

Today: Linear maps, determinants

Let $M = \begin{pmatrix} 2 & 3 \\ -1 & 4 \end{pmatrix}$ $N = \begin{pmatrix} -2 & 0 \\ 3 & 1 \end{pmatrix}$.

What are the ^{linear} transformations $f: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ \swarrow N
 $M \rightsquigarrow f\left(\begin{pmatrix} x \\ y \end{pmatrix}\right) = ?$ $g: \mathbb{R}^2 \rightarrow \mathbb{R}^2$

What's the composite function $(f \circ g)\left(\begin{pmatrix} x \\ y \end{pmatrix}\right) = f(g(\begin{pmatrix} x \\ y \end{pmatrix}))$

What's MN ?

Ans $f\left(\begin{pmatrix} x \\ y \end{pmatrix}\right) = \overset{M}{\downarrow} \begin{pmatrix} 2 & 3 \\ -1 & 4 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 2x+3y \\ -x+4y \end{pmatrix}$

$$g\left(\begin{pmatrix} x \\ y \end{pmatrix}\right) = \begin{pmatrix} -2 & 0 \\ 3 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -2x \\ 3x+y \end{pmatrix}$$

$$(f \circ g)\left(\begin{pmatrix} x \\ y \end{pmatrix}\right)? \text{ Take } g\left(\begin{pmatrix} x \\ y \end{pmatrix}\right) = \begin{pmatrix} -2x + 0y \\ 3x + y \end{pmatrix}$$

Plug in to $f\left(\begin{pmatrix} x \\ y \end{pmatrix}\right)$:

$$\begin{pmatrix} 2(-2x + 0y) + 3(3x + y) \\ -1(-2x + 0y) + 4(3x + y) \end{pmatrix} = \begin{pmatrix} 5x + 3y \\ 14x + 4y \end{pmatrix}$$

$$\begin{pmatrix} 2 & 3 \\ -1 & 4 \end{pmatrix} \begin{pmatrix} -2 & 0 \\ 3 & 1 \end{pmatrix} = \begin{pmatrix} 5 & 3 \\ 14 & 4 \end{pmatrix} \xleftrightarrow{\quad} \begin{pmatrix} 5 & 3 \\ 14 & 4 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}$$

Matrix for composition is
product of matrices!

$$\det \begin{pmatrix} a & b \\ c & d \end{pmatrix} = ad - bc$$

Problem 1. For each of the following matrices T , choose a couple sample vectors $\mathbf{v} = \begin{pmatrix} x \\ y \end{pmatrix}$ and compute $T\mathbf{v}$. What does the matrix do to a vector, geometrically? What does it do to the unit square?

6 a) $\begin{pmatrix} 3 & 0 \\ 0 & 2 \end{pmatrix}$ a) Stretch horizontally by 3 | area multiplies vertically by 2. by 6

1 b) $\begin{pmatrix} 1 & 3 \\ 0 & 1 \end{pmatrix}$

2 c) $\begin{pmatrix} 1 & 6 \\ 0 & 2 \end{pmatrix}$

-1 d) $\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$

-1 e) $\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$

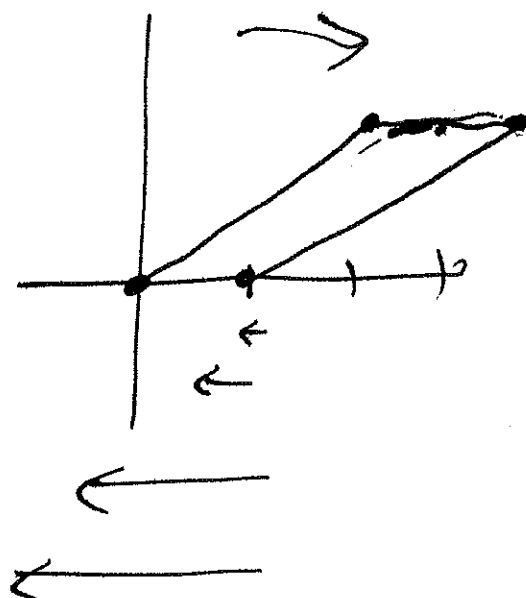
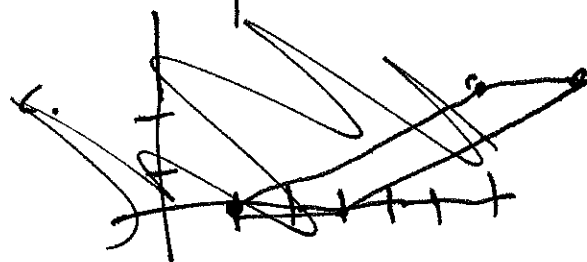
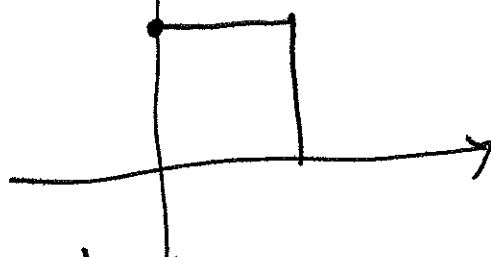
0 f) $\begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}$

