

Math 2270-1

Wed 31 Aug

Reminder: HW due Friday  
at start of class  
(optional) problem session  
Thurs (tomorrow),

①

LCB 121  
9:40-10:30

Appendix A & Begin Chapter 2

linear geometry  
review for  $\mathbb{R}^2, \mathbb{R}^3$

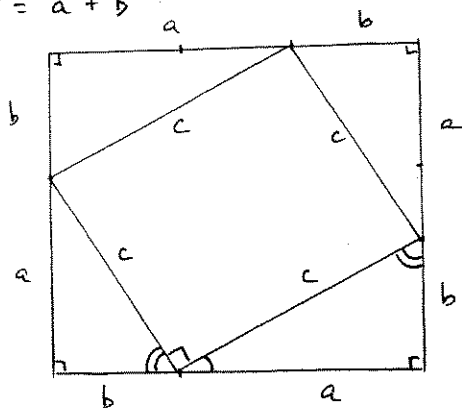
Linear (matrix) transformation functions



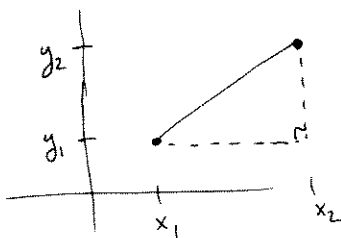
Pythagorean Theorem

Use this tile diagram, equating two computations  
of the total area, to deduce Pythagorean Thm  
for right  $\Delta$ 's  $\begin{matrix} c \\ a \end{matrix} \begin{matrix} b \\ a \end{matrix}$ , i.e.

$$c^2 = a^2 + b^2$$

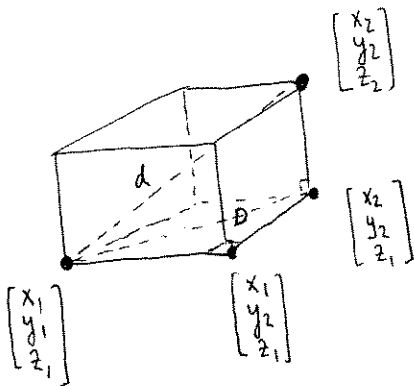
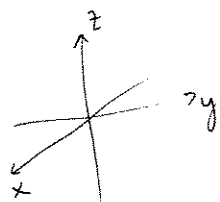


Corollary: Euclidean distance in  $\mathbb{R}^2$



$$d = \sqrt{(y_2 - y_1)^2 + (x_2 - x_1)^2}$$

Corollary: Euclidean distance in  $\mathbb{R}^3$



$$d^2 = D^2 + (z_2 - z_1)^2$$
$$= (x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2$$

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

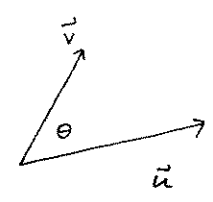
### Dot product and orthogonality

Recall from Tues, if  $\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix}$ ,  $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}$  then  $\vec{u} \cdot \vec{v} := \sum_{i=1}^n u_i v_i$

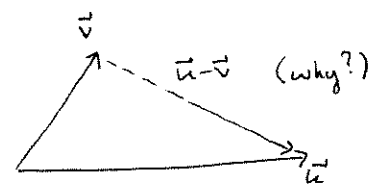
Def:  $\|\vec{u}\| = \left(\sum_{i=1}^n u_i^2\right)^{1/2} = \sqrt{\vec{u} \cdot \vec{u}}$  (= distance of geometric displacement  $\vec{u}$ )  
"magnitude" (length) of  $\vec{u}$

Theorem: In  $\mathbb{R}^2$  &  $\mathbb{R}^3$  (and later  $\mathbb{R}^n$ )

$$\vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos \theta, \text{ where } \angle \vec{u}, \vec{v} = \theta :$$



proof: (In case  $\theta$  is an acute angle... other case analogous)  
Assume  $\|\vec{v}\| \leq \|\vec{u}\|$  too; else relabel

