Example 137. What's wrong in the following "calculation"?!

$$\det (A^{-1}) = \det \left(\begin{array}{cc} 1 \\ ad - bc \end{array} \right] \left(\begin{array}{cc} d & -b \\ -c & a \end{array} \right] \right) = \frac{1}{ad - bc} (da - (-b)(-c)) = 1$$

Solution. The corrected calculation is: $\det \left(\frac{1}{ad-bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}\right) = \frac{1}{(ad-bc)^2} (da - (-b)(-c)) = \frac{1}{ad-bc}$ Note. It is always true that $\det (A^{-1}) = \frac{1}{\det (A)}$. Remark. If you are still confused about the above mistake: note that $\det \left(2 \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}\right) = 4$ (not 2).

Example 138. Suppose A is a 3×3 matrix with det (A) = -2. What is det (10A)? Solution. det $(10A) = 10^3 \cdot (-2) = -2000$ (because A has 3 rows, each of which gets multiplied with 10).

The following important properties follow from the behaviour under row operations.

• $\det(A) = 0 \iff A$ is not invertible

Why? Because det(A) = 0 if only if, in an echelon form, a diagonal entry is zero (that is, a pivot is missing).

- $\det(AB) = \det(A)\det(B)$
- $\det(A^{-1}) = \frac{1}{\det(A)}$
- $\det(A^T) = \det(A)$

Example 139. Let A be an $n \times n$ matrix with det (A) = d. Simplify det (A^3) and det (3A). Solution. det $(A^3) = \det(A \cdot A \cdot A) = \det(A)\det(A)\det(A) = d^3$ and det $(3A) = 3^n d$.

A "bad" way to compute determinants

Example 140. Compute $\begin{vmatrix} 1 & 2 & 0 \\ 3 & -1 & 2 \\ 2 & 0 & 1 \end{vmatrix}$ by cofactor expansion.

Solution. We expand by the first row:



Each term in the cofactor expansion is ± 1 times an entry times a smaller determinant (row and column of entry deleted).

The ± 1 is assigned to each entry according to $\begin{bmatrix} + & - & + & \cdots \\ - & + & - & + \\ + & - & + & - \\ \vdots & & \ddots \end{bmatrix}$.

Solution. We expand by the second column:



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Because to compute a large $n \times n$ determinant,

- one reduces to n determinants of size $(n-1) \times (n-1)$,
- then n(n-1) determinants of size $(n-2) \times (n-2)$,
- and so on.

In the end, we have $n! = n(n-1) \cdots 3 \cdot 2 \cdot 1$ many numbers to add.

WAY TOO MUCH WORK! Already $25! = 15511210043330985984000000 \approx 1.55 \cdot 10^{25}$.

Context: today's fastest computer, Tianhe-2, runs at 34 petaflops $(3.4 \cdot 10^{16} \text{ op's per second})$.

By the way: "fastest" is measured by doing Gaussian elimination!

Linear transformations

Throughout, V and W are vector spaces.

Definition 141. A map $T: V \rightarrow W$ is a **linear transformation** if

 $T(c\boldsymbol{x}+d\boldsymbol{y}) = cT(\boldsymbol{x}) + dT(\boldsymbol{y})$ for all $\boldsymbol{x}, \boldsymbol{y}$ in V and all c, d in \mathbb{R} .

In other words, a linear transformation respects addition and scaling:

• T(x+y) = T(x) + T(y)

•
$$T(c\boldsymbol{x}) = cT(\boldsymbol{x})$$

It also sends the zero vector in V to the zero vector in W:

•
$$T(\mathbf{0}) = \mathbf{0}$$

[because $T(0) = T(0 \cdot 0) = 0 \cdot T(0) = 0$]

Example 142. Let A be an $m \times n$ matrix.

Then the map $T(\mathbf{x}) = A\mathbf{x}$ is a linear transformation $T: \mathbb{R}^n \to \mathbb{R}^m$.

Why? Because matrix multiplication is linear: $A(c\mathbf{x} + d\mathbf{y}) = cA\mathbf{x} + dA\mathbf{y}$ The LHS is $T(c\mathbf{x} + d\mathbf{y})$ and the RHS is $cT(\mathbf{x}) + dT(\mathbf{y})$.

Important geometric examples

We consider some linear maps $\mathbb{R}^2 \to \mathbb{R}^2$, which are defined by matrix multiplication, that is, by $\boldsymbol{x} \mapsto A\boldsymbol{x}$.

In fact: all linear maps $\mathbb{R}^n \to \mathbb{R}^m$ are given by $\boldsymbol{x} \mapsto A\boldsymbol{x}$, for some matrix A.

Example 143.

The matrix $A = \begin{bmatrix} c & 0 \\ 0 & c \end{bmatrix}$

... gives the map $\begin{bmatrix} x \\ y \end{bmatrix} \mapsto c \begin{bmatrix} x \\ y \end{bmatrix}$, i.e.

... stretches every vector in \mathbb{R}^2 by the same factor c.

Example 144.

The matrix $A = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$

... gives the map
$$\begin{bmatrix} x \\ y \end{bmatrix} \mapsto \begin{bmatrix} y \\ x \end{bmatrix}$$
, i.e.

... reflects every vector in \mathbb{R}^2 through the line y = x.