g) $\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$

h) $\begin{pmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \end{pmatrix}$

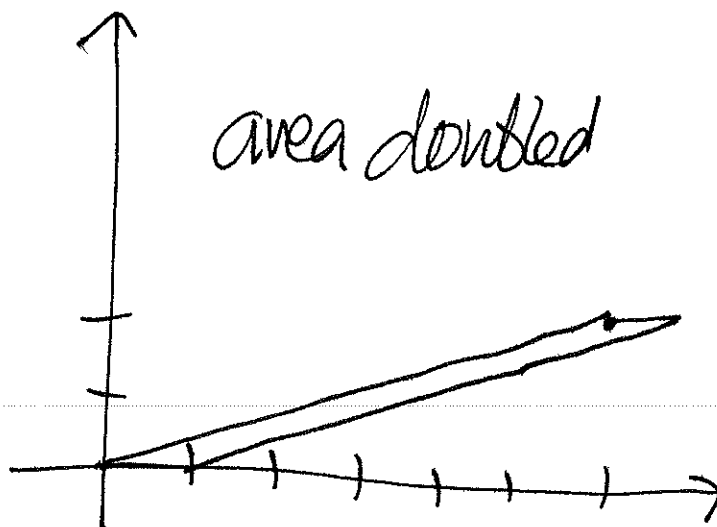
i) $\begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}$

b) area doesn't change!

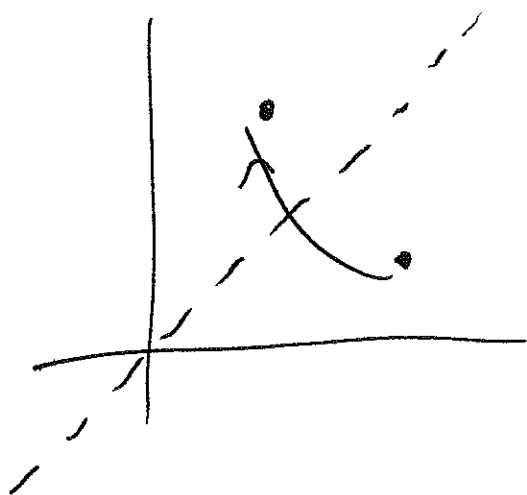


c)

area doubled



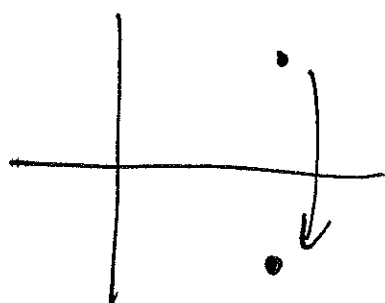
d) Reflects over $y=x$



area doesn't change!

but reverses orientation

e

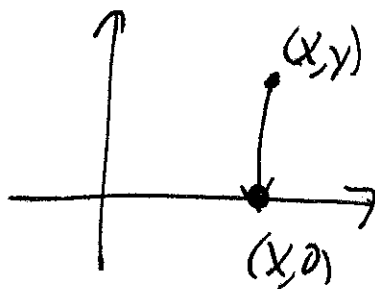


flip over x-axis.