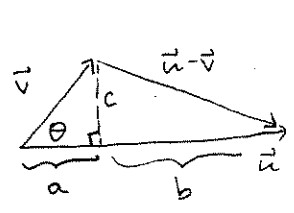


compute  $\|\vec{u}-\vec{v}\|^2$  two ways:

$$\begin{aligned} \textcircled{1} \|\vec{u}-\vec{v}\|^2 &= (\vec{u}-\vec{v}) \cdot (\vec{u}-\vec{v}) \\ &= \vec{u} \cdot \vec{u} - 2\vec{u} \cdot \vec{v} + \vec{v} \cdot \vec{v} \\ &= \|\vec{u}\|^2 - 2\vec{u} \cdot \vec{v} + \|\vec{v}\|^2 \end{aligned}$$

(Why?!: p438 A.5, can you check these algebra facts for dot prod?)  
1.  $\vec{v} \cdot \vec{w} = \vec{w} \cdot \vec{v}$   
2.  $(\vec{u} + \vec{v}) \cdot \vec{w} = \vec{u} \cdot \vec{w} + \vec{v} \cdot \vec{w}$   
3.  $(k\vec{v}) \cdot \vec{w} = k(\vec{v} \cdot \vec{w}) = \vec{v} \cdot (k\vec{w})$   
4.  $\vec{v} \cdot \vec{v} > 0$  for  $\vec{v} \neq \vec{0}$ .

2 Pythag. applications



$$\|\vec{u}-\vec{v}\|^2 = b^2 + c^2$$

... finish & deduce result!

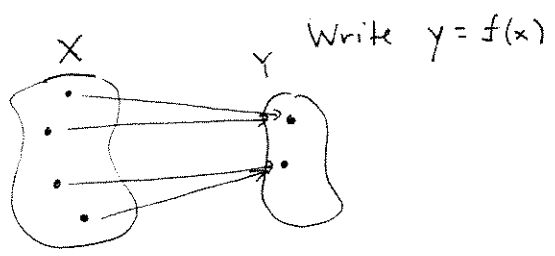
Cor  $\vec{u} \cdot \vec{v} = 0$  iff  $\theta = \pi/2$ , i.e.  $\vec{u} \perp \vec{v}$   
↑  
is perpendicular to

Cor  $\cos \theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \cdot \|\vec{v}\|}$  (At least in  $\mathbb{R}^2$  &  $\mathbb{R}^3$  ~ discuss  $\mathbb{R}^n$  truth in chapter 5).

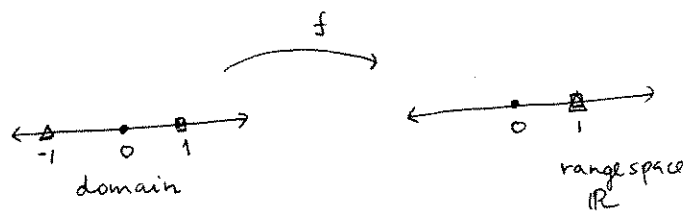
For more review see Appendix A.

Matrix (Linear) Transformations §2.1

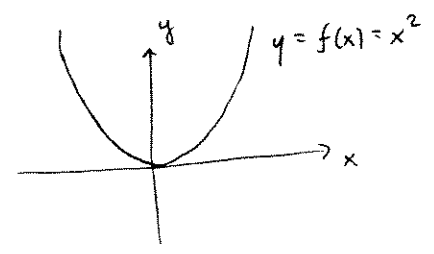
$f: X \rightarrow Y$ , a function  $f$  is a rule (or way), which for each  $x \in X$  assigns a particular  $y \in Y$



