

Exercise 6.2.1 pg 289.

Calculate $\det \begin{bmatrix} 1 & 1 & 1 \\ 1 & 3 & 3 \\ 2 & 2 & 5 \end{bmatrix}$ using row reduction.

Strategy: Row reduce $\begin{bmatrix} 1 & 1 & 1 \\ 1 & 3 & 3 \\ 2 & 2 & 5 \end{bmatrix}$ to upper triangular and then calculate determinant, keeping track of scale.

Solution:

Method 1: First, divide row 3 by 2 to render all rows have a leading 1.

$$A = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 3 & 3 \\ 2 & 2 & 5 \end{bmatrix} \xrightarrow{\frac{1}{2}\text{Row3} \rightarrow \text{Row3}} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 3 & 3 \\ 1 & 1 & \frac{5}{2} \end{bmatrix}$$

Now create all 0's in 1st column below top:

$$\begin{bmatrix} 1 & 1 & 1 \\ 1 & 3 & 3 \\ 1 & 1 & \frac{5}{2} \end{bmatrix} \xrightarrow{\text{Row1} - \text{Row2} \rightarrow \text{Row2}} \begin{bmatrix} 1 & 1 & 1 \\ 0 & 2 & 2 \\ 1 & 1 & \frac{5}{2} \end{bmatrix} \xrightarrow{\text{Row1} - \text{Row3} \rightarrow \text{Row3}} \begin{bmatrix} 1 & 1 & 1 \\ 0 & -2 & -2 \\ 0 & 0 & -\frac{3}{2} \end{bmatrix} = B$$

$$\text{So } \det(A) = (-1)^2 \det(B) = 2(1(-2)(-\frac{3}{2})) = 6$$

Exercise 6.2.1 p/ 289 (cont'd).

Method 2: Only use step C above, adding multiples of rows to other rows with replacement.

$$A = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 2 \\ 2 & 2 & 5 \end{bmatrix} \Rightarrow \begin{array}{l} \text{row } 1 - \text{row } 2 \rightarrow \text{row } 2 \\ 2 \text{ row } 1 - \text{row } 3 \rightarrow \text{row } 3 \end{array} \begin{bmatrix} 1 & 1 & 1 \\ 0 & -2 & -2 \\ 0 & 0 & -3 \end{bmatrix} = B.$$

$$\det(A) = \det(B) = 1(-2)(-3) = 6.$$

Other useful properties

A) For $A_{n \times n}, B_{n \times n}$, $n \in \mathbb{N}$, we have

$$\det(AB) = \det(A)\det(B)$$

$$\det(A^m) = (\det(A))^m$$

B) For $A_{n \times n}$ and $B_{n \times n}$ similar,

$$\det(A) = \det(B) \quad (\text{why?})$$

Note: A and B are similar if $\exists S_{n \times n}$, where $AS = SB$.

$$\text{But then } \det(AS) = \det(A)\det(S) = \det(S)\det(B)$$

$$\boxed{\text{Hence } \det(A) = \det(B)}$$

$$= \det(SB)$$

X

Other useful properties (cont'd).

③ If $A_{n \times n}^{-1}$ exists, then

$$\det(A^{-1}) = \frac{1}{\det(A)} = (\det(A))^{-1} \text{ (why?)}$$

Here $1 = \det(I_n) = \det(AA^{-1}) = \det(A)\det(A^{-1})$

Let $A_{n \times n}$ be an orthogonal matrix (its columns form an orthonormal basis for \mathbb{R}^n)

Then by Thm 5.3.7, $A^T A = I_n$.

But this means $\det(A^T A) = \det(I_n) = 1$

$$\det(A^T) \det(A) = [\det(A)]^2 \quad \text{--->}$$

Since for any $A_{n \times n}$, $\det(A^T) = \det(A)$

(This is Thm 6.2.1)

Thus for $A_{n \times n}$ orthogonal, $\det A = \pm 1$.

Def A matrix $A_{n \times n}$ orthogonal where $\det(A) = 1$ is called a rotation.

Notes ① In dimension 2, this should be obvious, since only the rotations (about the origin) are orthogonal. (except the ones, though).

