LINEAR ALGEBRA

week 3

Section 1.8 : An Introduction to Linear Transforms

Chapter 1 : Linear Equations

Math 1554 Linear Algebra

1.8 : An Introduction to Linear Transforms

Topics
We will cover these topics in this section.

1. The definition of a linear transformation.
2. The interpretation of matrix multiplication as a linear transformation.

Objectives
For the topics covered in this section, students are expected to be able to do the following.

1. Construct and interpret linear transformations in $\mathbb{R}^n$ (for example, interpret a linear transform as a projection, or as a shear).
2. Characterize linear transforms using the concepts of
   - existence and uniqueness
   - domain, co-domain and range

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Week	Dates	Mon Lecture	Tue Studio	Wed Lecture	Thu Studio	Fri Lecture
1	8/21 – 8/25	1.1	WS1.1	1.2	WS1.2	1.3
2	8/28 – 9/1	1.4	WS1.3,1.4	1.5	WS1.5	1.7
3	9/4 – 9/8	Break	WS1.7	1.8	WS1.8	1.9
4	9/11 – 9/15	2.1	WS1.9,2.1	**Exam 1**, Review	Cancelled	2.2

From Matrices to Functions

Let A be an $m \times n$ matrix. We define a function

$$T : \mathbb{R}^n \to \mathbb{R}^m, \quad T(\vec{v}) = A\vec{v}$$

This is called a **matrix transformation**.

- The **domain** of T is $\mathbb{R}^n$.
- The **co-domain** or **target** of T is $\mathbb{R}^m$.
- The vector $T(\vec{x})$ is the **image** of $\vec{x}$ under T
- The set of all possible images $T(\vec{x})$ is the **range**.

This gives us **another** interpretation of $A\vec{x} = \vec{b}$:

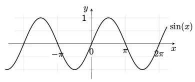
- set of equations
- augmented matrix
- matrix equation
- vector equation
- linear transformation equation

Functions from Calculus

Many of the functions we know have **domain** and **codomain** $\mathbb{R}$.We can express the **rule** that defines the function $\sin$ this way:

$$f : \mathbb{R} \to \mathbb{R} \qquad f(x) = \sin(x)$$

In calculus we often think of a function in terms of its graph, whose horizontal axis is the **domain**, and the vertical axis is the **codomain**.



This is ok when the domain and codomain are $\mathbb{R}$. It's hard to do when the domain is $\mathbb{R}^2$ and the codomain is $\mathbb{R}^3$. We would need five dimensions to draw that graph.

Example 1

Let $A = \begin{bmatrix} 1 & 1 \\ 0 & 1 \\ 1 & 1 \end{bmatrix}$, $\vec{u} = \begin{bmatrix} 3 \\ 4 \end{bmatrix}$, $\vec{b} = \begin{bmatrix} 7 \\ 5 \\ 7 \end{bmatrix}$.

a) Compute $T(\vec{u})$.

b) Calculate $\vec{v} \in \mathbb{R}^2$ so that $T(\vec{v}) = \vec{b}$

c) Give a $\vec{c} \in \mathbb{R}^3$ so there is no $\vec{v}$ with $T(\vec{v}) = \vec{c}$

or: Give a $\vec{c}$ that is not in the range of T.

or: Give a $\vec{c}$ that is not in the span of the columns of A.

Linear Transformations

A function $T : \mathbb{R}^n \to \mathbb{R}^m$ is **linear** if

- $T(\vec{u} + \vec{v}) = T(\vec{u}) + T(\vec{v})$ for all $\vec{u}, \vec{v}$ in $\mathbb{R}^n$.
- $T(c\vec{v}) = cT(\vec{v})$ for all $\vec{v} \in \mathbb{R}^n$, and c in $\mathbb{R}$.

So if T is linear, then

$$T(c_1\vec{v}_1 + \cdots + c_k\vec{v}_k) = c_1T(\vec{v}_1) + \cdots + c_kT(\vec{v}_k)$$

This is called the **principle of superposition**. The idea is that if we know $T(\vec{e}_1), \ldots, T(\vec{e}_n)$, then we know every $T(\vec{v})$.

