Math 1553 Worksheet §3.3, 3.4, and intro to 3.5 Solutions

- **1.** If *A* is a 3×5 matrix and *B* is a 3×2 matrix, which of the following are defined?
 - **a)** *A*−*B*
 - **b)** *AB*
 - c) $A^T B$
 - **d)** $B^T A$
 - **e)** *A*²

Solution.

Only (c) and (d).

- **a)** A-B is nonsense. In order for A-B to be defined, A and B need to have the same number or rows and same number of columns.
- **b)** *AB* is undefined since the number of columns of *A* does not equal the number of rows of *B*.
- **c)** A^T is 5×3 and B is 3×2 , so $A^T B$ is a 5×2 matrix.
- **d)** B^T is 2 × 3 and A is 3 × 5, so $B^T A$ is a 2 × 5 matrix.
- e) A^2 is nonsense (can't multiply 3×5 with another 3×5).
- **2.** A is $m \times n$ matrix, B is $n \times m$ matrix. Select proper answers from the box. Multiple answers are possible
 - a) Take any vector x in \mathbb{R}^m , then ABx must be in: $\boxed{\operatorname{Col}(A), \operatorname{Nul}(A), \operatorname{Col}(B), \operatorname{Nul}(B)}$
 - **b)** Take any vector x in \mathbb{R}^n , then *BAx must be* in: $\boxed{\operatorname{Col}(A), \operatorname{Nul}(A), \operatorname{Col}(B), \operatorname{Nul}(B)}$
 - c) If m > n, then columns of AB could be linearly *independent*, *dependent*
 - **d)** If m > n, then columns of *BA* could be linearly *independent*, *dependent*
 - e) If m > n and Ax = 0 has nontrivial solutions, then columns of BA could be linearly *independent*, *dependent*

Solution.

Recall, *AB* can be computed as *A* multiplying every column of *B*. That is $AB = (Ab_1 \ Ab_2 \ \cdots Ab_m)$ where $B = (b_1 \ b_2 \ \cdots b_m)$.

- a) $[\operatorname{Col}(A)]$. Denote w := Bx, which is a vector in \mathbb{R}^n . ABx = A(Bx) is multiplying *A* with *w* which will end up with "linear combination of columns of *A*". So *ABx* is in Col(*A*).
- **b)** Col(*B*). Similarly, BAx = B(Ax) is multiplying *B* with *Ax*, a vector in \mathbb{R}^m , which will end up with "linear combination of columns of *B*". So *BAx* is in Col(*B*).
- c) dependent. Since m > n means A matrix can have at most n pivots. So $dim(Col(A)) \le n$. Notice from first question we know $Col(AB) \subset Col(A)$ which has dimension at most n. That means AB can have at most n pivots. But AB is $m \times m$ matrix, then columns of AB must be dependent.
- d) independent, dependent. Both are possible. Since m > n means B matrix can have at most n pivots. then $Col(BA) \subset Col(B)$ means BA can have at most n pivots. Since BA is $n \times n$ matrix, then the columns of BA will be linearly independent when there are n pivots or linearly dependent when there are less than n pivots. Here are two examples.

$$A = \begin{pmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{pmatrix}, B = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}, \text{ then } BA = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

$$A = \begin{pmatrix} 1 & 0 \\ 0 & 0 \\ 0 & 0 \end{pmatrix}, B = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}, \text{ then } BA = \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}$$

e) *dependent*. From the second example above, *BA* has dependent columns, we know "dependent" is one possible answer. Now to see if "independent" is also possible, we need to find out if *BA* could have *n* pivots.

Since Ax = 0 has nontrivial solution say x^* , then x^* is also a nontrivial solution of BAx = 0. That means *BA* has free variables, and it can not have *n* pivots. So columns of *BA* must be linearly dependent.

To summarize what we are actually study here, there are several relations between these subspaces.

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\operatorname{Col}(AB) \subset \operatorname{Col}(A);

\operatorname{Col}(BA) \subset \operatorname{Col}(B);

\operatorname{Nul}(A) \subset \operatorname{Nul}(BA);

\operatorname{Nul}(B) \subset \operatorname{Nul}(AB);
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3. Consider the following linear transformations:

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- $T: \mathbf{R}^3 \longrightarrow \mathbf{R}^2$ T projects onto the *xy*-plane, forgetting the *z*-coordinate
- $U: \mathbf{R}^2 \longrightarrow \mathbf{R}^2$ U rotates clockwise by 90°
- $V: \mathbf{R}^2 \longrightarrow \mathbf{R}^2$ V scales the x-direction by a factor of 2.

Let A, B, C be the matrices for T, U, V, respectively.

- a) Compute A, B, and C.
- **b)** Compute the matrix for $V \circ U \circ T$.
- **c)** Compute the matrix for $U \circ V \circ T$.
- **d)** Describe U^{-1} and V^{-1} , and compute their matrices. If you have not yet seen inverse matrices in lecture, describe geometrically the transformation U^{-1} that would "undo" U in the sense that $(U^{-1} \circ U) \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x \\ y \end{pmatrix}$. Now, do the same for V.

Solution.

a) We plug in the unit coordinate vectors:

$$T(e_1) = \begin{pmatrix} 1\\0 \end{pmatrix} \quad T(e_2) = \begin{pmatrix} 0\\1 \end{pmatrix} \quad T(e_3) = \begin{pmatrix} 0\\0 \end{pmatrix} \implies A = \begin{pmatrix} 1 & 0 & 0\\0 & 1 & 0 \end{pmatrix}$$
$$U(e_1) = \begin{pmatrix} 0\\-1 \end{pmatrix} \quad U(e_2) = \begin{pmatrix} 1\\0 \end{pmatrix} \implies B = \begin{pmatrix} 0 & 1\\-1 & 0 \end{pmatrix} .$$
$$V(e_1) = \begin{pmatrix} 2\\0 \end{pmatrix} \quad V(e_2) = \begin{pmatrix} 0\\1 \end{pmatrix} \implies C = \begin{pmatrix} 2 & 0\\0 & 1 \end{pmatrix}$$

- **b)** $CBA = \begin{pmatrix} 0 & 2 & 0 \\ -1 & 0 & 0 \end{pmatrix}.$
- **c)** $BCA = \begin{pmatrix} 0 & 1 & 0 \\ -2 & 0 & 0 \end{pmatrix}.$
- **d)** Intuitively, if we wish to "undo" *U*, we can imagine that we have rotated a vector $\begin{pmatrix} x \\ y \end{pmatrix}$ by 90° clockwise and we want to return the vector back to its original position of $\begin{pmatrix} x \\ y \end{pmatrix}$. To do this, we need to rotate it 90° *counterclockwise*. Therefore, U^{-1} is counterclockwise rotation by 90°.

Similarly, to undo the transformation V that scales the x-direction by 2, we need to scale the x-direction by 1/2, so V^{-1} scales the x-direction by a factor of 1/2.

Their matrices are, respectively,

$$B^{-1} = \frac{1}{0 \cdot 0 - (-1) \cdot 1} \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}$$

and

$$C^{-1} = \frac{1}{2 \cdot 1 - 0 \cdot 0} \begin{pmatrix} 1 & 0 \\ 0 & 2 \end{pmatrix} = \begin{pmatrix} 1/2 & 0 \\ 0 & 1 \end{pmatrix}.$$

4. On your computer, go to the Interactive Transformation Challenge! Complete the Zoom, Reflect, and Scale challenges. If you complete a challenge in the optimal number of steps, the interactive demo will congratulate you. See if you can complete each of these challenges in the optimal number of steps.