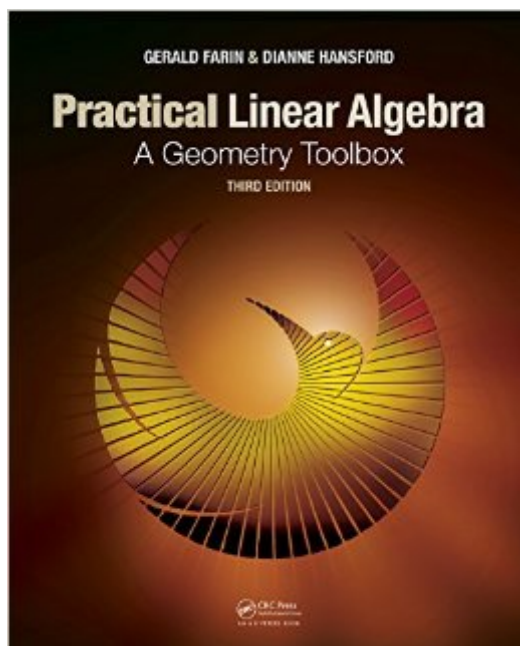


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# Practical Linear Algebra: A Geometry Toolbox, Third Edition



## Synopsis

Through many examples and real-world applications, *Practical Linear Algebra: A Geometry Toolbox*, Third Edition teaches undergraduate-level linear algebra in a comprehensive, geometric, and algorithmic way. Designed for a one-semester linear algebra course at the undergraduate level, the book gives instructors the option of tailoring the course for the primary interests: math, engineering, science, computer graphics, and geometric modeling. New to the Third Edition: More exercises and applications; Coverage of singular value decomposition and its application to the pseudoinverse, principal components analysis, and image compression; More attention to eigen-analysis, including eigenfunctions and the Google matrix; Greater emphasis on orthogonal projections and matrix decompositions, which are tied to repeated themes such as the concept of least squares. To help students better visualize and understand the material, the authors introduce the fundamental concepts of linear algebra first in a two-dimensional setting and then revisit these concepts and others in a three-dimensional setting. They also discuss higher dimensions in various real-life applications. Triangles, polygons, conics, and curves are introduced as central applications of linear algebra. Instead of using the standard theorem-proof approach, the text presents many examples and instructional illustrations to help students develop a robust, intuitive understanding of the underlying concepts. The authors' website also offers the illustrations for download and includes Mathematica® code and other ancillary materials.

## Book Information

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## Customer Reviews

I have to say this book was perfect. It's written with the assumption that you know algebra and trigonometry (you'll also need a little bit of calculus if you want to completely absorb chapter 18) and goes from there to describe linear algebra step-by-step. I was struggling with concepts like Eigenvectors, Gaussian elimination, matrix inversion, etc. but after reading through this book and working all the exercises (most of which have answers in the back for self-study), I'm actually finding myself "thinking" in linear algebra. The first third or so of the book covers 2D linear algebra, and has a bit of a bias towards graphics problems. It covers things like line intersections and "closest point to a line" as well as rotations, shears, translations, etc. The next third or so extends these concepts out to 3D (still with sort of a graphics bias) and introduces 3D-only concepts such as the cross product. Finally, the last third introduces the abstract N-dimensional perspective that doesn't have a graphical interpretation. This is where it discusses things like least-squares estimation and orthonormalization - the really useful (but abstract) bits of linear algebra. With the first two thirds of the book to back it up, I found the really abstract concepts (which most authors seem to want to start with) relatively easy to absorb - which is really a pretty amazing accomplishment. I also can't recommend the chapter exercises highly enough. Most of them had answers in the back, so you can check your work (including these ought to be a no-brainer for writers of math books, but evidently there are quite a few math book writers with, well, no brains...

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