

2.2.6 By Theorem 2.2.1, $\text{proj}_L \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = \left(\vec{u} \cdot \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} \right) \vec{u}$, where \vec{u} is a unit vector on L . To get

\vec{u} , we normalize $\begin{bmatrix} 2 \\ 1 \\ 2 \end{bmatrix}$:

2.2.28 a D is a scaling, being of the form $\begin{bmatrix} k & 0 \\ 0 & k \end{bmatrix}$.

b E is the shear, since it is the only matrix which has the proper form (Theorem 2.2.5).

c C is the rotation, since it fits Theorem 2.2.3.

d A is the projection, following the form given in Definition 2.2.1.

e F is the reflection, using Definition 2.2.2.

2.2.30 Write $A = [\vec{v}_1 \quad \vec{v}_2]$; then $A\vec{x} = [\vec{v}_1 \quad \vec{v}_2] \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = x_1\vec{v}_1 + x_2\vec{v}_2$. We must choose \vec{v}_1

and \vec{v}_2 in such a way that $x_1\vec{v}_1 + x_2\vec{v}_2$ is a scalar multiple of the vector $\begin{bmatrix} 1 \\ 2 \end{bmatrix}$, for all x_1 and x_2 . This is the case if (and only if) both \vec{v}_1 and \vec{v}_2 are scalar multiples of $\begin{bmatrix} 1 \\ 2 \end{bmatrix}$.

For example, choose $\vec{v}_1 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$ and $\vec{v}_2 = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$, so that $A = \begin{bmatrix} 1 & 0 \\ 2 & 0 \end{bmatrix}$.

2.2.34 Keep in mind that the columns of the matrix of a linear transformation T from \mathbb{R}^3 to \mathbb{R}^3 are $T(\vec{e}_1)$, $T(\vec{e}_2)$, and $T(\vec{e}_3)$.

If T is the orthogonal projection onto a line L , then $T(\vec{x})$ will be on L for all \vec{x} in \mathbb{R}^3 ; in particular, the three columns of the matrix of T will be on L , and therefore pairwise parallel. This is the case only for matrix B : B represents an orthogonal projection onto a line.

A reflection transforms orthogonal vectors into orthogonal vectors; therefore, the three columns of its matrix must be pairwise orthogonal. This is the case only for matrix E : E represents the reflection about a line.

2.2.38 a $A = \begin{bmatrix} u_1^2 & u_1 u_2 \\ u_1 u_2 & u_2^2 \end{bmatrix}$, so $\det(A) = u_1^2 u_2^2 - u_1 u_2 u_1 u_2 = 0$.

b $A = \begin{bmatrix} a & b \\ b & -a \end{bmatrix}$, so $\det(A) = -a^2 - b^2 = -(a^2 + b^2) = -1$.

c $A = \begin{bmatrix} a & -b \\ b & a \end{bmatrix}$, so $\det(A) = a^2 - (-b^2) = a^2 + b^2 = 1$.

d $A = \begin{bmatrix} 1 & k \\ 0 & 1 \end{bmatrix}$ or $\begin{bmatrix} 1 & 0 \\ k & 1 \end{bmatrix}$, both of which have determinant equal to $1^2 - 0 = 1$.

2.2.47 Write $T \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} ax_1 + bx_2 \\ cx_1 + dx_2 \end{bmatrix}$.

a. $f(t) = \left(T \begin{bmatrix} \cos t \\ \sin t \end{bmatrix} \right) \cdot \left(T \begin{bmatrix} -\sin t \\ \cos t \end{bmatrix} \right) = \begin{bmatrix} a \cos t + b \sin t \\ c \cos t + d \sin t \end{bmatrix} \cdot \begin{bmatrix} -a \sin t + b \cos t \\ -c \sin t + d \cos t \end{bmatrix}$
 $= (a \cos t + b \sin t)(-a \sin t + b \cos t) + (c \cos t + d \sin t)(-c \sin t + d \cos t)$

This function $f(t)$ is continuous, since $\cos(t)$, $\sin(t)$, and constant functions are continuous, and sums and products of continuous functions are continuous.

b. $f\left(\frac{\pi}{2}\right) = T \begin{bmatrix} 0 \\ 1 \end{bmatrix} \cdot T \begin{bmatrix} -1 \\ 0 \end{bmatrix} = -\left(T \begin{bmatrix} 0 \\ 1 \end{bmatrix} \cdot T \begin{bmatrix} 1 \\ 0 \end{bmatrix} \right)$, since T is linear.

