Linear Algebra

Book 2

$f: \mathbb{R}^2 \to \mathbb{R}^2$

$f(x,y) = (3x+2y, x-5y)$ can be represented as a matrix transformation

$$\begin{pmatrix} x \\ y \end{pmatrix} \longmapsto \begin{bmatrix} 3 & 2 \\ 1 & -5 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 3x+2y \\ x-5y \end{bmatrix}$$

Every linear operator can be expressed as matrix multiplication

eg. consider solutions of $y''+y=0$ i.e. $f(x) = \underbrace{a\sin x + b\cos x}_{\begin{bmatrix} a \\ b \end{bmatrix}}$

$$Df(x) = \underbrace{a\cos x - b\sin x}_{\begin{bmatrix} -b \\ a \end{bmatrix}}$$

$$D(rf+sg) = rDf + sDg$$

$$(rf+sg)' = rf' + sg'$$

$$\underbrace{\begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}}_{M} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} -b \\ a \end{bmatrix}$$

$M = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$

$M^2 = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}$

$M^3 = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix}$

$M^4 = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

Every 2×2 real matrix A represents a linear transformation $T_A : \mathbb{R}^2 \to \mathbb{R}^2$ which is the matrix transformation $T_A\begin{bmatrix}x\\y\end{bmatrix} = A\begin{bmatrix}x\\y\end{bmatrix}$.

eg. $\underbrace{\begin{bmatrix}0 & -1\\1 & 0\end{bmatrix}}\begin{bmatrix}x\\y\end{bmatrix} = \begin{bmatrix}-y\\x\end{bmatrix}$ $\quad T_A$ is a counter-clockwise $90°$ rotation about the origin in $\mathbb{R}^2$:

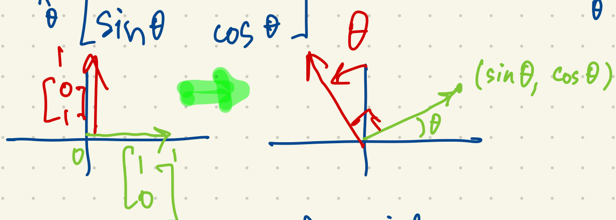
$$T_A\begin{bmatrix}1\\0\end{bmatrix} = \begin{bmatrix}0 & -1\\1 & 0\end{bmatrix}\begin{bmatrix}1\\0\end{bmatrix} = \begin{bmatrix}0\\1\end{bmatrix}$$

$$T_A\begin{bmatrix}0\\1\end{bmatrix} = \begin{bmatrix}0 & -1\\1 & 0\end{bmatrix}\begin{bmatrix}0\\1\end{bmatrix} = \begin{bmatrix}-1\\0\end{bmatrix}$$

$T_A^4 = I \qquad I\begin{bmatrix}x\\y\end{bmatrix} = \begin{bmatrix}x\\y\end{bmatrix}$

A counterclockwise rotation by angle θ about the origin in $\mathbb{R}^2$ represented by the matrix $R_\theta = \begin{bmatrix}\cos\theta & -\sin\theta\\ \sin\theta & \cos\theta\end{bmatrix}$

$R_\theta\begin{bmatrix}1\\0\end{bmatrix} = \begin{bmatrix}\cos\theta\\ \sin\theta\end{bmatrix} \qquad R_\theta\begin{bmatrix}0\\1\end{bmatrix} = \begin{bmatrix}-\sin\theta\\ \cos\theta\end{bmatrix}$