Same area, orientation reversed

f)

$$\begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}$$

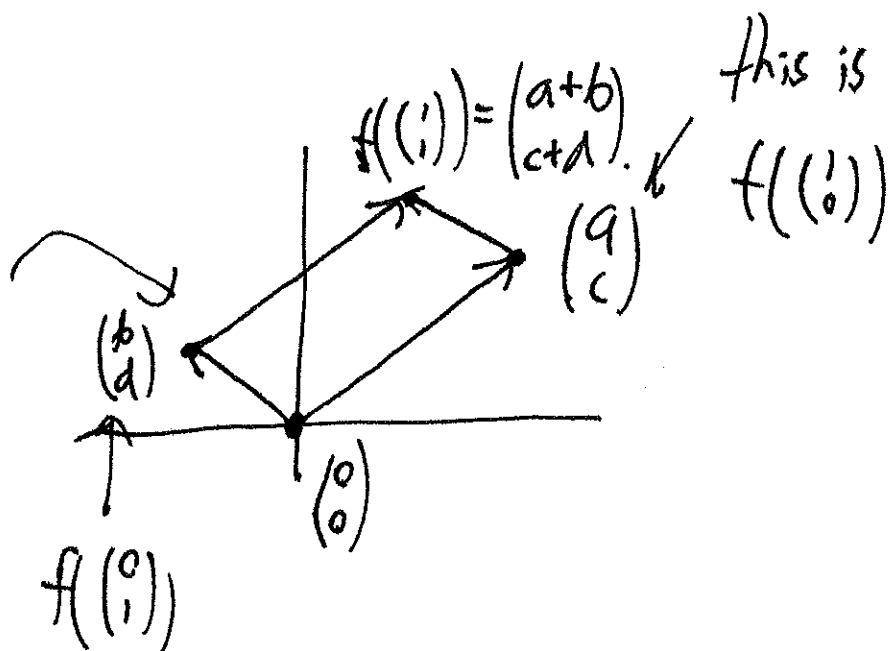
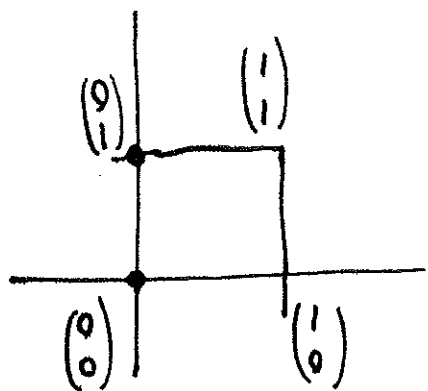


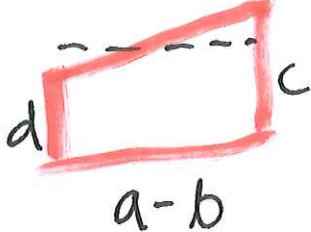
multiples area by 0.


If $f: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ is a linear transformation, corresponding to a 2×2 matrix M , then f rescales areas by a factor of $\det(M) = ad - bc$ (If this is negative, it means f reverses orientations).

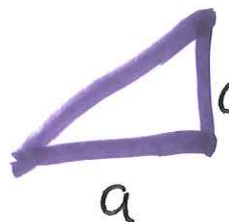
Why does $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$ scale areas by $ad - bc$?