Calculus:  $f: \mathbb{R} \rightarrow \mathbb{R}$  e.g.  $f(x) = x^2$



transformation picture



graph

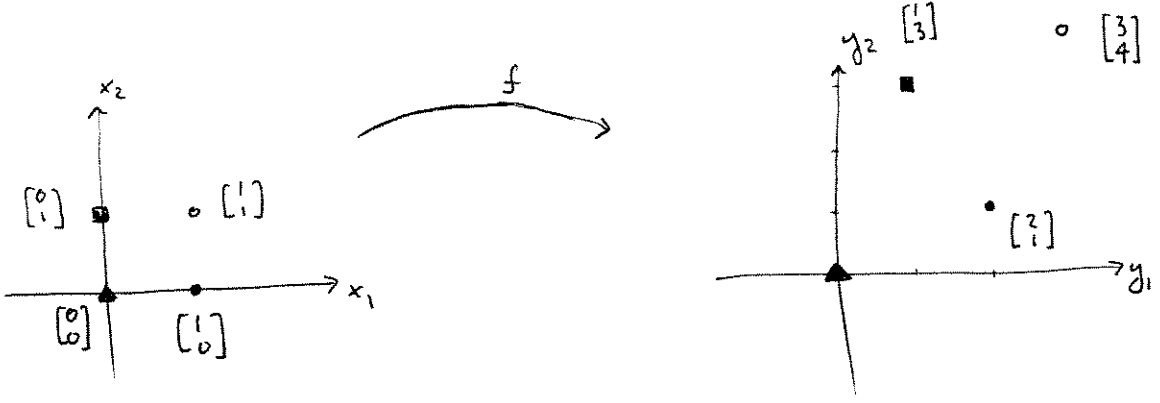
usually prefer this for  $f: \mathbb{R} \rightarrow \mathbb{R}^n$ ,  $n \geq 2$   
(at least the range space part which shows a curve!)

usually prefer this for  $f: \mathbb{R} \rightarrow \mathbb{R}$   
or  $f: \mathbb{R}^2 \rightarrow \mathbb{R}$

or  $f: \mathbb{R}^n \rightarrow \mathbb{R}^m$  when  $n+m \geq 3$  and the entire graph becomes unseeable to mere mortals!

Example (See also the nice story example page 41).

$$f\left(\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}\right) = \begin{bmatrix} 2 & 1 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = x_1 \begin{bmatrix} 2 \\ 1 \end{bmatrix} + x_2 \begin{bmatrix} 1 \\ 3 \end{bmatrix} = \begin{bmatrix} 2x_1 + x_2 \\ x_1 + 3x_2 \end{bmatrix}$$



- how can we fill in the rest of the picture?
- Does the transformation  $f$  have an inverse transformation? If so, how can we find it?

what is the image of the  $x_1$ -axis, i.e. what does it get transformed to?

$$\begin{aligned} & \parallel \\ & \left\{ \begin{bmatrix} t \\ 0 \end{bmatrix} \text{ s.t. } t \in \mathbb{R} \right\} \\ & f\left(\begin{bmatrix} t \\ 0 \end{bmatrix}\right) = \end{aligned}$$

where does the  $x_2$  axis transform to?

General properties:

Let  $f(\vec{x}) = A\vec{x}$        $\vec{x} \in \mathbb{R}^n, A_{m \times n}, f(\vec{x}) \in \mathbb{R}^m$

be any matrix transformation.

Then

$$f(\vec{u} + \vec{v}) = (u_1 + v_1) \text{col}_1(A) + (u_2 + v_2) \text{col}_2(A) + \dots + (u_n + v_n) \text{col}_n(A)$$

$$= u_1 \text{col}_1(A) + \dots + u_n \text{col}_n(A) + v_1 \text{col}_1(A) + \dots + v_n \text{col}_n(A)$$

also,  $f(\vec{u} + \vec{v}) = f(\vec{u}) + f(\vec{v})$   
 $f(k\vec{u}) = k f(\vec{u})$

Now, any line L in the domain can be represented parametrically with position vectors:

$$L = \{ \vec{u} + t\vec{v} \text{ s.t. } t \in \mathbb{R} \}$$

↑  
dir. or  
vel. vector

The image (transformation) of L, written as f(L),

$$\text{is } \{ f(\vec{u} + t\vec{v}) \text{ s.t. } t \in \mathbb{R} \}$$

$$= \{ f(\vec{u}) + t f(\vec{v}) \text{ s.t. } t \in \mathbb{R} \}$$

by properties above

is a line in the range space!  
 (or a point if  $f(\vec{v}) = \vec{0}$ )