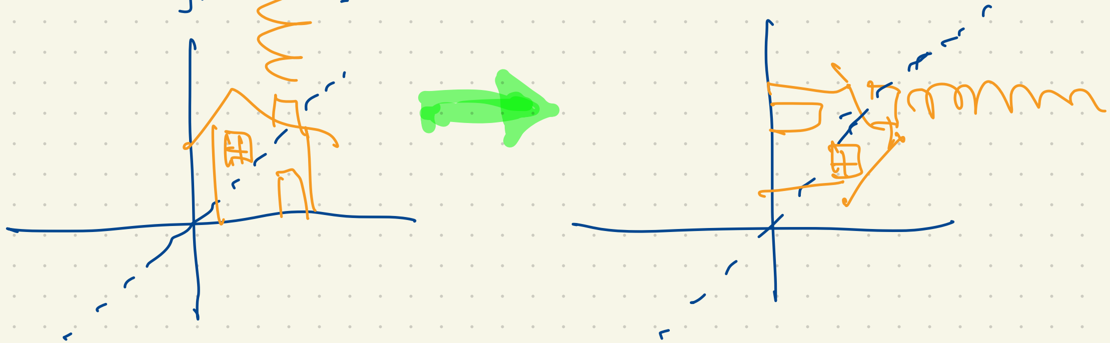


$\cos(\alpha+\beta) = \cos\alpha\cos\beta - \sin\alpha\sin\beta$

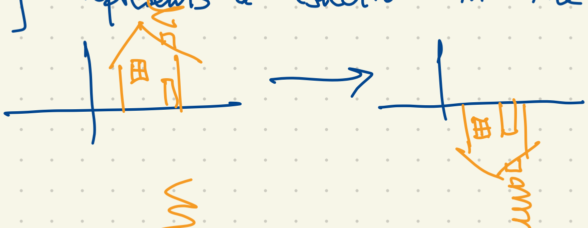
$\sin(\alpha+\beta) = \sin\alpha\cos\beta + \cos\alpha\sin\beta$

$R_\beta R_\alpha = R_{\alpha+\beta} \qquad \begin{bmatrix}\cos\beta & -\sin\beta\\ \sin\beta & \cos\beta\end{bmatrix}\begin{bmatrix}\cos\alpha & -\sin\alpha\\ \sin\alpha & \cos\alpha\end{bmatrix} = \begin{bmatrix}\cos(\alpha+\beta) & -\sin(\alpha+\beta)\\ \sin(\alpha+\beta) & \cos(\alpha+\beta)\end{bmatrix}$

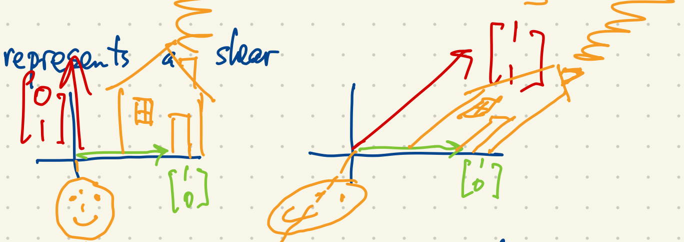
Eg. $\begin{bmatrix}0&1\\1&0\end{bmatrix}\begin{bmatrix}x\\y\end{bmatrix}=\begin{bmatrix}y\\x\end{bmatrix}$ is a reflection about the line $y=x$



$\begin{bmatrix}1&0\\0&-1\end{bmatrix}$ represents a reflection in the x-axis



$\begin{bmatrix}1&1\\0&1\end{bmatrix}$ represents a shear



Every matrix transformation is a linear transformation: it takes 0 to 0 and it takes lines to lines or points. It may distort distances and angles.

Example of a "somewhat" generic linear transformation $\mathbb{R}^2 \to \mathbb{R}^2$:

Every linear transformation $T: \mathbb{R}^m \to \mathbb{R}^n$ takes 0 to 0,
takes lines to lines or points

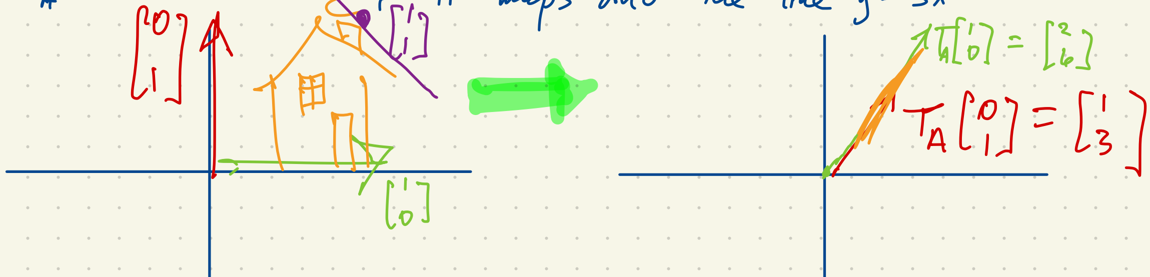
A function $f: A \to B$ is "one-to-one" if $f(x) = f(y)$ implies $x = y$. (No two inputs give the same output.)

f is "onto" if for every $b \in B$ there exists $a \in A$ such that $f(a) = b$.

e.g. $A = \begin{bmatrix} 2 & 1 \\ 6 & 3 \end{bmatrix}$ defines a linear transformation $T_A: \mathbb{R}^2 \to \mathbb{R}^2$, $T_A\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = A\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 2x+y \\ 6x+3y \end{bmatrix}$.

