

PROBLEM SET 7

① (a) Both the +2 in the first component and the absolute value in the second component pose a problem. Consider $\alpha = -2$ and $\vec{x} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$.

$$\alpha T(\vec{x}) = -2 T\left(\begin{bmatrix} 1 \\ 1 \end{bmatrix}\right) = -2 \begin{bmatrix} 4(1)-2 \\ 3|1| \end{bmatrix} = -2 \begin{bmatrix} 2 \\ 3 \end{bmatrix} = \begin{bmatrix} -4 \\ -6 \end{bmatrix}$$

$$\text{but } T(\alpha \vec{x}) = T\left(-2 \begin{bmatrix} 1 \\ 1 \end{bmatrix}\right) = T\left(\begin{bmatrix} -2 \\ -2 \end{bmatrix}\right) = \begin{bmatrix} 4(-2)-2 \\ 3|-2| \end{bmatrix}$$

$$= \begin{bmatrix} -10 \\ 6 \end{bmatrix} \neq \alpha T(\vec{x}). \quad \text{NOT LINEAR.}$$

(b) Let $\alpha \in \mathbb{R}$ and $\vec{x} \in \mathbb{R}^2$. Then

$$\begin{aligned} \alpha T(\vec{x}) &= \alpha \begin{bmatrix} 3x_1 + 5x_2 \\ 4x_1 - x_2 \end{bmatrix} = \begin{bmatrix} \alpha(3x_1 + 5x_2) \\ \alpha(4x_1 - x_2) \end{bmatrix} \\ &= \begin{bmatrix} 3\alpha x_1 + 5\alpha x_2 \\ 4\alpha x_1 - \alpha x_2 \end{bmatrix}. \end{aligned}$$

$$\text{Also, } T(\alpha \vec{x}) = T\left(\begin{bmatrix} \alpha x_1 \\ \alpha x_2 \end{bmatrix}\right) = \begin{bmatrix} 3\alpha x_1 + 5\alpha x_2 \\ 4\alpha x_1 - \alpha x_2 \end{bmatrix}$$

$$\Rightarrow \alpha T(\vec{x}) = T(\alpha \vec{x}). \quad \checkmark$$

Let $y \in \mathbb{R}^2$. Then

$$\begin{aligned} T(\vec{x} + \vec{y}) &= T\left(\begin{bmatrix} x_1 + y_1 \\ x_2 + y_2 \end{bmatrix}\right) = \begin{bmatrix} 3(x_1 + y_1) + 5(x_2 + y_2) \\ 4(x_1 + y_1) - (x_2 + y_2) \end{bmatrix} \\ &= \begin{bmatrix} 3x_1 + 3y_1 + 5x_2 + 5y_2 \\ 4x_1 + 4y_1 - x_2 - y_2 \end{bmatrix}. \end{aligned}$$

$$\text{Also, } T(\vec{x}) + T(\vec{y}) = \begin{bmatrix} 3x_1 + 5x_2 \\ 4x_1 - x_2 \end{bmatrix} + \begin{bmatrix} 3y_1 + 5y_2 \\ 4y_1 - y_2 \end{bmatrix}$$

$$= \begin{bmatrix} 3x_1 + 3y_1 + 5x_2 + 5y_2 \\ 4x_1 + 4y_1 - x_2 - y_2 \end{bmatrix} = T(\vec{x} + \vec{y}). \quad \checkmark$$

LINEAR.

(c) The +4 in the second component and the -2 in the third are problems. Consider

$$\vec{x} = \begin{bmatrix} 1 \\ 2 \end{bmatrix} \text{ and } \vec{y} = \begin{bmatrix} 3 \\ 4 \end{bmatrix}. \text{ Then}$$

$$T(\vec{x} + \vec{y}) = T\left(\begin{bmatrix} 4 \\ 6 \end{bmatrix}\right) = \begin{bmatrix} 2(4) - 3(6) \\ 4 + 4 \\ 5(6) - 2 \end{bmatrix} = \begin{bmatrix} -10 \\ 8 \\ 28 \end{bmatrix}$$

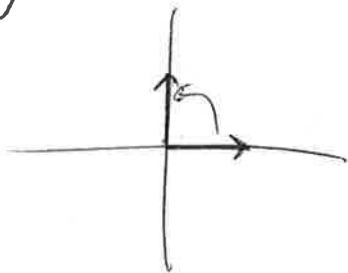
$$\text{but } T(\vec{x}) + T(\vec{y}) = \begin{bmatrix} 2(1) - 3(2) \\ 1 + 4 \\ 5(2) - 2 \end{bmatrix} + \begin{bmatrix} 2(3) - 3(4) \\ 3 + 4 \\ 5(4) - 2 \end{bmatrix}$$

$$= \begin{bmatrix} -4 \\ 5 \\ 8 \end{bmatrix} + \begin{bmatrix} -6 \\ 12 \\ 18 \end{bmatrix} = \begin{bmatrix} -10 \\ 17 \\ 28 \end{bmatrix}$$

