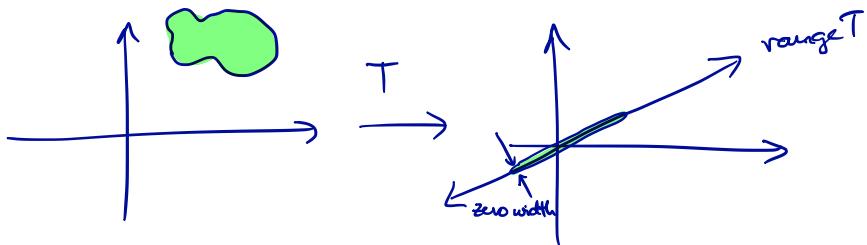


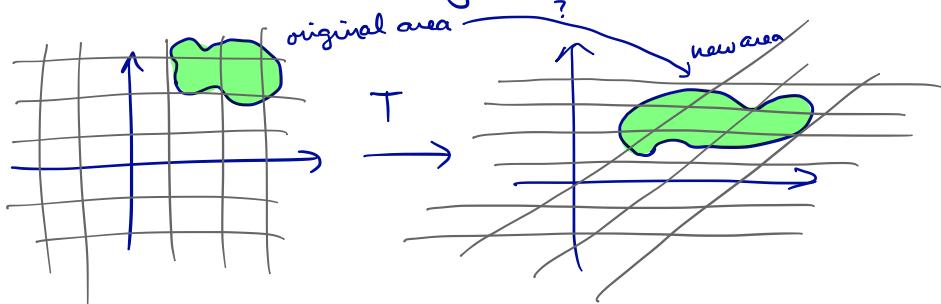
§ 3.1 Determinants

7 Mar 2017

If $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ is linear and not bijective, then it squishes any positive area region down to a zero-area region.



But what if T is bijective?



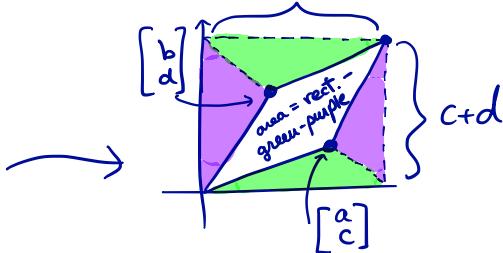
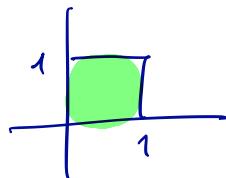
You can see that every small square has its area distorted by the same amount. Since any region can be approximated with small squares, this means that

~~all areas are distorted by the same factor~~

We call the factor by which T transforms areas the determinant of T , or $\det T$.
(warning: we will modify this defn slightly.)

Example Find $\det \begin{pmatrix} a & b \\ c & d \end{pmatrix}$ using the above defn.

Solution

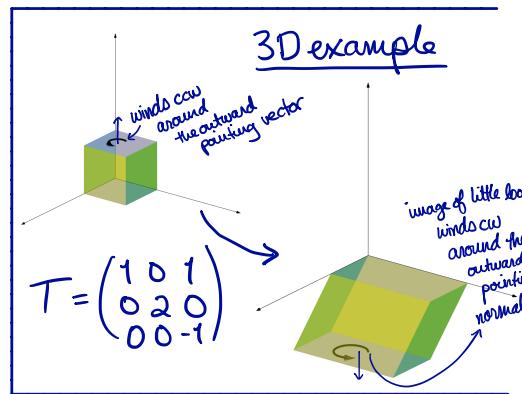
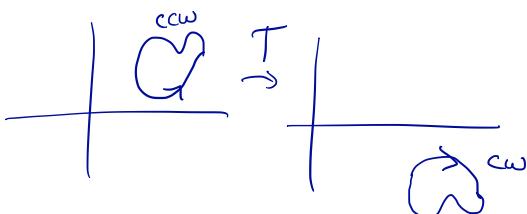


$$\begin{aligned}\text{area}(T(\text{unit square})) &= (a+b)(c+d) - \\ &\quad ((c+d)b - (a+b)c) \\ &= ad - bc.\end{aligned}$$

Example Find $\det \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$.