Fact: Every matrix transformation T_A is linear.

Example 2

Suppose T is the linear transformation $T(\vec{x}) = A\vec{x}$. Give a short geometric interpretation of what $T(\vec{x})$ does to vectors in $\mathbb{R}^2$.

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

2) $A = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$

3) $A = \begin{bmatrix} k & 0 \\ 0 & k \end{bmatrix}$ for $k \in \mathbb{R}$

Example 3

What does T_A do to vectors in $\mathbb{R}^3$?

a) $A = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$

b) $A = \begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

Example 4

A linear transformation $T : \mathbb{R}^2 \mapsto \mathbb{R}^3$ satisfies

$$T\left(\begin{bmatrix}1\\0\end{bmatrix}\right) = \begin{bmatrix}5\\-7\\2\end{bmatrix}, \qquad T\left(\begin{bmatrix}0\\1\end{bmatrix}\right) = \begin{bmatrix}-3\\8\\0\end{bmatrix}$$

What is the matrix that represents T?

1.8 EXERCISES

1. Let $A = \begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix}$, and define $T : \mathbb{R}^2 \to \mathbb{R}^2$ by $T(\mathbf{x}) = A\mathbf{x}$. Find the images under T of $\mathbf{u} = \begin{bmatrix} 1 \\ -3 \end{bmatrix}$ and $\mathbf{v} = \begin{bmatrix} a \\ b \end{bmatrix}$.

2. Let $A = \begin{bmatrix} .5 & 0 & 0 \\ 0 & .5 & 0 \\ 0 & 0 & .5 \end{bmatrix}$, $\mathbf{u} = \begin{bmatrix} 1 \\ 0 \\ -4 \end{bmatrix}$, and $\mathbf{v} = \begin{bmatrix} a \\ b \\ c \end{bmatrix}$. Define $T : \mathbb{R}^3 \to \mathbb{R}^3$ by $T(\mathbf{x}) = A\mathbf{x}$. Find $T(\mathbf{u})$ and $T(\mathbf{v})$.

In Exercises 3–6, with T defined by $T(\mathbf{x}) = A\mathbf{x}$, find a vector $\mathbf{x}$ whose image under T is $\mathbf{b}$, and determine whether $\mathbf{x}$ is unique.

3. $A = \begin{bmatrix} 1 & 0 & -2 \\ -2 & 1 & 6 \\ 3 & -2 & -5 \end{bmatrix}$, $\mathbf{b} = \begin{bmatrix} -1 \\ 7 \\ -3 \end{bmatrix}$

4. $A = \begin{bmatrix} 1 & -3 & 2 \\ 0 & 1 & -4 \\ 3 & -5 & -9 \end{bmatrix}$, $\mathbf{b} = \begin{bmatrix} 6 \\ -7 \\ -9 \end{bmatrix}$

5. $A = \begin{bmatrix} 1 & -5 & -7 \\ -3 & 7 & 5 \end{bmatrix}$, $\mathbf{b} = \begin{bmatrix} -2 \\ -2 \end{bmatrix}$

6. $A = \begin{bmatrix} 1 & -2 & 1 \\ 3 & -4 & 5 \\ 0 & 1 & 1 \\ -3 & 5 & -4 \end{bmatrix}$, $\mathbf{b} = \begin{bmatrix} 1 \\ 9 \\ 3 \\ -6 \end{bmatrix}$

7. Let A be a 6×5 matrix. What must a and b be in order to define $T : \mathbb{R}^a \to \mathbb{R}^b$ by $T(\mathbf{x}) = A\mathbf{x}$?

8. How many rows and columns must a matrix A have in order to define a mapping from $\mathbb{R}^4$ into $\mathbb{R}^5$ by the rule $T(\mathbf{x}) = A\mathbf{x}$?

For Exercises 9 and 10, find all $\mathbf{x}$ in $\mathbb{R}^4$ that are mapped into the zero vector by the transformation $\mathbf{x} \mapsto A\mathbf{x}$ for the given matrix A.