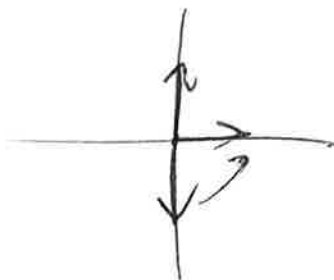
NOT
LINEAR

Lucky
coincidence!

② (a)



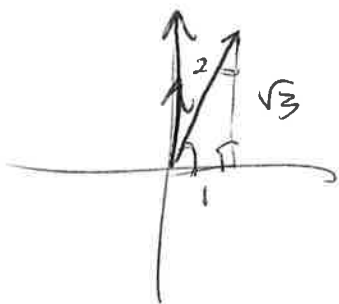
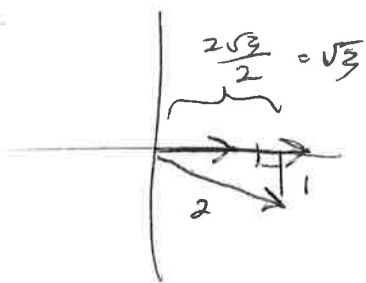
$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \xrightarrow{\text{refl.}} \begin{bmatrix} 1 \\ 0 \end{bmatrix} \xrightarrow{\text{rot.}} \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$



$$\begin{bmatrix} 0 \\ 1 \end{bmatrix} \xrightarrow{\text{refl.}} \begin{bmatrix} 0 \\ -1 \end{bmatrix} \xrightarrow{\text{rot.}} \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

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

(6)



$$\begin{bmatrix} \sqrt{3} & 1 \\ -1 & \sqrt{3} \end{bmatrix}$$

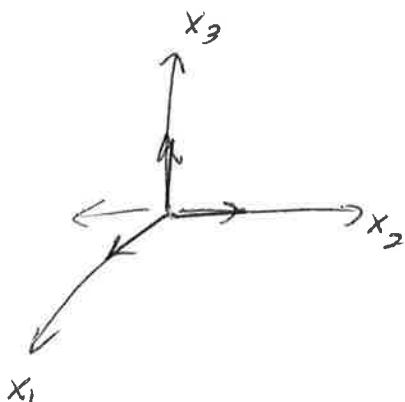
$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \rightarrow \begin{bmatrix} 2 \\ 0 \end{bmatrix} \xrightarrow{\text{rot.}} \begin{bmatrix} \sqrt{3} \\ -1 \end{bmatrix}$$

double

$$\begin{bmatrix} 0 \\ 1 \end{bmatrix} \rightarrow \begin{bmatrix} 0 \\ 2 \end{bmatrix} \xrightarrow{\text{rot.}} \begin{bmatrix} 1 \\ \sqrt{3} \end{bmatrix}$$

double rot.

(3) (a)



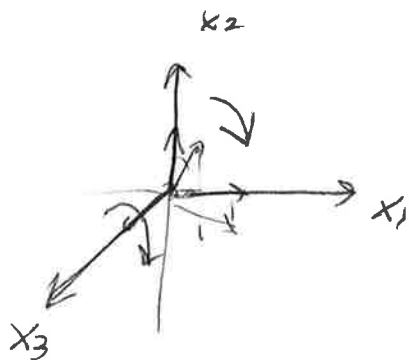
$$\tau\left(\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}\right) = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

$$\tau\left(\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}\right) = \begin{bmatrix} 0 \\ -1 \\ 0 \end{bmatrix}$$

$$\tau\left(\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}\right) = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

(b)



$$\tau\left(\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}\right) = \begin{bmatrix} \sqrt{3}/2 \\ -1/2 \\ 0 \end{bmatrix}$$

$$\tau\left(\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}\right) = \begin{bmatrix} 1/2 \\ \sqrt{3}/2 \\ 0 \end{bmatrix}$$

$$\tau\left(\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}\right) = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} \sqrt{3}/2 & 1/2 & 0 \\ -1/2 & \sqrt{3}/2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\textcircled{4} \quad [T(\vec{v}_1) \quad T(\vec{v}_2) \quad T(\vec{v}_3)] = \begin{bmatrix} 3 & 1 & 2 \\ 0 & 1 & 2 \\ -1 & 1 & 0 \end{bmatrix}$$

||

$[A\vec{v}_1 \quad A\vec{v}_2 \quad A\vec{v}_3]$ where A is the standard matrix for T .

