

Proving one-to-one (1-1)

$$T: V \rightarrow W \quad (f: A \rightarrow B)$$

Let $\vec{u}, \vec{v} \in V$ such that $T(\vec{u}) = T(\vec{v})$.
Show that $\vec{u} = \vec{v}$.

$$T: M_{22} \rightarrow M_{22} \quad T\left(\begin{bmatrix} a & b \\ c & d \end{bmatrix}\right) = \begin{bmatrix} d & c \\ b & a \end{bmatrix}$$

$$\text{Let } A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \text{ and}$$

$$B = \begin{bmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{bmatrix} \in M_{22} \text{ such that}$$

$$T(A) = T(B).$$

$$T(A) = \begin{bmatrix} a_{22} & a_{21} \\ a_{12} & a_{11} \end{bmatrix} \quad T(B) = \begin{bmatrix} b_{22} & b_{21} \\ b_{12} & b_{11} \end{bmatrix}$$

Since $T(A) = T(B)$, $a_{11} = b_{11}$

$$a_{12} = b_{12}$$

$$a_{21} = b_{21}$$

$$a_{22} = b_{22}$$

$A = B$ since each element is equal.

$\therefore T(A) = T(B)$ implies $A = B$.

$\therefore T$ is one-one.

$T: U \rightarrow W$ is 1-1 if, and only if, ^{iff}
 $P \iff Q$
 $T(\vec{u}) = T(\vec{v})$ implies $\vec{u} = \vec{v}$.
(If $T(\vec{u}) = T(\vec{v})$, then $\vec{u} = \vec{v}$.)

$$\begin{aligned} P &\rightarrow Q \\ \neg(P \rightarrow Q) \\ P \wedge \neg Q \end{aligned}$$

$T: V \rightarrow W$ is invertible
if there is an $S: W \rightarrow V$
such that

$$(S \circ T)(\vec{v}) = \vec{v}$$

and $(T \circ S)(\vec{w}) = \vec{w}$

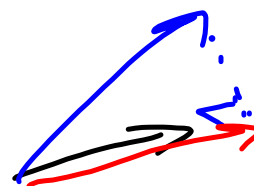
$$\vec{w} \mapsto S$$

$$\begin{bmatrix} 2 & 5 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} 3 & -5 \\ -1 & 2 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix}^{-1} = \frac{1}{ad-bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

$$\begin{bmatrix} A & | & I \end{bmatrix} \xrightarrow{\text{rrrf}} \begin{bmatrix} I & | & B \end{bmatrix}$$

$$\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix}, \quad \vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix}$$



$$\vec{u} \cdot \vec{v} = u_1 v_1 + u_2 v_2 + u_3 v_3$$

$$\vec{u} \cdot \vec{v} = 0 \quad \text{iff} \quad \vec{u} \text{ is perp to } \vec{v}$$

$$\|\vec{u}\| = \sqrt{u_1^2 + u_2^2 + u_3^2} = \sqrt{\vec{u} \cdot \vec{u}}$$

Dot product gives us projections.

$\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix}$ can be thought of

as a function $u: \{1, 2, 3\} \rightarrow \mathbb{R}$

Example: $\vec{u} = \begin{bmatrix} -7 \\ 5 \\ 4 \end{bmatrix}$

$$u(1) = -7$$

u_1

$$u(2) = 5$$

u_2

$$u(3) = 4$$

u_3

$$\vec{u} = \begin{bmatrix} -7 \\ 5 \\ 4 \end{bmatrix}, \quad \vec{v} = \begin{bmatrix} 6 \\ 8 \\ -5 \end{bmatrix}$$

$$\begin{aligned} \vec{u} \cdot \vec{v} &= (-7)(6) + (5)(8) + (4)(-5) \\ &= u(1)v(1) + u(2)v(2) + u(3)v(3) \\ &= \sum_{k=1}^3 u(k)v(k) \end{aligned}$$

$$\langle f, g \rangle = \int_a^b f(x)g(x) dx$$

inner product

For Wed

① Prove T from $\underline{\underline{2.1:5}}$ is 1-1

② $\underline{\underline{2.3:4}}$

③ $\underline{\underline{3.1:2}}$