



# Contents

Preface	ix
To the Instructor	xix
To the Student	xxv

## Chapter 1

### Vectors 1

1.0	Introduction: The Racetrack Game	1
1.1	The Geometry and Algebra of Vectors	3
1.2	Length and Angle: The Dot Product	18
	<i>Exploration: Vectors and Geometry</i>	32
1.3	Lines and Planes	34
	<i>Exploration: The Cross Product</i>	48
1.4	Applications	50
	Force Vectors	50
	Code Vectors	53
	<i>Vignette: The Codabar System</i>	60
	Chapter Review	61

## Chapter 2

### Systems of Linear Equations 63

2.0	Introduction: Triviality	63
2.1	Introduction to Systems of Linear Equations	64
2.2	Direct Methods for Solving Linear Systems	70
	<i>Explorations: Lies My Computer Told Me</i>	89
	<i>Partial Pivoting</i>	90
	<i>Counting Operations: An Introduction to the Analysis of Algorithms</i>	91
2.3	Spanning Sets and Linear Independence	94
2.4	Applications	105
	Allocation of Resources	105
	Balancing Chemical Equations	107
	Network Analysis	108
	Electrical Networks	110
	Linear Economic Models	113
	Finite Linear Games	115
	<i>Vignette: The Global Positioning System</i>	127
2.5	Iterative Methods for Solving Linear Systems	130
	Chapter Review	140

## Chapter 3

## Matrices 142

3.0	Introduction: Matrices in Action	142
3.1	Matrix Operations	144
3.2	Matrix Algebra	160
3.3	The Inverse of a Matrix	169
3.4	The $LU$ Factorization	186
3.5	Subspaces, Basis, Dimension, and Rank	197
3.6	Introduction to Linear Transformations	217
	<i>Vignette: Robotics</i>	232
3.7	Applications	236
	Markov Chains	236
	Linear Economic Models	241
	Population Growth	245
	Graphs and Digraphs	247
	Error-Correcting Codes	251
	Chapter Review	262

## Chapter 4

## Eigenvalues and Eigenvectors 264

4.0	Introduction: A Dynamical System on Graphs	264
4.1	Introduction to Eigenvalues and Eigenvectors	265
4.2	Determinants	274
	<i>Vignette: Lewis Carroll's Condensation Method</i>	295
	<i>Exploration: Geometric Applications of Determinants</i>	297
4.3	Eigenvalues and Eigenvectors of $n \times n$ Matrices	303
4.4	Similarity and Diagonalization	312
4.5	Iterative Methods for Computing Eigenvalues	322
4.6	Applications and the Perron-Frobenius Theorem	336
	Markov Chains	336
	Population Growth	341
	The Perron-Frobenius Theorem	343
	Linear Recurrence Relations	346
	Systems of Linear Differential Equations	351
	Discrete Linear Dynamical Systems	359
	<i>Vignette: Ranking Sports Teams and Searching the Internet</i>	367
	Chapter Review	375

## Chapter 5

## Orthogonality 377

5.0	Introduction: Shadows on a Wall	377
5.1	Orthogonality in $\mathbb{R}^n$	379
5.2	Orthogonal Complements and Orthogonal Projections	389
5.3	The Gram-Schmidt Process and the QR Factorization	399
	<i>Explorations: The Modified QR Factorization</i>	407
	<i>Approximating Eigenvalues with the QR Algorithm</i>	409

5.4	Orthogonal Diagonalization of Symmetric Matrices	411
5.5	Applications	419
	Dual Codes	419
	Quadratic Forms	425
	Graphing Quadratic Equations	432
	Chapter Review	443

## Chapter 6

## Vector Spaces 445

6.0	Introduction: Fibonacci in (Vector) Space	445
6.1	Vector Spaces and Subspaces	447
6.2	Linear Independence, Basis, and Dimension	461
	<i>Exploration: Magic Squares</i>	478
6.3	Change of Basis	481
6.4	Linear Transformations	490
6.5	The Kernel and Range of a Linear Transformation	499
6.6	The Matrix of a Linear Transformation	515
	<i>Exploration: Tilings, Lattices, and the Crystallographic Restriction</i>	533
6.7	Applications	536
	Homogeneous Linear Differential Equations	536
	Linear Codes	543
	Chapter Review	550

## Chapter 7

## Distance and Approximation 552

7.0	Introduction: Taxicab Geometry	552
7.1	Inner Product Spaces	554
	<i>Explorations: Vectors and Matrices with Complex Entries</i>	566
	<i>Geometric Inequalities and Optimization Problems</i>	570
7.2	Norms and Distance Functions	575
7.3	Least Squares Approximation	591
7.4	The Singular Value Decomposition	613
	<i>Vignette: Digital Image Compression</i>	630
7.5	Applications	633
	Approximation of Functions	633
	Error-Correcting Codes	640
	Chapter Review	645

APPENDIX A Mathematical Notation and Methods of Proof 648

APPENDIX B Mathematical Induction 657

APPENDIX C Complex Numbers 664

APPENDIX D Polynomials 675

APPENDIX E Technology Bytes *Online Only*

Answers to Selected Odd-Numbered Exercises 685

Index 720