE 20

Slides: pgs. 220–234. Exercises: Topic 4, Q.130-39 (continued)

Revision exercises

(1) Draw a set of typical basis vectors in  $\mathbb{R}^3$ .

(2) Find the dimension of

$$\text{Span} \{(1, -1, 0, 3), (0, 1, 1, 1), (-1, 3, 2, -1)\}$$

(3) Let  $\mathbf{v}_j$  ( $j = 1, \dots, 5$ ) be vectors in  $\mathbb{R}^3$ , and define

$$A = \begin{bmatrix} \mathbf{v}_1 & \mathbf{v}_2 & \mathbf{v}_3 & \mathbf{v}_4 & \mathbf{v}_5 \end{bmatrix}$$

You are told that

$$A \sim \begin{bmatrix} 1 & 2 & 0 & 0 & 1 \\ 0 & 0 & -1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

- (a) Give a basis for the column space of  $A$ .
- (b) Give a basis for the row space of  $A$ .
- (c) Let  $B = \begin{bmatrix} \mathbf{v}_1 & \mathbf{v}_2 & \mathbf{v}_4 \end{bmatrix}$ . Does  $\mathbf{v}_3$  belong to the column space of  $B$ ?
- (d) Write the solution space of  $A$  in vector form.

### Linear transformation

Let  $T : \mathbb{R}^p \rightarrow \mathbb{R}^q$  be a mapping from  $\mathbb{R}^p$  to  $\mathbb{R}^q$ . Let  $\mathbf{u}$  and  $\mathbf{v}$  be two vectors in  $\mathbb{R}^p$ . A linear transformation has the defining property that

$$T(\alpha\mathbf{u} + \beta\mathbf{v}) = \alpha T(\mathbf{u}) + \beta T(\mathbf{v}).$$

Linear transformations have the property that they map the zero vector to the zero vector. Thus  $T(\mathbf{0}) = \mathbf{0}$ .

Linear transformations also have the property that they map lines through the origin to other lines through the origin,

$$T(t\mathbf{u}) = tT(\mathbf{u}).$$

More generally they map all lines to other lines

$$T(t\mathbf{u} + \mathbf{u}_0) = tT(\mathbf{u}) + T(\mathbf{u}_0).$$

It follows that the image of the mapping of a parallelogram region by a linear transformation is fully determined by the image of the two vectors corresponding to the parallelogram.

Exercise Let  $T : \mathbb{R}^2 \rightarrow \mathbb{R}^2$  be a linear transformation. You are told that

$$T \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ -2 \end{bmatrix}, \quad T \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \end{bmatrix}$$

Sketch the image of the unit square.

## 21. TOPIC 4 — LECTURE 21

Slides: pgs. 220–234. Exercises: Topic 4, Q.130-39 (continued)

Matrices and linear transformations Linear transformations are completely determined by the mapping rule for the basis vectors. Consider for example a linear transformation  $T : \mathbb{R}^2 \rightarrow \mathbb{R}^2$ . Suppose that

$$T \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \mathbf{v}_1, \quad T \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \mathbf{v}_2$$

Then

$$T \begin{bmatrix} x \\ y \end{bmatrix} = T \left( x \begin{bmatrix} 1 \\ 0 \end{bmatrix} + y \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right) = xT \begin{bmatrix} 1 \\ 0 \end{bmatrix} + yT \begin{bmatrix} 0 \\ 1 \end{bmatrix} = x\mathbf{v}_1 + y\mathbf{v}_2.$$

This can be written in the matrix form

$$T \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x \\ y \end{bmatrix}, \quad A_T = \begin{bmatrix} \mathbf{v}_1 & \mathbf{v}_2 \end{bmatrix}$$

### Examples of linear transformations in the plane

1. Reflection in the  $x$ -axis.

$$T \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, \quad T \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ -1 \end{bmatrix}$$

Hence

$$A_T = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}.$$

2. Reflection in the line  $y = x$ .

$$T \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}, \quad T \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

Hence

$$A_T = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}.$$

3. Rotation by angle  $\theta$

$$T \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix}, \quad T \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} -\sin \theta \\ \cos \theta \end{bmatrix}$$

Hence

$$A_T = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}.$$

4. Shear by  $c$  units in the  $x$  direction.

$$T \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, \quad T \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} c \\ 1 \end{bmatrix}.$$

Hence

$$A_T = \begin{bmatrix} 1 & 0 \\ c & 1 \end{bmatrix}.$$

5. Scale by  $c$  units in the  $x$ -direction.

$$T \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} c \\ 0 \end{bmatrix}, \quad T \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}.$$

Hence

$$A_T = \begin{bmatrix} c & 0 \\ 0 & 1 \end{bmatrix}.$$