This function is not one-to-one e.g. $T_A\left(\begin{bmatrix} 1 \\ 1 \end{bmatrix}\right) = T_A\left(\begin{bmatrix} -1 \\ 5 \end{bmatrix}\right) = \begin{bmatrix} 3 \\ 9 \end{bmatrix}$

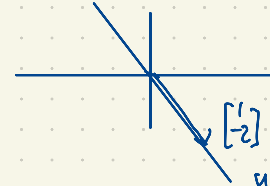
And T_A is not onto $\mathbb{R}^2$; it maps onto the line $y = 3x$



The *null space* of a linear transformation $\text{Nul}\, T = \{\underline{v} : T\underline{v} = \underline{0}\}$. (the set of null vectors of T).

Recall: $T\underline{0} = \underline{0}$

$$\text{Nul}\underbrace{\begin{bmatrix} 2 & 1 \\ 6 & 3 \end{bmatrix}}_{A} = \text{Nul}\, T_A = \left\{ \begin{bmatrix} x \\ -2x \end{bmatrix} : x \in \mathbb{R} \right\}$$



$$A \begin{bmatrix} x \\ -2x \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}.$$

T is one-to-one iff $\text{Nul}\, T = \{\underline{0}\}$ (the only null vector is $\underline{0}$).

This statement should be clear:

On the one hand, suppose T is one-to-one. If $\underline{v} \in \text{Nul}\, T$ then $T\underline{v} = \underline{0} = T\underline{0}$ then $\underline{v} = \underline{0}$.

This says: if T is one-to-one then $\text{Nul}\, T = \{\underline{0}\}$

Conversely, suppose $\text{Nul}\, T = \{\underline{0}\}$. If $T\underline{v} = T\underline{w}$ then $T(\underline{v} - \underline{w}) = T\underline{v} - T\underline{w} = \underline{0}$

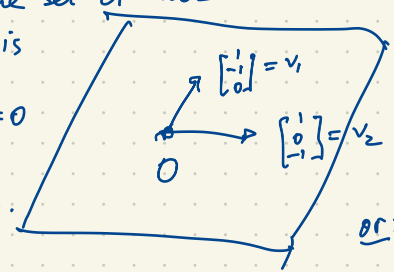
so $\underline{v} - \underline{w} \in \text{Nul}\, T$ i.e. $\underline{v} - \underline{w} = \underline{0}$ i.e. $\underline{v} = \underline{w}$.

"*Span*" can be used as a noun or as a verb.

The *span* of a list of vectors $v_1, \dots, v_k$ is the set of all linear combinations of $v_1, \dots, v_k$.

eg. the *span* of the vectors $\underline{v}_1 = \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix}, \underline{v}_2 = \begin{bmatrix} 1 \\ 0 \\ -1 \end{bmatrix}$ in $\mathbb{R}^3$ is the plane $x + y + z = 0$ in $\mathbb{R}^3$

