

# Exam Review 2

October 18, 2024

## I 1.8

1. Determine if a given transformation is linear/non-linear

- Given  $T: \mathbb{R} \rightarrow \mathbb{R}^n$ , want to determine if  $T$  is linear or non-linear
  - or  $x \rightarrow *$
- Calculate  $T(u)$ ,  $T(v)$ , and  $T(u + v)$
- Calculate  $T(ku)$  and  $kT(u)$
- Examples at the very bottom of completed lecture notes for 1.8

2. Given a linear transformation  $T$ , find the associated matrix  $A$  such that  $T = T_A$

- $\begin{bmatrix} T(e_1) & T(e_2) & \dots & T(e_n) \end{bmatrix}$
- Example at the very bottom of page 2
- Practice HW problem similar to this

## II 1.9

1. Find a standard matrix given  $T_1$ ,  $T_2$  to find standard matrix for the transformation

- Given a linear transformation  $T_A: \mathbb{R}^n \rightarrow \mathbb{R}^m$  and  $T_B: \mathbb{R}^m \rightarrow \mathbb{R}^k$  define the composition  $(T_B \cdot T_A)(x)$  to be the function  $T_B(T_A(x))$ 
  - $T_B \cdot T_A = T_{BA}$
- Do the mat mul for  $T_1 \cdot T_2 = T_A T_B$  and  $T_2 \cdot T_1 = T_B T_A$ 
  - Example 1 and 2

2. Construct the standard matrix for a linear transformation to

- Reflect across the line  $y=x$

$$- \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} b \\ a \end{bmatrix}$$

- Reflect across the x axis

$$- \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} a \\ -b \end{bmatrix}$$

- Reflect across the y axis

$$- \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} -a \\ b \end{bmatrix}$$

### III 2.1

1. Cofactor Expansion across any row or column (ONLY 3x3!) to find determinant

- $\det \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix}$

- Choose a row or col that has the most 0 entries
- Remember  $(-1)^{i+j}$

### IV 2.2

1. Using elementary row operations to compute the determinant

- For a square matrix A, if A has a row or column of zeros, then  $\det(A) = 0$
- For a square matrix A,  $\det(A) = \det(A^T)$
- Swapping 2 rows of A to make B, then  $\det(B) = -\det(A)$
- Multiplying a row by a number to make B, then  $\det(B) = k\det(a)$
- Adding a multiple of another row to make B, then  $\det(B) = \det(A)$

## V 2.3

1. Prove  $\det(A^{-1}) = \frac{1}{\det(A)}$
2. We'll need to work this out from start to finish
3. "Just a couple of lines" - Dr. Le

Prove  $\det(ABC) = \det(A)\det(B)\det(C)$

- $\det(ABC) = \det[(AB)C]$
- $= \det(AB)\det(C)$
- $= \det(A)\det(B)\det(C)$

Use a determinant to determine if a matrix is singular or non-singular (singular meaning non)

- $\neq 0$  means invertible or non-singular
- $= 0$  means singular or non-invertible

## VI 3.1

1. draw vectors (a,b)
  - Basically just graph them from the origin
2. Write vector as a linear combination of other vectors
  - Given  $\vec{u}$  and  $\vec{v}$  find  $\vec{w}$  such that  $\vec{w}$  can be written as a linear combination of  $\vec{u}$  and  $\vec{v}$
  - $\vec{w} = a\vec{u} + b\vec{v}$
  - Then solve the corresponding linear system for a & b
  - Example 3
  - ] [

## VII 3.2

1. Find the distance between 2 vectors  $\mathbf{u}^{\rightarrow} = (u_1, u_2, u_3)$  and  $\mathbf{v}^{\rightarrow} = (v_1, v_2, v_3)$

- $d(\mathbf{u}^{\rightarrow}, \mathbf{v}^{\rightarrow})$
- $\sqrt{(v_1 - u_1)^2 + (v_2 - u_2)^2 + (v_3 - u_3)^2}$

2. Angle between 2 vectors

- $\cos\theta = \frac{\mathbf{u} \cdot \mathbf{v}}{\|\mathbf{u}\| \|\mathbf{v}\|}$   
– Norm ( $\|\ \|$ ) is  $\sqrt{u_1^2 + u_2^2 + \dots + u_n^2}$
- $\theta = \cos^{-1}(\text{see above})$

## VIII 3.3

1. Equation of a plane given a point  $(x_0, y_0, z_0)$  and normal vector  $(a, b, c)$

- $a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$

2. Given  $\mathbf{u}$  and  $\mathbf{a}$  Vector component of  $\mathbf{u}$  along  $\mathbf{a}$

- $w_1 = \text{proj}_{\mathbf{a}}(\mathbf{u}) = \frac{\mathbf{u} \cdot \mathbf{a}}{\mathbf{a} \cdot \mathbf{a}} \times \mathbf{a}$
- $w_2 = \text{proj}_{\mathbf{a}}(\mathbf{u}) = \mathbf{u} - w_1$