9. $A = \begin{bmatrix} 1 & -4 & 7 & -5 \\ 0 & 1 & -4 & 3 \\ 2 & -6 & 6 & -4 \end{bmatrix}$

10. $A = \begin{bmatrix} 1 & 3 & 9 & 2 \\ 1 & 0 & 3 & -4 \\ 0 & 1 & 2 & 3 \\ -2 & 3 & 0 & 5 \end{bmatrix}$

11. Let $\mathbf{b} = \begin{bmatrix} -1 \\ 1 \\ 0 \end{bmatrix}$, and let A be the matrix in Exercise 9. Is $\mathbf{b}$ in the range of the linear transformation $\mathbf{x} \mapsto A\mathbf{x}$? Why or why not?

12. Let $\mathbf{b} = \begin{bmatrix} -1 \\ 3 \\ -1 \\ 4 \end{bmatrix}$, and let A be the matrix in Exercise 10. Is $\mathbf{b}$ in the range of the linear transformation $\mathbf{x} \mapsto A\mathbf{x}$? Why or why not?

In Exercises 13–16, use a rectangular coordinate system to plot $\mathbf{u} = \begin{bmatrix} 5 \\ 2 \end{bmatrix}$, $\mathbf{v} = \begin{bmatrix} -2 \\ 4 \end{bmatrix}$, and their images under the given transformation T. (Make a separate and reasonably large sketch for each exercise.) Describe geometrically what T does to each vector $\mathbf{x}$ in $\mathbb{R}^2$.

13. $T(\mathbf{x}) = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$

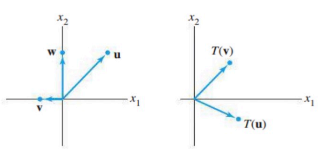
14. $T(\mathbf{x}) = \begin{bmatrix} .5 & 0 \\ 0 & .5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$

15. $T(\mathbf{x}) = \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$

16. $T(\mathbf{x}) = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$

17. Let $T : \mathbb{R}^2 \to \mathbb{R}^2$ be a linear transformation that maps $\mathbf{u} = \begin{bmatrix} 5 \\ 2 \end{bmatrix}$ into $\begin{bmatrix} 2 \\ 1 \end{bmatrix}$ and maps $\mathbf{v} = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$ into $\begin{bmatrix} -1 \\ 3 \end{bmatrix}$. Use the fact that T is linear to find the images under T of $3\mathbf{u}$, $2\mathbf{v}$, and $3\mathbf{u} + 2\mathbf{v}$.

18. The figure shows vectors $\mathbf{u}$, $\mathbf{v}$, and $\mathbf{w}$, along with the images $T(\mathbf{u})$ and $T(\mathbf{v})$ under the action of a linear transformation $T : \mathbb{R}^2 \to \mathbb{R}^2$. Copy this figure carefully, and draw the image $T(\mathbf{w})$ as accurately as possible. [*Hint:* First, write $\mathbf{w}$ as a linear combination of $\mathbf{u}$ and $\mathbf{v}$.]



19. Let $\mathbf{e}_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$, $\mathbf{e}_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$, $\mathbf{y}_1 = \begin{bmatrix} 2 \\ 5 \end{bmatrix}$, and $\mathbf{y}_2 = \begin{bmatrix} -1 \\ 6 \end{bmatrix}$, and let $T : \mathbb{R}^2 \to \mathbb{R}^2$ be a linear transformation that maps $\mathbf{e}_1$ into $\mathbf{y}_1$ and maps $\mathbf{e}_2$ into $\mathbf{y}_2$. Find the images of $\begin{bmatrix} 5 \\ -3 \end{bmatrix}$ and $\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$.

20. Let $\mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$, $\mathbf{v}_1 = \begin{bmatrix} -2 \\ 5 \end{bmatrix}$, and $\mathbf{v}_2 = \begin{bmatrix} 7 \\ -3 \end{bmatrix}$, and let $T : \mathbb{R}^2 \to \mathbb{R}^2$ be a linear transformation that maps $\mathbf{x}$ into $x_1\mathbf{v}_1 + x_2\mathbf{v}_2$. Find a matrix A such that $T(\mathbf{x})$ is $A\mathbf{x}$ for each $\mathbf{x}$.