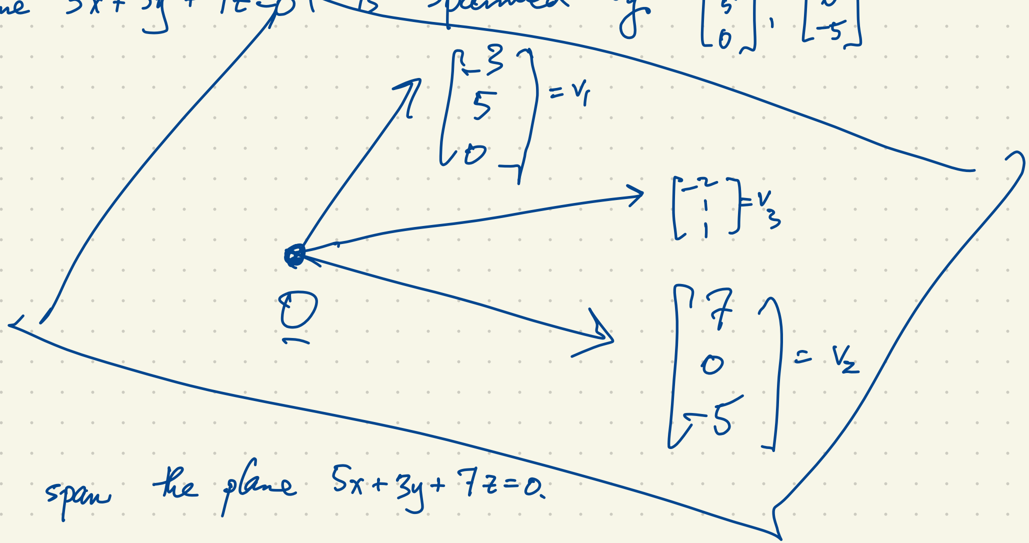
i.e. the plane $z = -x - y$.



We say that the span of v_1 and v_2 is the plane $x + y + z = 0$.

or: v_1 and v_2 *span* the plane $x + y + z = 0$.

eg. the plane $5x+3y+7z=0$ is spanned by $\begin{bmatrix}-3\\5\\0\end{bmatrix}, \begin{bmatrix}7\\0\\-5\end{bmatrix}$



v_1, v_2, v_3 span the plane $5x+3y+7z=0$.

Given any set of vectors $S \subset \mathbb{R}^3$, the <u>span</u> of S (denoted $\text{span}\, S = \{$linear combinations of vectors in $S\}$) is either $\{\underline{0}\}$ or a line through $\underline{0}$, or a plane through $\underline{0}$, or $\mathbb{R}^3$.

Friday: Quiz 5 on <u>Span</u>.

The <u>image</u> of T is $\{T_A \underline{v} : \underline{v} \in \text{domain of } T_A\}$ is the span of the columns of A.

Eg. $A = \begin{bmatrix} 0 & 1 & -1 \\ -1 & 0 & 1 \\ 1 & -1 & 0 \end{bmatrix}$ defines a linear transformation $T_A : \mathbb{R}^3 \to \mathbb{R}^3$

(here $\mathbb{R}^3$ consists of 3×1 column vectors)

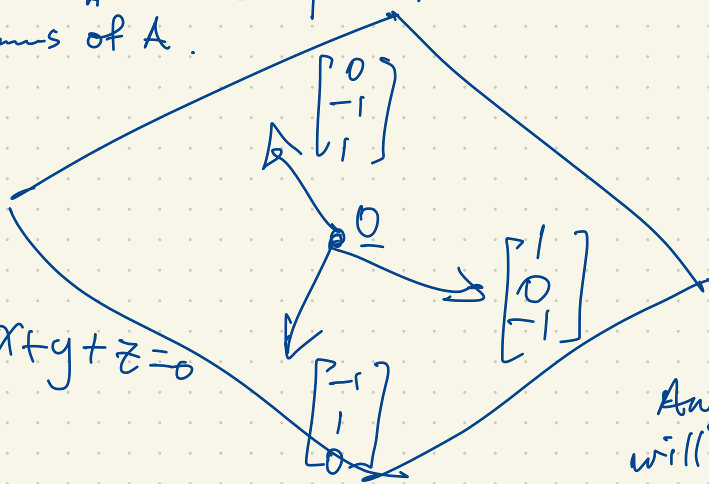
$$T_A(v) = A\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 0 & 1 & -1 \\ -1 & 0 & 1 \\ 1 & -1 & 0 \end{bmatrix}\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} y-z \\ -x+z \\ x-y \end{bmatrix}$$

$v = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$

The image of T_A is $\{T_A v : v \in \mathbb{R}^3\} = \left\{ \underbrace{\begin{bmatrix} y-z \\ -x+z \\ x-y \end{bmatrix}}_{x\begin{bmatrix} 0 \\ -1 \\ 1 \end{bmatrix} + y\begin{bmatrix} 1 \\ 0 \\ -1 \end{bmatrix} + z\begin{bmatrix} -1 \\ 1 \\ 0 \end{bmatrix}} : x,y,z \in \mathbb{R} \right\}$

(a linear combination of the columns of A)

The image of T_A is the span of the columns of A.