||

$$AV \quad \text{where } V = \begin{bmatrix} 1 & 2 & 1 \\ 0 & 1 & 3 \\ -1 & 1 & 2 \end{bmatrix}$$

$$\Rightarrow A = \begin{bmatrix} 3 & 1 & 2 \\ 0 & 1 & 2 \\ -1 & 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 2 & 1 \\ 0 & 1 & 3 \\ -1 & 1 & 2 \end{bmatrix}^{-1} = \begin{bmatrix} 3 & 1 & 2 \\ 0 & 1 & 2 \\ -1 & 1 & 0 \end{bmatrix} \begin{bmatrix} 1/6 & 1/2 & -5/6 \\ 1/2 & 1/2 & 1/2 \\ -1/6 & 1/2 & -1/6 \end{bmatrix}$$

$$= \begin{bmatrix} 2/3 & 2 & -7/3 \\ 1/6 & 1/2 & 1/6 \\ 1/3 & -1 & 4/3 \end{bmatrix}$$

OR Note that $\{\vec{v}_1, \vec{v}_2, \vec{v}_3\}$ form a basis for \mathbb{R}^3 .

Then, for instance, $\vec{e}_1 = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = c_1 \vec{v}_1 + c_2 \vec{v}_2 + c_3 \vec{v}_3$

for some c_1, c_2, c_3 .

$$\left[\begin{array}{ccc|c} 1 & 2 & 1 & 1 \\ 0 & 1 & 3 & 0 \\ -1 & 1 & 2 & 0 \end{array} \right] \xrightarrow{\text{RREF}} \left[\begin{array}{ccc|c} 1 & 0 & 0 & 1/6 \\ 0 & 1 & 0 & 1/2 \\ 0 & 0 & 1 & -1/6 \end{array} \right]$$

$$\text{Thus } T(\vec{e}_1) = T\left(\frac{1}{6}\vec{v}_1 + \frac{1}{2}\vec{v}_2 - \frac{1}{6}\vec{v}_3\right)$$

$$= \frac{1}{6}T(\vec{v}_1) + \frac{1}{2}T(\vec{v}_2) - \frac{1}{6}T(\vec{v}_3)$$

$$= \frac{1}{6} \begin{bmatrix} 3 \\ 0 \\ -1 \end{bmatrix} + \frac{1}{2} \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} - \frac{1}{6} \begin{bmatrix} 2 \\ 2 \\ 0 \end{bmatrix} = \begin{bmatrix} 2/3 \\ 5/6 \\ 1/3 \end{bmatrix}$$

← 1st column of A

You can use the same process to find the 2nd and 3rd columns of A using \vec{e}_2 and \vec{e}_3 .

(5) (a) $\begin{bmatrix} 1 & 0 & -1 \\ 2 & 1 & 1 \\ 1 & 3 & 2 \end{bmatrix} \xrightarrow{\text{RREF}} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ no row of zeros
 \Rightarrow ONTO
 no free vars
 \Rightarrow 1-1

(b) $\begin{bmatrix} 2 & 3 & -1 \\ 1 & 1 & 2 \\ 1 & 2 & -3 \end{bmatrix} \xrightarrow{\text{RREF}} \begin{bmatrix} 1 & 0 & 7 \\ 0 & 1 & -5 \\ 0 & 0 & 0 \end{bmatrix}$ row of zeros
 \Rightarrow NOT ONTO
 free variable
 \Rightarrow NOT 1-1

(c) $\mathbb{R}^3 \rightarrow \mathbb{R}^2$ tells us it's NOT 1-1.

(You can't have each input go to a unique output when there are "more" inputs than outputs.)

$\begin{bmatrix} 1 & -5 & 4 \\ 0 & 1 & -6 \end{bmatrix} \xrightarrow{\text{RREF}} \begin{bmatrix} 1 & 0 & -26 \\ 0 & 1 & -6 \end{bmatrix}$ no row of zeros
 \Rightarrow ONTO

(6) (a) $m < n$. For example if $T: \mathbb{R}^3 \rightarrow \mathbb{R}^4$, you can't "fill" a 4-dimensional space with a 3-dimensional one.

