

### Solution to Practice 3j

**B4(a)** Domain:  $\mathbb{R}^3$ . Codomain:  $\mathbb{R}^3$ . To find the standard matrix, we find the image of the standard basis vectors:

$$L(1, 0, 0) = (2, 0, 4) \quad L(0, 1, 0) = (-3, 1, -5) \quad L(0, 0, 1) = (0, 0, 0)$$

$$\text{So } [L] = \begin{bmatrix} 2 & -3 & 0 \\ 0 & 1 & 0 \\ 4 & -5 & 0 \end{bmatrix}$$

**B4(b)** Domain:  $\mathbb{R}^4$ . Codomain:  $\mathbb{R}^3$ . To find the standard matrix, we find the image of the standard basis vectors:

$$\begin{aligned} K(1, 0, 0, 0) &= (2, -1, 0) & K(0, 1, 0, 0) &= (0, -2, 3) \\ K(0, 0, 1, 0) &= (-1, 2, 1) & K(0, 0, 0, 1) &= (3, 1, 0) \end{aligned}$$

$$\text{So } [K] = \begin{bmatrix} 2 & 0 & -1 & 3 \\ -1 & -2 & 2 & 1 \\ 0 & 3 & 1 & 0 \end{bmatrix}$$

**B4(c)** Domain:  $\mathbb{R}^3$ . Codomain:  $\mathbb{R}^3$ . To find the standard matrix, we find the image of the standard basis vectors:

$$M(1, 0, 0) = (-1, 0, 5) \quad M(0, 1, 0) = (0, 0, 1) \quad M(0, 0, 1) = (1, 0, 0)$$

$$\text{So } [M] = \begin{bmatrix} -1 & 0 & 1 \\ 0 & 0 & 0 \\ 5 & 1 & 0 \end{bmatrix}$$

**B8** Since  $\text{proj}_{\vec{v}}$  is linear, we can apply Theorem 3 to find  $[\text{proj}_{\vec{v}}]$ . This means that we need to look at the image of the standard basis vectors. But first, let's do some calculations that we'll need.

$$\begin{aligned} \|\vec{v}\|^2 &= 1^2 + (-3)^2 = 1 + 9 = 10, \quad \vec{e}_1 \cdot \vec{v} = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ -3 \end{bmatrix} = (1)(1) + (0)(-3) = 1, \\ \text{and } \vec{e}_2 \cdot \vec{v} &= \begin{bmatrix} 0 \\ 1 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ -3 \end{bmatrix} = (0)(1) + (1)(-3) = -3. \end{aligned}$$

And now we see that  $\text{proj}_{\vec{v}}\vec{e}_1 = (1/10)\vec{v} = (1/10, -3/10)$  and  $\text{proj}_{\vec{v}}\vec{e}_2 = (-3/10)\vec{v} = (-3/10, 9/10)$ .

$$\text{Thus, } [\text{proj}_{\vec{v}}] = \begin{bmatrix} 1/10 & -3/10 \\ -3/10 & 9/10 \end{bmatrix}$$

**B11** Since  $\text{perp}_{\vec{v}}$  is linear, we can apply Theorem 3 to find  $[\text{perp}_{\vec{v}}]$ . This means that we need to look at the image of the standard basis vectors. But first, let's do some calculations that we'll need.

$$\begin{aligned} \|\vec{v}\|^2 &= 1^2 + (-2)^2 + 2^2 = 9, \quad \vec{e}_1 \cdot \vec{v} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ -2 \\ 2 \end{bmatrix} = 1, \\ \vec{e}_2 \cdot \vec{v} &= \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ -2 \\ 2 \end{bmatrix} = -2, \text{ and } \vec{e}_3 \cdot \vec{v} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ -2 \\ 2 \end{bmatrix} = 2. \end{aligned}$$

And now we see that

$$\begin{aligned} \text{perp}_{\vec{v}} \vec{e}_1 &= (1, 0, 0) - (1/9)\vec{v} = (1, 0, 0) - (1/9, -2/9, 2/9) = (8/9, 2/9, -2/9), \\ \text{perp}_{\vec{v}} \vec{e}_2 &= (0, 1, 0) - (-2/9)\vec{v} = (0, 1, 0) + (2/9, -4/9, 4/9) = (2/9, 5/9, 4/9), \\ \text{and} \\ \text{perp}_{\vec{v}} \vec{e}_3 &= (0, 0, 1) - (2/9)\vec{v} = (0, 0, 1) - (2/9, -4/9, 4/9) = (-2/9, 4/9, 5/9). \end{aligned}$$

$$\text{So we have } [\text{perp}_{\vec{v}}] = \begin{bmatrix} 8/9 & 2/9 & -2/9 \\ 2/9 & 5/9 & 4/9 \\ -2/9 & 4/9 & 5/9 \end{bmatrix}$$

**D3** We show that  $\text{DOT}_{\vec{v}}$  preserves addition as follows:

$$\begin{aligned} \text{DOT}_{\vec{v}}(\vec{x} + \vec{y}) &= \vec{v} \cdot (\vec{x} + \vec{y}) \\ &= \vec{v} \cdot \vec{x} + \vec{v} \cdot \vec{y} \quad (\text{Theorem 1,(3), p.31}) \\ &= \text{DOT}_{\vec{v}}\vec{x} + \text{DOT}_{\vec{v}}\vec{y} \end{aligned}$$

We show that  $\text{DOT}_{\vec{v}}$  preserves scalar multiplication as follows:

$$\begin{aligned} \text{DOT}_{\vec{v}}(t\vec{x}) &= \vec{v} \cdot (t\vec{x}) \\ &= t(\vec{v} \cdot \vec{x}) \quad (\text{Theorem 1,(4), p.31}) \\ &= t\text{DOT}_{\vec{v}}\vec{x} \end{aligned}$$

And since  $\text{DOT}_{\vec{v}}$  preserves addition and scalar multiplication, we see that  $\text{DOT}_{\vec{v}}$  is a linear mapping. Its codomain is  $\mathbb{R}$ . Moreover, the  $i$ -th entry in  $[\text{DOT}_{\vec{v}}]$  is  $\text{DOT}_{\vec{v}}\vec{e}_i = v_i$ . So  $[\text{DOT}_{\vec{v}}] = \begin{bmatrix} v_1 & v_2 & \cdots & v_n \end{bmatrix} = \vec{v}^T$ .