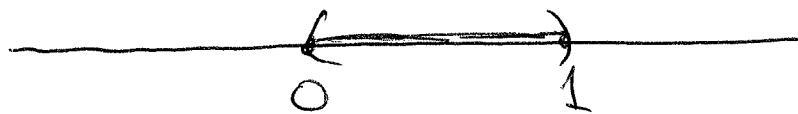
cont'd.

- Notes
- ② Orthogonal matrices w/ determinant -1 are rotations composed with some sort of reflection.
 - ③ In dimension 3, a rotation is always about an axis, or 1-d subspace that doesn't change. To think about this, take the surface of a globe in \mathbb{R}^3 centered at the origin and rotate it. There will always be an axis that doesn't move.
 - ④ Recall, orthogonal matrices always preserve the size of vectors. And that is a feature of rotations also.
 - ⑤ In higher dimensions, ($n \geq 3$), rotations are hard to visualize and can be very complicated.

III

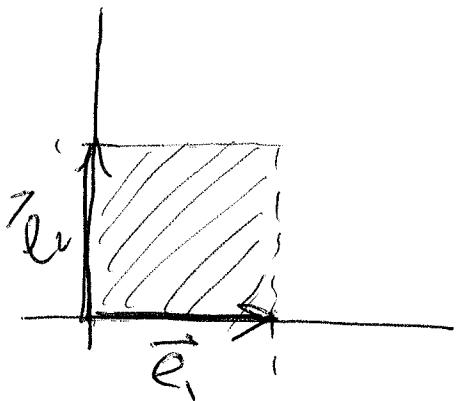
Here is a nice interpretation of the determinant: As a measure of volume in \mathbb{R}^n .

Volume in dimension $n=1$ is just length. And the unit interval has length 1:



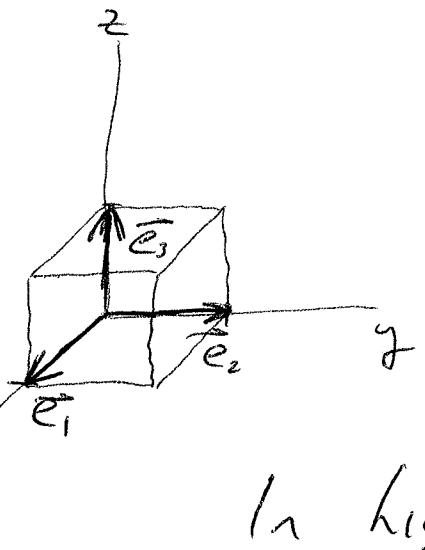
Euclidean distance is $\text{dist}(x, y) = |y - x|$.

Volume in dimension $n=2$ is area, and the unit square in \mathbb{R}^2 has area 1.



Here in \mathbb{R}^2 , $\|\vec{e}_1\| = \|\vec{e}_2\| = 1$, and area of square is base times height or $1 \cdot 1 = 1$.

Volume in \mathbb{R}^3 is what we think of volume,
and the volume of the unit cube is 1:



$$\|\vec{e}_1\| = \|\vec{e}_2\| = \|\vec{e}_3\| = 1$$

and volume is base width \cdot height
 $= 1 \cdot 1 \cdot 1 = 1.$

In higher dimensions, we play the exact same game, with a n -dimensional hypercube, an analogue of the above shapes, where the edges are formed by $\vec{e}_1, \dots, \vec{e}_n$ and "opposite" edges are parallel, and whose n -dimensional volume is just the product of the lengths of the "directions".

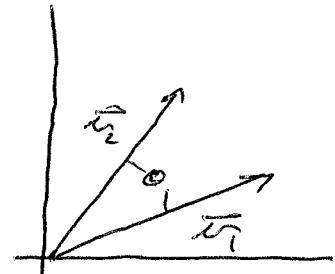
We also call the hypercube in n -dimensions the " n -cube".

ex. A the unit square in \mathbb{R}^2 is a 2-cube.

V

Let $A = \begin{bmatrix} a & b \\ c & d \end{bmatrix} = \begin{bmatrix} \vec{v}_1 & \vec{v}_2 \end{bmatrix}$, where $\vec{v}_1 = \begin{bmatrix} a \\ c \end{bmatrix}$, $\vec{v}_2 = \begin{bmatrix} b \\ d \end{bmatrix}$,

be a 2×2 matrix, and denote θ the angle between \vec{v}_1 and \vec{v}_2 .