In Exercises 21 and 22, mark each statement True or False. Justify each answer.

Make two sketches similar to Figure 6 that illustrate properties (i) and (ii) of a linear transformation.

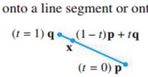
24. Suppose vectors $\mathbf{v}_1, \dots, \mathbf{v}_p$ span $\mathbb{R}^n$, and let $T : \mathbb{R}^n \to \mathbb{R}^n$ be a linear transformation. Suppose $T(\mathbf{v}_i) = \mathbf{0}$ for $i = 1, \dots, p$. Show that T is the zero transformation. That is, show that if $\mathbf{x}$ is any vector in $\mathbb{R}^n$, then $T(\mathbf{x}) = \mathbf{0}$.

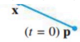
25. Given $\mathbf{v} \neq \mathbf{0}$ and $\mathbf{p}$ in $\mathbb{R}^n$, the line through $\mathbf{p}$ in the direction of $\mathbf{v}$ has the parametric equation $\mathbf{x} = \mathbf{p} + t\mathbf{v}$. Show that a linear transformation $T : \mathbb{R}^n \to \mathbb{R}^n$ maps this line onto another line or onto a single point (a *degenerate line*).

26. Let $\mathbf{u}$ and $\mathbf{v}$ be linearly independent vectors in $\mathbb{R}^3$, and let P be the plane through $\mathbf{u}$, $\mathbf{v}$, and $\mathbf{0}$. The parametric equation of P is $\mathbf{x} = s\mathbf{u} + t\mathbf{v}$ (with s, t in $\mathbb{R}$). Show that a linear transformation $T : \mathbb{R}^3 \to \mathbb{R}^3$ maps P onto a plane through $\mathbf{0}$, or onto a line through $\mathbf{0}$, or onto just the origin in $\mathbb{R}^3$. What must be true about $T(\mathbf{u})$ and $T(\mathbf{v})$ in order for the image of the plane P to be a plane?

27. a. Show that the line through vectors $\mathbf{p}$ and $\mathbf{q}$ in $\mathbb{R}^n$ may be written in the parametric form $\mathbf{x} = (1 - t)\mathbf{p} + t\mathbf{q}$. (Refer to the figure with Exercises 21 and 22 in Section 1.5.)

    b. The line segment from $\mathbf{p}$ to $\mathbf{q}$ is the set of points of the form $(1 - t)\mathbf{p} + t\mathbf{q}$ for $0 \le t \le 1$ (as shown in the figure below). Show that a linear transformation T maps this line segment onto a line segment or onto a single point.





In Exercises 21 and 22, mark each statement True or False. Justify each answer.

21. a. A linear transformation is a special type of function.

b. If A is a 3×5 matrix and T is a transformation defined by $T(\mathbf{x}) = A\mathbf{x}$, then the domain of T is $\mathbb{R}^3$.

c. If A is an $m \times n$ matrix, then the range of the transformation $\mathbf{x} \mapsto A\mathbf{x}$ is $\mathbb{R}^m$.

d. Every linear transformation is a matrix transformation.

e. A transformation T is linear if and only if $T(c_1\mathbf{v}_1 + c_2\mathbf{v}_2) = c_1T(\mathbf{v}_1) + c_2T(\mathbf{v}_2)$ for all $\mathbf{v}_1$ and $\mathbf{v}_2$ in the domain of T and for all scalars c_1 and c_2.

22. a. Every matrix transformation is a linear transformation.

b. The codomain of the transformation $\mathbf{x} \mapsto A\mathbf{x}$ is the set of all linear combinations of the columns of A.

c. If $T : \mathbb{R}^n \to \mathbb{R}^m$ is a linear transformation and if $\mathbf{c}$ is in $\mathbb{R}^m$, then a uniqueness question is "Is $\mathbf{c}$ in the range of T?"

d. A linear transformation preserves the operations of vector addition and scalar multiplication.

e. The superposition principle is a physical description of a linear transformation.