Solution $ad - bc = -1$. But that's negative! Note that

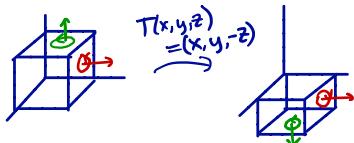
$\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$ is a reflection across the x-axis. So this negative sign is telling us that T reverses orientations:



Since this sign gives us some useful info about T apart from its area distortion factor, we keep it.

Def'n (for real) The determinant $\det T$ of a linear transformation $T: \mathbb{R}^n \rightarrow \mathbb{R}^n$ is volume($T([0,1]^n)$), times -1 if T reverses

= the factor by which T transforms volumes. Note: 2D vol = area, 1D vol = length



orientations.
↑
in higher dim. than 2, means that it reverses orientations of small Pictures on the faces, w.r.t. "outward"

\star \star $\det A = \text{factor by which } A \text{ transforms oriented volumes}$ \star \star

Cofactor Expansion of $\det A$

Here's a way to calculate $\det T$ from T 's matrix.

$$\det \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 10 \end{pmatrix} = +1 \det \begin{pmatrix} 5 & 6 \\ 8 & 10 \end{pmatrix}$$

① checkerboard sign: $\begin{pmatrix} + & - & + \\ - & + & - \\ + & - & + \end{pmatrix}$
② matrix entries
③ "minors"

$$\begin{array}{c} \left(\begin{matrix} + & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 10 \end{matrix} \right) \rightarrow \\ \left(\begin{matrix} + & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 10 \end{matrix} \right) \rightarrow \\ \left(\begin{matrix} + & 2 & 3 \\ 4 & 5 & 8 \\ 7 & 8 & 10 \end{matrix} \right) \rightarrow \end{array} \quad \begin{array}{l} -2 \det \begin{pmatrix} 4 & 6 \\ 7 & 10 \end{pmatrix} \\ +3 \det \begin{pmatrix} 4 & 5 \\ 7 & 8 \end{pmatrix} \\ = -3 \end{array}$$

the checkerboard sign times the determinant of the minor is called a **cofactor**, so this is called the 'cofactor expansion' of the determinant.

It doesn't matter the row/column we expand along.

It is TERRIBLE from a computational point of view

```
In [1]: function bad_det(A)
    if size(A,1) == 1
        return A[1,1]
    else
        return sum((-1)^(j+1)*A[1,j]*bad_det([A[2:end, 1:j-1] A[2:end, j+1:end]]) for j=1:size(A,1))
    end
end
```

checkerboard sign

appropriate minor

ith row, jth column

Out[1]: bad_det (generic function with 1 method)

In [2]: A = [rand() for i=1:10, j=1:10]; ← random 10×10 matrix

In [5]: @time det(A) ← built-in det

fast !! 0.000014 seconds (11 allocations: 1.297 KB)

Out[5]: 0.03705223487027519

In [6]: @time bad_det(A) ← the one we just made

slow !! 3.828347 seconds (97.16 M allocations: 3.666 GB, 13.72% gc time)

Out[6]: 0.03705223487027519

Example

Cofactor-expand

$$\begin{vmatrix} 0 & 0 & 0 & 2 \\ 1 & 0 & -1 & 7 \\ 0 & 2 & 4 & 9 \\ 0 & 0 & 6 & 1 \end{vmatrix} \leftarrow \text{alternate notation for } \det$$

Solution Expand along first row:

$$0 + 0 + 0 + (-2) \begin{vmatrix} 1 & 0 & -1 \\ 0 & 2 & 4 \\ 0 & 0 & 6 \end{vmatrix}$$

then along first column:

$$(-2) \left[+ (2 \cdot 6 - 0 \cdot 4) + 0 + 0 \right]$$

$$= (-2)(1)(2)(6) = \boxed{-24}.$$