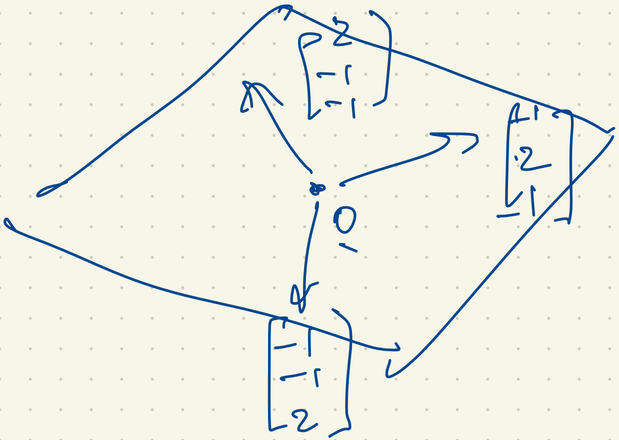
$x+y+z=0$

T_A is not onto $\mathbb{R}^3$. This happens because the columns of A fail to span $\mathbb{R}^3$.

Any 3 linearly independent vectors in $\mathbb{R}^3$ will span all of $\mathbb{R}^3$ (their span is $\mathbb{R}^3$).

Another example: $B = \begin{bmatrix} 2 & -1 & -1 \\ -1 & 2 & -1 \\ -1 & -1 & 2 \end{bmatrix}$ defines a linear transformation $T_B : \mathbb{R}^3 \to \mathbb{R}^3$.

Once again T_B is not onto $\mathbb{R}^3$; its image is the span of the columns of B i.e. the plane $x+y+z=0$ through the origin in $\mathbb{R}^3$.

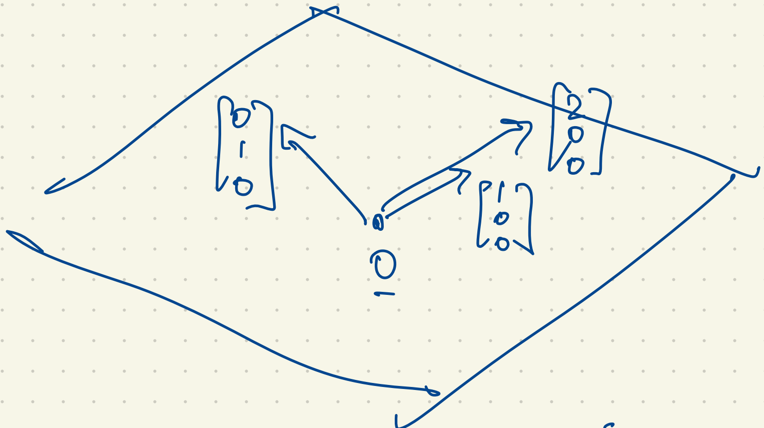


$C = \begin{bmatrix} 3 & -1 & -1 \\ -1 & 2 & -1 \\ -1 & -1 & 2 \end{bmatrix}$ has three linearly independent columns spanning $\mathbb{R}^3$ i.e. the image of T_C is $\mathbb{R}^3$ i.e. T_C is onto $\mathbb{R}^3$.

Check: If $a\begin{bmatrix} 3 \\ -1 \\ -1 \end{bmatrix} + b\begin{bmatrix} -1 \\ 2 \\ -1 \end{bmatrix} + c\begin{bmatrix} -1 \\ -1 \\ 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 3a-b-c \\ -a+2b-c \\ -a-b+2c \end{bmatrix}$

$A = \begin{bmatrix}1&2&0\\0&0&1\\0&0&0\end{bmatrix}$ has $\left\{\begin{bmatrix}x\\y\\0\end{bmatrix} : x,y\in\mathbb{R}\right\}$ as the span of its columns.

T_A is not onto.