23. Let $T : \mathbb{R}^2 \to \mathbb{R}^2$ be the linear transformation that reflects each point through the x_1-axis. (See Practice Problem 2.)

28. Let $\mathbf{u}$ and $\mathbf{v}$ be vectors in $\mathbb{R}^n$. It can be shown that the set P of all points in the parallelogram determined by $\mathbf{u}$ and $\mathbf{v}$ has the form $a\mathbf{u} + b\mathbf{v}$, for $0 \le a \le 1, 0 \le b \le 1$. Let $T : \mathbb{R}^n \to \mathbb{R}^m$ be a linear transformation. Explain why the image of a point in P under the transformation T lies in the parallelogram determined by $T(\mathbf{u})$ and $T(\mathbf{v})$.

29. Define $f : \mathbb{R} \to \mathbb{R}$ by $f(x) = mx + b$.

a. Show that f is a linear transformation when $b = 0$.

b. Find a property of a linear transformation that is violated when $b \neq 0$.

c. Why is f called a linear function?

30. An *affine transformation* $T : \mathbb{R}^n \to \mathbb{R}^m$ has the form $T(x) = A\mathbf{x} + \mathbf{b}$, with A an $m \times n$ matrix and $\mathbf{b}$ in $\mathbb{R}^m$. Show that T is *not* a linear transformation when $\mathbf{b} \neq \mathbf{0}$. (Affine transformations are important in computer graphics.)

31. Let $T : \mathbb{R}^n \to \mathbb{R}^m$ be a linear transformation, and let $\{\mathbf{v}_1, \mathbf{v}_2, \mathbf{v}_3\}$ be a linearly dependent set in $\mathbb{R}^n$. Explain why the set $\{T(\mathbf{v}_1), T(\mathbf{v}_2), T(\mathbf{v}_3)\}$ is linearly dependent.

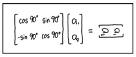
In Exercises 32–36, column vectors are written as rows, such as $\mathbf{x} = (x_1, x_2)$, and $T(\mathbf{x})$ is written as $T(x_1, x_2)$.

32. Show that the transformation T defined by $T(x_1, x_2) = (4x_1 - 2x_2, 3|x_2|)$ is not linear.

Section 1.9 : Linear Transforms

Chapter 1 : Linear Equations

Math 1554 Linear Algebra



https://xkcd.com/184

1.9 : Matrix of a Linear Transformation

Topics
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1. The **standard vectors** and the **standard matrix**.
2. Two and three dimensional transformations in more detail.
3. **Onto** and **one-to-one** transformations.

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For the topics covered in this section, students are expected to be able to do the following.

1. Identify and construct linear transformations of a matrix.
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4. Express linear transforms in other forms, such as as matrix equations or as vector equations.

Interactive Linear Algebra
Dan Margalit, Joseph Rabinoff

PDF version

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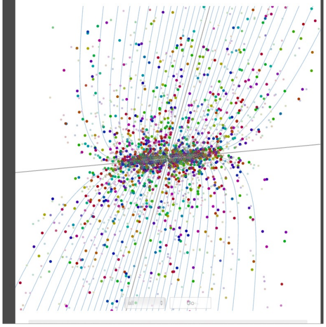
June 3, 2019



CHECK OUT the textbook for Math 1553 which was created by Georgia Tech professors for Intro. Linear Algebra

https://textbooks.math.gatech.edu/ila/

There's a really nice section on linear transformations

Transformations

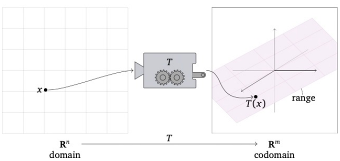
At this point it is convenient to fix our ideas and terminology regarding functions, which we will call *transformations* in this book. This allows us to systematize our discussion of matrices as functions.