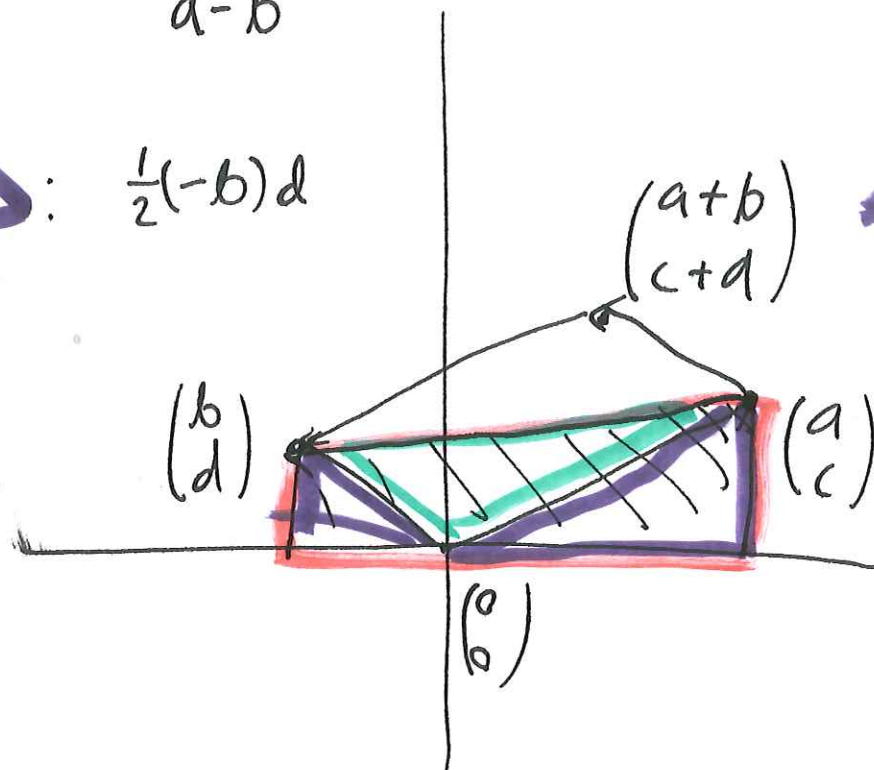
What happens to unit square?




area of  $\leadsto (a-b)\left(\frac{c+d}{2}\right)$

area of : $\frac{1}{2}(-b)d$


 $A = \frac{1}{2}ac$



Area of  $= (a-b)\left(\frac{c+d}{2}\right) - \frac{1}{2}(-bd) - \frac{1}{2}ac$

$$= \frac{1}{2}[ac + ad - bc - bd + bd - ac]$$

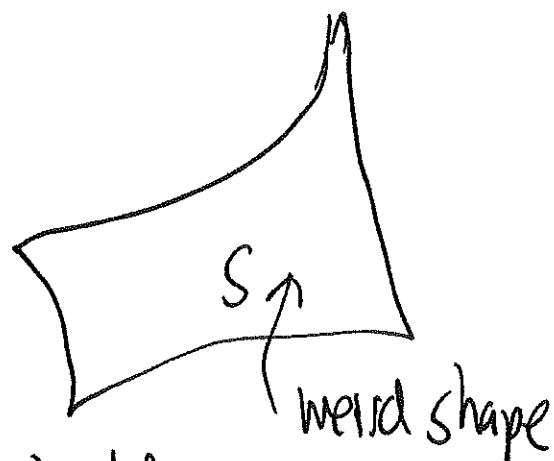
$$= \frac{1}{2}(ad - bc).$$

Area of  is $\boxed{ad - bc}$

Jacobian determinant

To compute

$$\iint_S f(x,y) dA$$



use multivariable coordinate change!

Imagine you can parametrize the region:

new variables s, t $a \leq s \leq b$
 $c \leq t \leq d$

and functions ~~x, y~~

$x(s,t)$ and $y(s,t)$ such that $\begin{matrix} x(s,t) \\ y(s,t) \end{matrix}$

covers our region S when we vary s and t .

What if S is unit disk? How to parametrize S ?

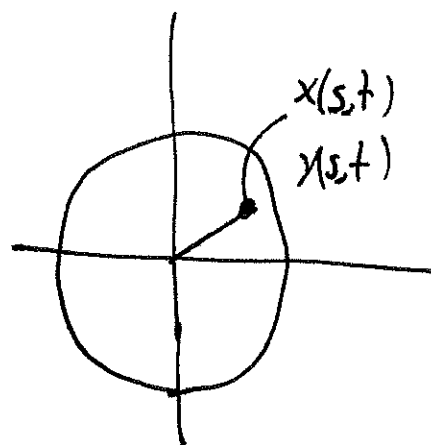
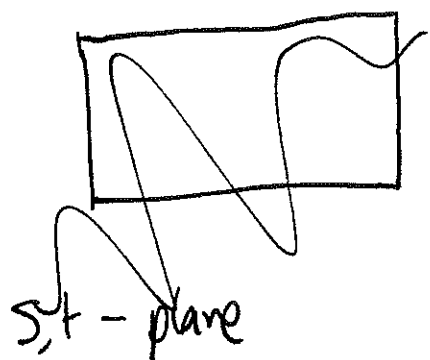
// Think of s, t as being ^{new} coordinates, and $x(s, t)$
 $y(s, t)$ tell you how to convert these new
coords into regular old x, y values.

