

<u>Course</u> > <u>Unit 1:</u> ... > <u>1 Elimi</u>... > 6. The ...

6. The geometry of matrices as functions

Imagine evaluating an $m \times n$ matrix \mathbf{A} on every vector in the input space \mathbb{R}^n , to get vectors in the output space \mathbb{R}^m . To visualize it, draw a shape in the input space, apply \mathbf{A} to every point in the shape, and plot the output points in the output space.

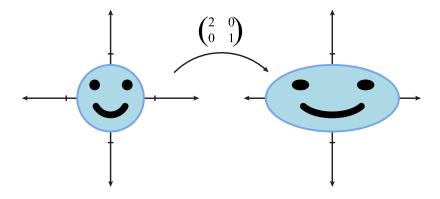
Problem 6.1 The matrix $\begin{pmatrix} 2 & 0 \\ 0 & 1 \end{pmatrix}$ represents a function \mathbf{f} from \mathbb{R}^2 to \mathbb{R}^2 . Determine what it does to the *standard basis* vectors $\mathbf{e}_1 = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$, $\mathbf{e}_2 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$ of \mathbb{R}^2 . Then depict what happens to a smiley face of unit area under this matrix function.

Solution: We have

$$\mathbf{f} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 2 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 2 \\ 0 \end{pmatrix}$$

$$\mathbf{f} \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 2 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

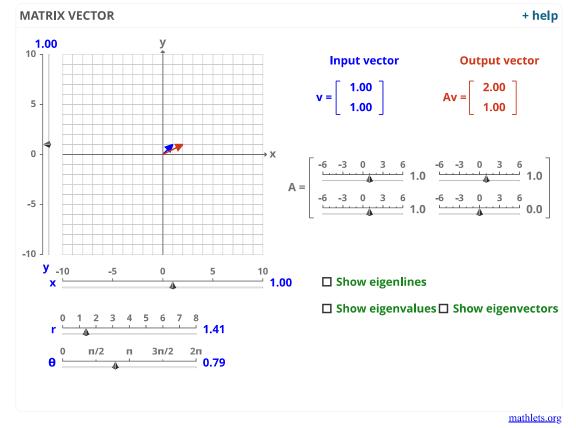
and the smiley with unit radius is stretched horizontally into a fat smiley of the same height.



Mathlet exploration

2/2 points (graded)

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Use the mathlet above. Specify any arbitrary matrix **A** by changing the entries with the sliders. Then answer the following questions.

1. Where does the matrix **A** send the vector $\begin{pmatrix} 1 \\ 0 \end{pmatrix}$?

(Hint: To create the input vector $\begin{pmatrix} 1 \\ 0 \end{pmatrix}$, use the \boldsymbol{x} and \boldsymbol{y} sliders next to the vector graph output. Then try changing the entries of \boldsymbol{A} and see what happens to the output vector.)

- ullet To the vector that is in the first column of the matrix ${f A}$.
- To the vector that is in the first row of the matrix **A**.
- $lue{f Q}$ To the vector that is in the second column of the matrix ${f A}$.
- To the vector that is in the second row of the matrix A.
- ^{2.} Where does the matrix $\bf A$ sends the vector $egin{pmatrix} 0 \\ 1 \end{pmatrix}$?

(Hint: To create the input vector $\begin{pmatrix} 0 \\ 1 \end{pmatrix}$, use the \boldsymbol{x} and \boldsymbol{y} sliders next to the vector graph output. Then try changing the entries of \boldsymbol{A} and see what happens to the output vector.)

- lacksquare To the vector that is in the first column of the matrix $oldsymbol{A}$.
- lacksquare To the vector that is in the first row of the matrix $oldsymbol{A}$.

ullet To the vector that is in the second column of the matrix ${f A}$. ullet

lacksquare To the vector that is in the second row of the matrix $oldsymbol{A}$.

Solution:

The matrix
$${f A}=egin{pmatrix} a_{11} & a_{12} \ a_{21} & a_{22} \end{pmatrix}$$
 sends the vector $egin{pmatrix} 1 \ 0 \end{pmatrix}$ to the vector

$$\mathbf{A}egin{pmatrix}1\\0\end{pmatrix}=egin{pmatrix}a_{11}&a_{12}\\a_{21}&a_{22}\end{pmatrix}egin{pmatrix}1\\0\end{pmatrix}=egin{pmatrix}a_{11}\\a_{21}\end{pmatrix}$$

which is the first column of the matrix $\bf A$.

The matrix ${f A}$ sends the vector ${f 0 \choose {f 1}}$ to the vector

$$\mathbf{A}egin{pmatrix} 0 \ 1 \end{pmatrix} = egin{pmatrix} a_{11} & a_{12} \ a_{21} & a_{22} \end{pmatrix} egin{pmatrix} 0 \ 1 \end{pmatrix} = egin{pmatrix} a_{12} \ a_{22} \end{pmatrix}$$

which is the second column of the matrix $\bf A$.

Submit

You have used 1 of 3 attempts

• Answers are displayed within the problem

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Topic: Unit 1: Linear Algebra, Part 1 / 6. The geometry of matrices as functions

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The unit smiley
My first time encountering this.

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4

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