- lines → lines (or points)
- parallel lines → parallel lines

- If S is any domain set, ~~then its translation~~  
 and  $S + \vec{b} = \{ \vec{v} + \vec{b} \text{ s.t. } \vec{v} \in S \}$   
 is a translation by  $\vec{b}$

then the transformation  
 $f(S + \vec{b}) = f(S) + f(\vec{b})$   
 is a translation of  
 $f(S)$

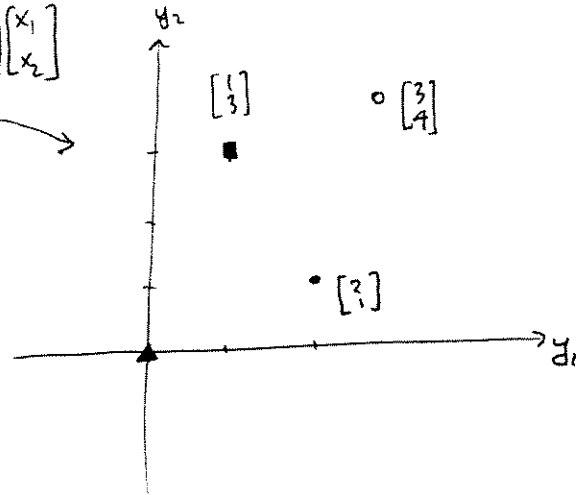
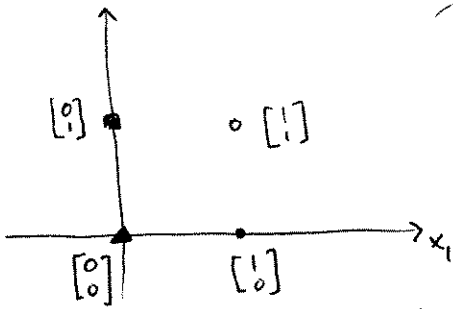
- If  $kS = \{ k\vec{v} \text{ s.t. } \vec{v} \in S \}$  is a scaling of S,

then  $f(kS) = k f(S)$  is a commensurate scaling of  $f(S)$ .

Example page 4 cont'd

Fill in the transformation picture!

$$f\left(\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}\right) = \begin{bmatrix} 2 & 1 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$



Inverse transformation:

$$\begin{aligned} 2x_1 + x_2 &= y_1 \\ x_1 + 3x_2 &= y_2 \end{aligned}$$

$$\begin{array}{l} \begin{array}{cc|c} 2 & 1 & y_1 \\ 1 & 3 & y_2 \end{array} \\ \hline R_1 \quad \begin{array}{cc|c} 1 & 3 & y_2 \\ 2 & 1 & y_1 \end{array} \\ R_2 \quad \begin{array}{cc|c} 1 & 3 & y_2 \\ 0 & -5 & y_1 - 2y_2 \end{array} \\ \hline -2R_1 + R_2 \\ \begin{array}{cc|c} 1 & 3 & y_2 \\ 0 & 1 & -y_1/5 + 2/5 y_2 \end{array} \\ \hline R_2/5 \\ \begin{array}{cc|c} 1 & 0 & 3/5 y_1 - 1/5 y_2 \\ 0 & 1 & -y_1/5 + 2/5 y_2 \end{array} \\ \hline -3R_2 + R_1 \\ \begin{array}{cc|c} 1 & 0 & 3/5 y_1 - 1/5 y_2 \\ 0 & 1 & -y_1/5 + 2/5 y_2 \end{array} \end{array}$$

$$f^{-1}\left(\begin{bmatrix} y_1 \\ y_2 \end{bmatrix}\right) = \begin{bmatrix} 3/5 & -1/5 \\ -1/5 & 2/5 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \end{bmatrix}$$

?!