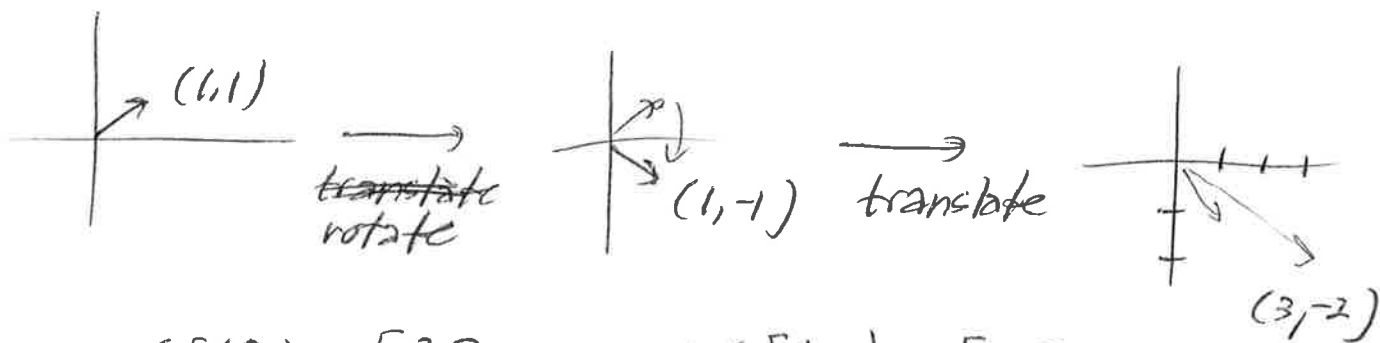
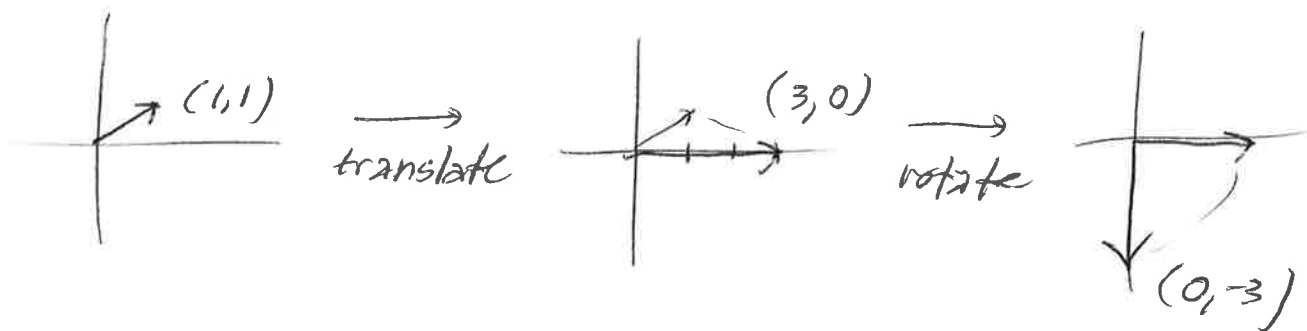
(b) $m > n$. For example, if $T: \mathbb{R}^4 \rightarrow \mathbb{R}^3$, you're guaranteed to get "overlaps."

⑦ (a) Translation by 2 in the x-direction and -1 in the y-direction, then rotation by 90° CW about the origin.

(b) Vice versa.

(c) $AB = \begin{bmatrix} 0 & 1 & -1 \\ -1 & 0 & -2 \\ 0 & 0 & 1 \end{bmatrix}$ $BA = \begin{bmatrix} 0 & 1 & 2 \\ -1 & 0 & -1 \\ 0 & 0 & 1 \end{bmatrix}$ Nope.

You can also follow a particular vector. For instance, $\vec{x} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$



$T(\begin{bmatrix} 1 \\ 1 \end{bmatrix}) = \begin{bmatrix} 0 \\ -3 \end{bmatrix}$ but $L(\begin{bmatrix} 1 \\ 1 \end{bmatrix}) = \begin{bmatrix} 3 \\ -2 \end{bmatrix}$

⑧ Note that $T: \mathbb{R}^n \rightarrow \mathbb{R}^n$ and so has an $n \times n$ standard matrix A .

Since $T(\vec{u}) = T(\vec{v})$ for some pair of distinct vectors \vec{u} and \vec{v} , T is not 1-1.

Thus the RREF of A has a free variable.

This means it doesn't have a pivot in every column. Since it's square, this means it doesn't have a pivot in every row. This means it has a row of all zeros. Thus T is not onto.

Alternately,

T not 1-1 $\Rightarrow A$ is not invertible

$\Rightarrow T$ is not onto by the Invertible Matrix Theorem.