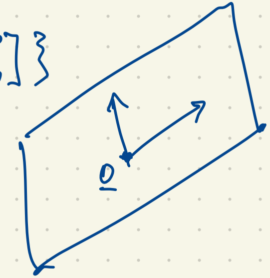
The span of the rows of A is $\{[a, 2a, b] : a,b\in\mathbb{R}\}$

A subspace of $\mathbb{R}^n$ generalizes the notion of $\{\underline{0}\}$, line through the origin, plane through the origin, etc. up to and including $\mathbb{R}^n$ itself. The dimension of such a subspace is $0,1,2,3,\dots,n$.

Given any set $S\subset\mathbb{R}^n$ (any set of vectors) then $\operatorname{span} S = \{\text{linear combinations of vectors in } S\}$ is a subspace of $\mathbb{R}^n$. Another way is to solve any homogeneous linear system in n variables. The latter case is the same thing as finding the null space of a linear transformation. In particular if A is an $m\times n$ matrix then $\operatorname{Nul} A = \{\underline{v}\in\mathbb{R}^n : A\underline{v} = \underset{\text{in }\mathbb{R}^m}{\underline{0}}\}$ is a subspace of $\mathbb{R}^n$.

Eg. a 2-dimensional subspace of $\mathbb{R}^3$ (i.e. a plane through the origin) can be described in either of two ways.

$U = \text{Span}\left\{ \begin{bmatrix} 2 \\ 1 \\ 5 \end{bmatrix}, \begin{bmatrix} 3 \\ -1 \\ 0 \end{bmatrix} \right\}$



$x + 3y - z = 0$

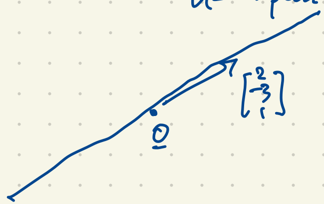
Alternatively, $U = \text{Nul} \begin{bmatrix} 1 & 3 & -1 \end{bmatrix}$

$= \left\{ \begin{bmatrix} x \\ y \\ z \end{bmatrix} \in \mathbb{R}^3 : \begin{bmatrix} 1 & 3 & -1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = 0 \right\}$

$= \left\{ s \begin{bmatrix} 2 \\ 1 \\ 5 \end{bmatrix} + t \begin{bmatrix} 3 \\ -1 \\ 0 \end{bmatrix} : s, t \in \mathbb{R} \right\}$

Eg. a 1-dimensional subspace of $\mathbb{R}^3$ (i.e. a line through the origin).

$U = \text{span}\left\{ \begin{bmatrix} 2 \\ -3 \\ 1 \end{bmatrix} \right\}$



$U = \text{Nul} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 4 \end{bmatrix} = \left\{ \begin{bmatrix} x \\ y \\ z \end{bmatrix} \in \mathbb{R}^3 : \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 4 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \right\}$

i.e. $\begin{cases} x + y + z = 0 \\ x + 2y + 4z = 0 \end{cases}$

$\begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 4 \end{bmatrix} \sim \begin{bmatrix} 1 & 1 & 1 \\ 0 & 1 & 3 \end{bmatrix} \sim \begin{bmatrix} 1 & 0 & -2 \\ 0 & 1 & 3 \end{bmatrix}$

$U = \text{Nul} \begin{bmatrix} 1 & 0 & -2 \\ 0 & 1 & 3 \end{bmatrix}$ x, y are basic variables; z is a free variable.

$z = t$ where t is arbitrary; solve for y, x

$y = -3t$

$x = 2t$

$U = \left\{ \begin{bmatrix} 2t \\ -3t \\ t \end{bmatrix} : t \in \mathbb{R} \right\} = \left\{ t \begin{bmatrix} 2 \\ -3 \\ 1 \end{bmatrix} : t \in \mathbb{R} \right\}$

The solutions of $y''+y=0$ form a vector space $\{y : y''+y=0\} = \operatorname{span}\{\sin x, \cos x\}$

$= \{a\sin x + b\cos x : a, b \in \mathbb{R}\}$

$= \operatorname{Nul} T.$

Here $Ty = y''+y$ is a function mapping one function to another.

$$T : \{\text{functions}\} \longrightarrow \{\text{functions}\}$$

T is a linear transformation since $T(ay_1 + by_2) = aTy_1 + bTy_2$.