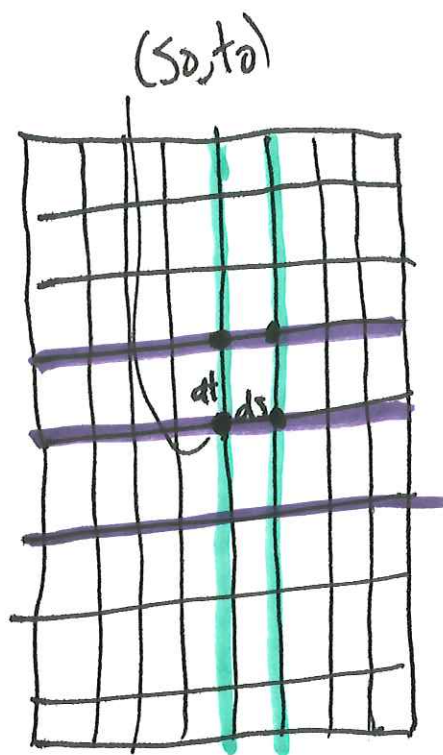
$$0 \leq s \leq 1 \quad \leftarrow \text{(polar "r")}$$

$$0 \leq t \leq 2\pi \quad \leftarrow \text{(polar "}\theta\text{")}$$

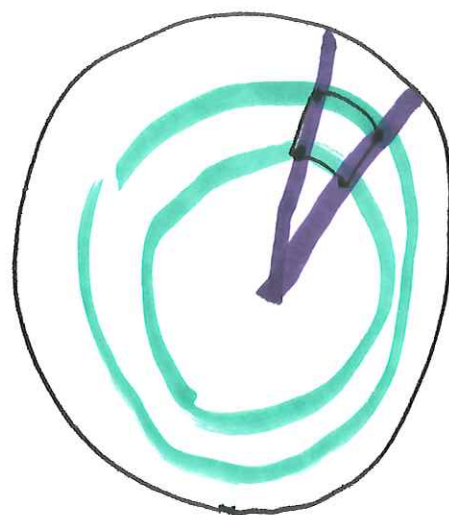
$$x(s, t) = s \cos t$$

$$y(s, t) = s \sin t$$





$$\begin{matrix} x(s, t) \\ \curvearrowright \\ y(s, t) \end{matrix}$$



~~OR~~ ~~OR~~

$$0 \leq s \leq 1$$

$$0 \leq t \leq 2\pi$$

Vertices of image of our rectangle:

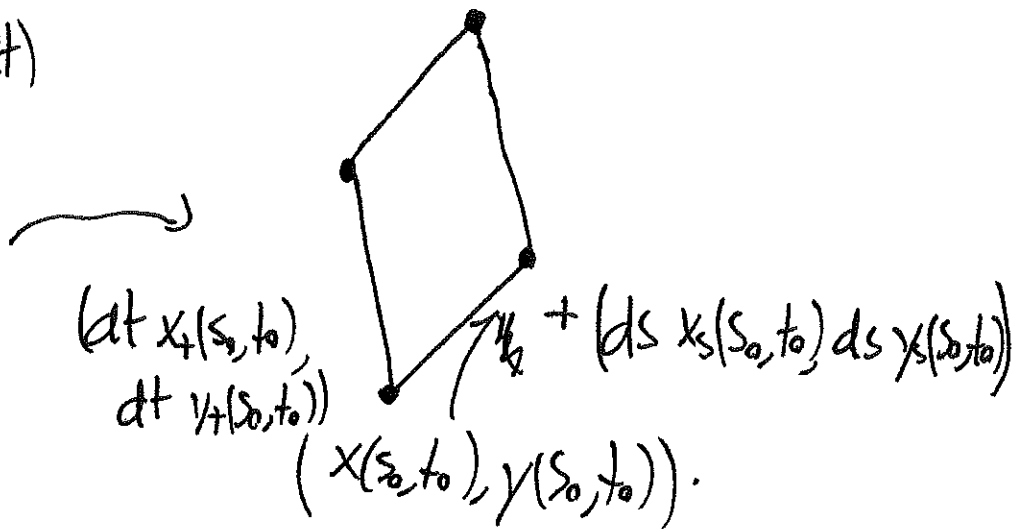
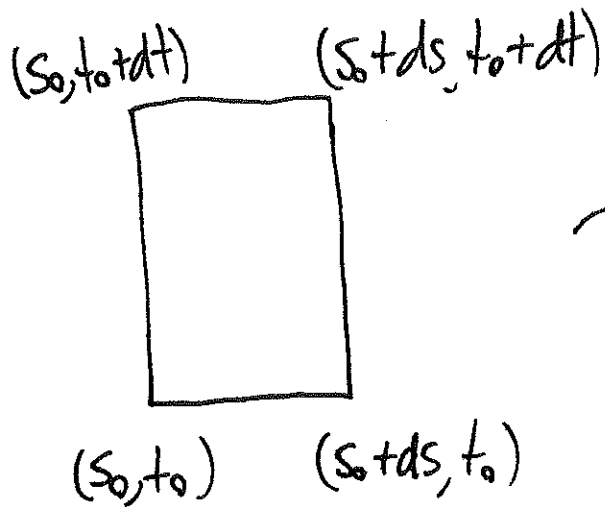
$$(s_0, t_0) \mapsto (x(s_0, t_0), y(s_0, t_0))$$

$$(s_0 + ds, t_0) \mapsto (x(s_0 + ds, t_0), y(s_0 + ds, t_0))$$

$$\approx (x(s_0, t_0) + ds \cdot x_s(s_0, t_0), y(s_0, t_0) + ds \cdot y_s(s_0, t_0))$$

$$(s_0, t_0 + dt) \mapsto (x(s_0, t_0 + dt), y(s_0, t_0 + dt))$$

$$\approx (x(s_0, t_0) + dt \cdot x_t(s_0, t_0), y(s_0, t_0) + dt \cdot y_t(s_0, t_0))$$



1 st leg	2 nd leg
$\begin{pmatrix} ds x_s(s_0, t_0) \\ ds y_s(s_0, t_0) \end{pmatrix}$	$\begin{pmatrix} dt x_t(s_0, t_0) \\ dt y_t(s_0, t_0) \end{pmatrix}$

area of image mesh is:

$$(x_s y_t - x_t y_s)(s_0, t_0) \cdot ds \cdot dt$$

Jacobian determinant.

$$\begin{vmatrix} x_s(s_0, t_0) & x_t(s_0, t_0) \\ y_s(s_0, t_0) & y_t(s_0, t_0) \end{vmatrix} \begin{vmatrix} ds \\ dt \end{vmatrix}$$

To integrate over weird shape.

$$\iint_S f(x,y) dx dy = \int_{s=a}^b \int_{t=c}^d f(x(s,t), y(s,t)) \uparrow$$

$$(x_s y_t - x_t y_s) ds dt$$

Area of circle New coords: $0 \leq s \leq 1$
 $0 \leq t \leq 2\pi$

$$\begin{array}{l} x(s,t) = s \cos t \\ y(s,t) = s \sin t \end{array} \quad \uparrow \quad \begin{array}{l} x_s = \cos t \\ x_t = -s \sin t \\ y_s = \sin t \\ y_t = s \cos t \end{array}$$

$$\begin{aligned} x_s y_t - x_t y_s &= (\cos t)(s \cos t) - (-s \sin t)(\sin t) \\ &= s. \end{aligned}$$

$$A = \iint_{\text{circle}} 1 \, dx \, dy = \int_{s=0}^1 \int_{t=0}^{2\pi} 1 \, s \, ds \, dt \, ds \quad \checkmark \text{ (that's } r \, dr \, d\theta \text{)}$$

$$= \int_{s=0}^1 2\pi s \, ds = \pi s^2 \Big|_0^1 = \boxed{\pi}$$