$f(0) = T \begin{bmatrix} 1 \\ 0 \end{bmatrix} \cdot T \begin{bmatrix} 0 \\ 1 \end{bmatrix} = T \begin{bmatrix} 0 \\ 1 \end{bmatrix} \cdot T \begin{bmatrix} 1 \\ 0 \end{bmatrix}$. The claim follows.

c. By part (b), the numbers $f(0)$ and $f\left(\frac{\pi}{2}\right)$ have different signs (one is positive and the other negative), or they are both zero. Since $f(t)$ is continuous, by part (a), we can apply the intermediate value theorem. (See Figure 2.33.)

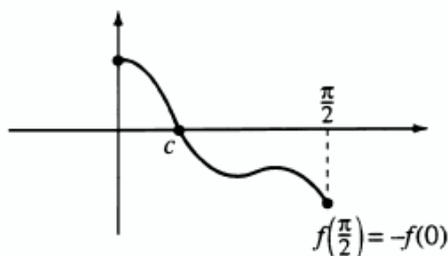


Figure 2.49: for Problem 2.2.47c.

d. Note that $\begin{bmatrix} \cos(t) \\ \sin(t) \end{bmatrix}$ and $\begin{bmatrix} -\sin(t) \\ \cos(t) \end{bmatrix}$ are perpendicular unit vectors, for any t . If we set

2.2.36 If the vectors $\vec{v}_0, \vec{v}_1,$ and \vec{v}_2 are defined as shown in Figure 2.28, then the parallelogram P consists of all vectors \vec{v} of the form $\vec{v} = \vec{v}_0 + c_1\vec{v}_1 + c_2\vec{v}_2$, where $0 \leq c_1, c_2 \leq 1$.

The image of P consists of all vectors of the form $T(\vec{v}) = T(\vec{v}_0 + c_1\vec{v}_1 + c_2\vec{v}_2) = T(\vec{v}_0) + c_1T(\vec{v}_1) + c_2T(\vec{v}_2)$.

These vectors form the parallelogram shown in Figure 2.28 on the right.

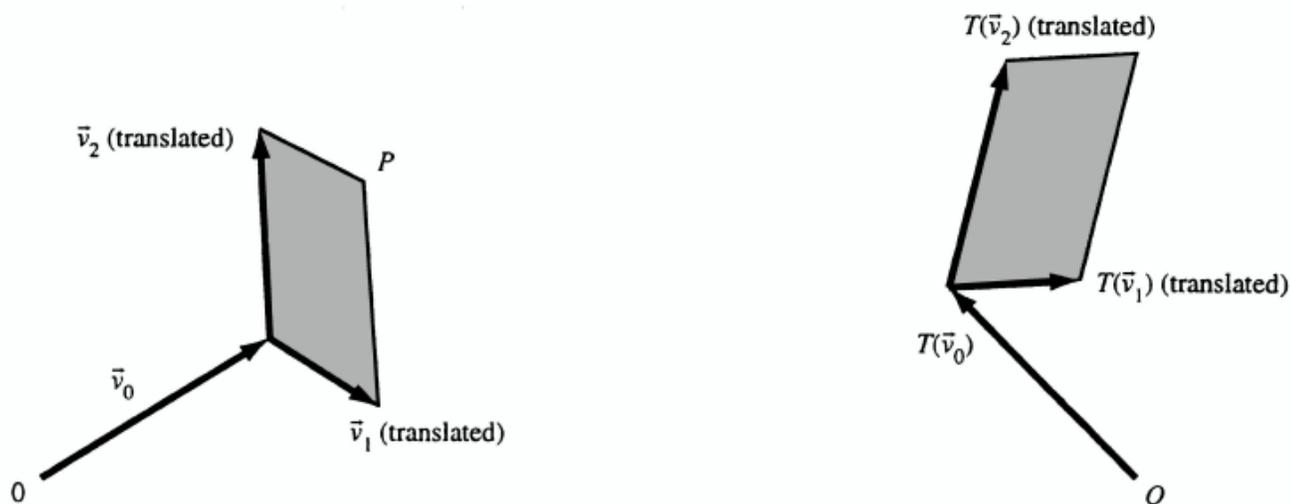


Figure 2.44: for Problem 2.2.36.

Ch 2.TF.14 T; Note that $A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}^{-1} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 5 & 6 \\ 7 & 8 \end{bmatrix}^{-1}$ is the unique solution.

Ch 2.TF.37 T; Note that $A^2B = AAB = ABA = BAA = BA^2$.