Let $T: V \to W$ be a linear transformation.

T is one-to-one iff $\operatorname{Nul} T = 0$.

T is onto iff every $w \in W$ has the form $w = Tv$ for some $v \in V$.

T is bijective iff it is both one-to-one and onto. Such functions T have an inverse T^{-1}.

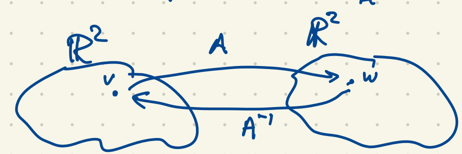
T^{-1} must also be linear.

Eg. consider the 2×2 matrix $A = \begin{bmatrix} 3 & 2 \\ 8 & 5 \end{bmatrix}$ which represents a linear transformation $T_A : \mathbb{R}^2 \to \mathbb{R}^2$.

Find the inverse matrix A^{-1}.

$A^{-1}(Av) = v$ $\qquad$ $A(A^{-1}w) = w$

$A^{-1}A = I$ $\qquad$ $AA^{-1} = I$



$I = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$ identity

Fri. Oct 13 Quiz : Inverses of Matrices

A 2×2 matrix $A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ is invertible iff $ad-bc \neq 0$, in which case $A^{-1} = \frac{1}{ad-bc}\begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$.

Eg. for $A = \begin{bmatrix} 3 & 2 \\ 8 & 5 \end{bmatrix}$ we have $3\cdot 5 - 2\cdot 8 = -1$, $A^{-1} = \frac{1}{-1}\begin{bmatrix} 5 & -2 \\ -8 & 3 \end{bmatrix} = \begin{bmatrix} -5 & 2 \\ 8 & -3 \end{bmatrix}$.

Check: $AA^{-1} = \begin{bmatrix} 3 & 2 \\ 8 & 5 \end{bmatrix}\begin{bmatrix} -5 & 2 \\ 8 & -3 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$ and $A^{-1}A = I$.

Eg. $B = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 4 \\ 1 & 3 & 9 \end{bmatrix}$. Compute B^{-1}.

General method: To compute A^{-1}, if it exists, write down $\overbrace{[\underset{n\times n}{A} \mid I_n]}^{n \times 2n}$ and row reduce leading to $\underbrace{[I \mid A^{-1}]}_{n\times 2n}$

$I_n = \begin{bmatrix} 1 & & 0 \\ & \ddots & \\ 0 & & 1 \end{bmatrix}$

In our case $[B \mid I_3] = \left[\begin{array}{ccc|ccc} 1 & 1 & 1 & 1 & 0 & 0 \\ 1 & 2 & 4 & 0 & 1 & 0 \\ 1 & 3 & 9 & 0 & 0 & 1 \end{array}\right] \sim \left[\begin{array}{ccc|ccc} 1 & 1 & 1 & 1 & 0 & 0 \\ 0 & 1 & 3 & -1 & 1 & 0 \\ 1 & 3 & 9 & 0 & 0 & 1 \end{array}\right] \sim \left[\begin{array}{ccc|ccc} 1 & 1 & 1 & 1 & 0 & 0 \\ 0 & 1 & 3 & -1 & 1 & 0 \\ 0 & 2 & 8 & -1 & 0 & 1 \end{array}\right]$

$\sim \left[\begin{array}{ccc|ccc} 1 & 0 & -2 & 2 & -1 & 0 \\ 0 & 1 & 3 & -1 & 1 & 0 \\ 0 & 2 & 8 & -1 & 0 & 1 \end{array}\right] \sim \left[\begin{array}{ccc|ccc} 1 & 0 & -2 & 2 & -1 & 0 \\ 0 & 1 & 3 & -1 & 1 & 0 \\ 0 & 0 & 2 & 1 & -2 & 1 \end{array}\right] \sim \left[\begin{array}{ccc|ccc} 1 & 0 & -2 & 2 & -1 & 0 \\ 0 & 1 & 3 & -1 & 1 & 0 \\ 0 & 0 & 1 & \frac{1}{2} & -1 & \frac{1}{2} \end{array}\right]$

$\sim \left[\begin{array}{ccc|ccc} 1 & 0 & 0 & 3 & -3 & 1 \\ 0 & 1 & 3 & -1 & 1 & 0 \\ 0 & 0 & 1 & \frac{1}{2} & -1 & \frac{1}{2} \end{array}\right] \sim \left[\begin{array}{ccc|ccc} 1 & 0 & 0 & 3 & -3 & 1 \\ 0 & 1 & 0 & -\frac{5}{2} & 4 & -\frac{3}{2} \\ 0 & 0 & 1 & \frac{1}{2} & -1 & \frac{1}{2} \end{array}\right]$

If the pivots are not all in the leftmost n columns, we don't get I_n on the left. In this case A is not invertible.