Denote by \vec{v}_1^r the rotation

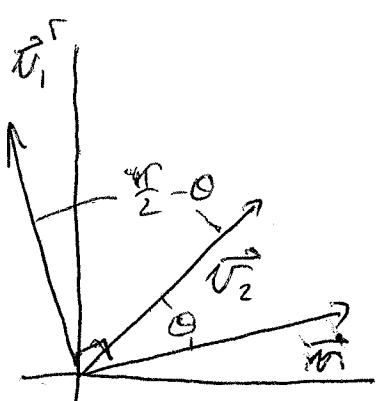
of \vec{v}_1 by the angle $\frac{\pi}{2}$ radians. Here we know

(A) \vec{v}_1^r is the same length as \vec{v}_1 , so

$$\|\vec{v}_1^r\| = \|\vec{v}_1\|, \text{ and}$$

(B) \vec{v}_1^r is orthogonal to \vec{v}_2^r :

$$\vec{v}_1^r = \begin{bmatrix} -c \\ a \end{bmatrix} \quad (\text{check this!})$$



Note: The book describes this in Section 2.4 (pg 94) and calls \vec{v}_1^r by \vec{v}_{rot} . I chose the notation since I want to keep the subscript 1.

We can now write

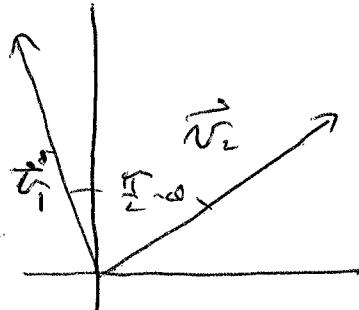
$$\vec{v}_1^r \cdot \vec{v}_2 = \begin{bmatrix} -c \\ a \end{bmatrix} \cdot \begin{bmatrix} b \\ d \end{bmatrix} = ad - bc = \det(A)$$

This is an interesting geometric way to write the determinant, and since for any \vec{u}, \vec{w} ,

$$\vec{u} \cdot \vec{w} = \|\vec{u}\| \|\vec{w}\| \cos \theta,$$

We can say

$$\begin{aligned} \det(A) &= \vec{v}_1^r \cdot \vec{v}_2 = \|\vec{v}_1^r\| \|\vec{v}_2\| \cos(\frac{\pi}{2} - \theta) \\ &= \|\vec{v}_1\| \|\vec{v}_2\| \sin \theta \end{aligned}$$



due to the facts that

① $\|\vec{v}_1^r\| = \|\vec{v}_1\|$, and

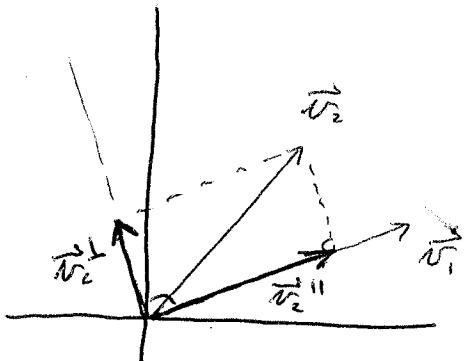
② $\cos(\frac{\pi}{2} - \theta) = \sin \theta$. (check this!)

Now consider only the "size" or "magnitude" of the determinant:

$$|\det A| = \|\vec{v}_1\| \|\vec{v}_2\| |\sin \theta|$$

VII

Write \vec{v}_2 as the sum of \vec{v}_2'' a component in the direction of \vec{v}_1 , and \vec{v}_2^\perp the component orthogonal to \vec{v}_1 :



$$\vec{v}_2 = \vec{v}_2'' + \vec{v}_2^\perp.$$

$$\text{Then } \|\vec{v}_2^\perp\| = \|\vec{v}_2\| \sin \theta$$

by Pythagorean Theorem.

$$\begin{aligned} \text{This means that } |\det A| &= \|\vec{v}_1\| \underbrace{\|\vec{v}_2\| \sin \theta}_{\|\vec{v}_2^\perp\|} \\ &= \|\vec{v}_1\| \|\vec{v}_2^\perp\| \end{aligned}$$

Next time, we will see what this means geometrically.