


6.1) esprimere omomorfismo dell' es. 5 in coordinate

$f: \mathbb{R}^3 \rightarrow \mathbb{R}^3$ definito da

$$f\begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, \quad f\begin{pmatrix} -2 \\ 1 \\ 2 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix}, \quad f\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, \quad f\begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$$

b_1 b_1 b_2 b_3 b_3 b_4 b_4 b_4

1° modo

$$f\begin{pmatrix} x \\ y \\ z \end{pmatrix} = x f\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + y f\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} + z f\begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} + w f\begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

Per calcolare $f\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$ dobbiamo scrivere $\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$ come comb. l.n. dei vettori della mia base.

$$\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} = \alpha \begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix} + \beta \begin{pmatrix} -2 \\ 1 \\ 2 \end{pmatrix} + \gamma \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} + \lambda \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

$$\begin{cases} 2\alpha - 2\beta = 1 & 2\alpha = 1 & \alpha = 1/2 \\ \beta = 0 \\ \alpha + \gamma = 0 & \gamma = -\alpha & \gamma = -1/2 \\ 2\beta = 0 \end{cases}$$

$$f\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} = \frac{1}{2} f\begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix} - \frac{1}{2} f\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} = \frac{1}{2} \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} - \frac{1}{2} \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1/2 \\ 0 \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} = \alpha \begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix} + \beta \begin{pmatrix} -2 \\ 1 \\ 2 \end{pmatrix} + \gamma \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} + \lambda \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

$$\begin{cases} 2\alpha - 2\beta = 0 & \alpha = \beta = 1 \\ \beta = 1 \\ \alpha + \gamma = 0 & \gamma = -1 \\ 2\beta + \lambda = 0 & \lambda = -2 \end{cases} \quad f\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} = f\begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix} + f\begin{pmatrix} -2 \\ 1 \\ 2 \end{pmatrix} - f\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} - 2f\begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} - 2 \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix}$$

$$f\begin{pmatrix} x \\ y \\ z \end{pmatrix} = x \begin{pmatrix} 1/2 \\ 0 \\ 0 \end{pmatrix} + y \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix} + z \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + w \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} x/2 \\ y \\ x+z \end{pmatrix} \quad \leftarrow \text{in coordinate}$$

2° modo usiamo il teorema di cambiamento di base

$$A_f(b_j, b_i) = Q^{-1} A_f(v_j, v_i) \cdot P \quad \text{con:}$$

\uparrow vettori della base canonica

$$Q^{-1} = \begin{pmatrix} 1 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 1 & 0 \end{pmatrix}^{-1} \quad \text{come colonne vettori della base dell'immagine}$$

$$P = (P^{-1})^{-1} = \begin{pmatrix} 2 & -2 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \end{pmatrix}^{-1} = \begin{pmatrix} 1/2 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ -1/2 & -1 & 1 & 0 \\ 0 & -1 & 0 & 1 \end{pmatrix}$$

\uparrow come colonne vettori della base

$$\begin{pmatrix} 2 & -2 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \end{pmatrix} \xrightarrow{\text{trasposta}} \begin{pmatrix} 2 & 0 & 1 & 0 \\ -2 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \quad \det = 2$$

$$a_{ij} = (-1)^{i+j} \frac{\det(A_{ij})}{\det(A)}$$

$$\downarrow \text{inversa}$$

$$\begin{pmatrix} 1/2 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ -1/2 & -1 & 1 & 0 \\ 0 & -1 & 0 & 1 \end{pmatrix} \quad \begin{pmatrix} 2 & 1 & 0 \\ -2 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix}$$

$$Q^{-1} = \begin{pmatrix} 1 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 1 & 0 \end{pmatrix} \quad P = \begin{pmatrix} 1/2 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ -1/2 & -1 & 1 & 0 \\ 0 & -1 & 0 & 1 \end{pmatrix}$$

siccome $f(b_1) = b'_1$ $f(b_3) = b'_3$ e (b'_1, b'_2, b'_3) è la base (\underline{w}_i) di \mathbb{R}^3
 $f(b_2) = b'_2$ $f(b_4) = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$

$$A_f((v_j), (\underline{w}_i)) = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$\text{quindi } A_f((b_j), (b'_i)) = \begin{pmatrix} 1 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 1 & 0 \end{pmatrix} \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} 1/2 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ -1/2 & -1 & 1 & 0 \\ 0 & -1 & 0 & 1 \end{pmatrix} =$$

$$= \begin{pmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 1 & 1 & 0 & 0 \end{pmatrix} \cdot \begin{pmatrix} 1/2 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ -1/2 & -1 & 1 & 0 \\ 0 & -1 & 0 & 1 \end{pmatrix} = \begin{pmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 1/2 & 2 & 0 & 0 \end{pmatrix}$$

da cui $f\left(\begin{pmatrix} x \\ y \\ z \\ w \end{pmatrix}\right) = \begin{pmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 1/2 & 2 & 0 & 0 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \\ w \end{pmatrix} = \begin{pmatrix} z \\ y \\ x/2 + 2y \end{pmatrix}$ coincide con la soluzione trovata con l'altro metodo

è più facile calcolare l'immagine di un vettore con la funzione espressa in coordinate rispetto a usare la linearità

ad es. $f\left(\begin{pmatrix} x \\ y \\ z \\ w \end{pmatrix}\right) = \begin{pmatrix} 1 & 0 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \\ w \end{pmatrix} = \begin{pmatrix} x \\ y \\ x/2 + 2y \end{pmatrix}$