$B^{-1} = \begin{bmatrix} 3 & -3 & 1 \\ -\frac{5}{2} & 4 & -\frac{3}{2} \\ \frac{1}{2} & -1 & \frac{1}{2} \end{bmatrix}$

Check: $B^{-1}B = \begin{bmatrix} 3 & -3 & 1 \\ -\frac{5}{2} & 4 & -\frac{3}{2} \\ \frac{1}{2} & -1 & \frac{1}{2} \end{bmatrix}\begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 4 \\ 1 & 3 & 9 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ ✓

Eg. $A = \begin{bmatrix} 3 & 2 \\ 8 & 5 \end{bmatrix}$.

$$[A \mid I] = \left[\begin{array}{cc|cc} 3 & 2 & 1 & 0 \\ 8 & 5 & 0 & 1 \end{array}\right] \sim \left[\begin{array}{cc|cc} 3 & 2 & 1 & 0 \\ -1 & -1 & -3 & 1 \end{array}\right] \sim \left[\begin{array}{cc|cc} 3 & 2 & 1 & 0 \\ 1 & 1 & 3 & -1 \end{array}\right] \sim \left[\begin{array}{cc|cc} 0 & -1 & -8 & 3 \\ 1 & 1 & 3 & -1 \end{array}\right] \sim \left[\begin{array}{cc|cc} 1 & 1 & 3 & -1 \\ 0 & -1 & -8 & 3 \end{array}\right]$$

$$\sim \left[\begin{array}{cc|cc} 1 & 1 & 3 & -1 \\ 0 & 1 & 8 & -3 \end{array}\right] \sim \left[\begin{array}{cc|cc} 1 & 0 & -5 & 2 \\ 0 & 1 & 8 & -3 \end{array}\right]$$

$$A^{-1} = \begin{bmatrix} -5 & 2 \\ 8 & -3 \end{bmatrix}$$

Eg. $A = \begin{bmatrix} 3 & 1 \\ 6 & 2 \end{bmatrix}$ has $3 \cdot 2 - 1 \cdot 6 = 0$ so A is not invertible. What goes wrong in our algorithm?

$$[A \mid I] = \left[\begin{array}{cc|cc} 3 & 1 & 1 & 0 \\ 6 & 2 & 0 & 1 \end{array}\right] \sim \left[\begin{array}{cc|cc} 3 & 1 & 1 & 0 \\ 0 & 0 & -2 & 1 \end{array}\right] \sim \left[\begin{array}{cc|cc} 1 & \frac{1}{3} & \frac{1}{3} & 0 \\ 0 & 0 & -2 & 1 \end{array}\right] \sim \left[\begin{array}{cc|cc} 1 & \frac{1}{3} & \frac{1}{3} & 0 \\ 0 & 0 & 1 & -\frac{1}{2} \end{array}\right] \sim \left[\begin{array}{cc|cc} 1 & \frac{1}{3} & 0 & \frac{1}{6} \\ 0 & 0 & 1 & -\frac{1}{2} \end{array}\right]$$

The pivots do not appear in the leftmost two columns so we conclude that A is not invertible. The image of T_A is the span of the columns of A, namely $\operatorname{span}\left\{\begin{bmatrix} 3 \\ 6 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \end{bmatrix}\right\} = \operatorname{span}\left\{\begin{bmatrix} 1 \\ 2 \end{bmatrix}\right\}$, not $\mathbb{R}^2$. So T_A is not invertible i.e. A is not invertible.

Eg. Find a quadratic polynomial $f(t) = at^2 + bt + c$ having table of values

t	$f(t)$
1	7
2	0
3	1