Definition. A ***transformation*** from $\mathbf{R}^n$ to $\mathbf{R}^m$ is a rule T that assigns to each vector x in $\mathbf{R}^n$ a vector $T(x)$ in $\mathbf{R}^m$.

- $\mathbf{R}^n$ is called the ***domain*** of T.
- $\mathbf{R}^m$ is called the ***codomain*** of T.
- For x in $\mathbf{R}^n$, the vector $T(x)$ in $\mathbf{R}^m$ is the ***image*** of x under T.
- The set of all images $\{T(x) \mid x \text{ in } \mathbf{R}^n\}$ is the ***range*** of T.

The notation $T: \mathbf{R}^n \longrightarrow \mathbf{R}^m$ means "T is a transformation from $\mathbf{R}^n$ to $\mathbf{R}^m$."

It may help to think of T as a "machine" that takes x as an input, and gives you $T(x)$ as the output.



https://textbooks.math.gatech.edu/ila/one-to-one-onto.html

Example (A matrix transformation that is neither one-to-one nor onto).

Let

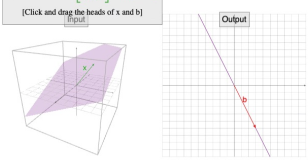
$$A = \begin{pmatrix} 1 & -1 & 2 \\ -2 & 2 & -4 \end{pmatrix},$$

and define $T: \mathbf{R}^3 \to \mathbf{R}^2$ by $T(x) = Ax$. This transformation is neither one-to-one nor onto, as we saw in this example and this example.

Open Controls

$$\begin{bmatrix} 1 & -1 & 2 \\ -2 & 2 & -4 \end{bmatrix}\begin{bmatrix} -1.00 \\ 2.00 \\ 3.00 \end{bmatrix} = \begin{bmatrix} 3.00 \\ -6.00 \end{bmatrix}$$

[Click and drag the heads of x and b]



A picture of the matrix transformation T. The violet plane is the solution set of $T(x) = 0$. If you drag x along the violet plane, the output $T(x) = Ax$ does not change. This demonstrates that $T(x) = 0$ has more than one solution, so T is not one-to-one. The range of T is the violet line on the right; this is smaller than the codomain $\mathbf{R}^2$. If you drag b off of the violet line, then the equation $Ax = b$ becomes inconsistent; this means $T(x) = b$ has no solution.

Example (Reflection).

Let

$$A = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}.$$

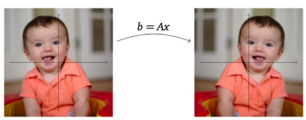
Describe the function $b = Ax$ geometrically.

Solution

In the equation $Ax = b$, the input vector x and the output vector b are both in $\mathbf{R}^2$. First we multiply A by a vector to see what it does:

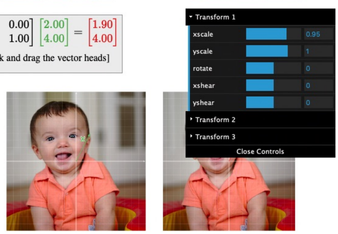
$$A\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -x \\ y \end{pmatrix}.$$

Multiplication by A negates the x-coordinate: it *reflects over the y-axis*.



$$\begin{bmatrix} 0.95 & 0.00 \\ 0.00 & 1.00 \end{bmatrix}\begin{bmatrix} 2.00 \\ 4.00 \end{bmatrix} = \begin{bmatrix} 1.90 \\ 4.00 \end{bmatrix}$$

[Click and drag the vector heads]



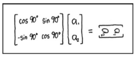
Multiplication by the matrix A reflects over the y-axis. Move the input vector x to see how the output vector b changes.

https://textbooks.math.gatech.edu/ila/matrix-transformations.html

Section 1.9 : Linear Transforms

Chapter 1 : Linear Equations

Math 1554 Linear Algebra



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3	9/4 – 9/8	Break	WS1.7	1.8	WS1.8	1.9
4	9/11 – 9/15	2.1	WS1.9,2.1	**Exam 1**, Review	Cancelled	2.2

Definition: The Standard Vectors

The **standard vectors** in $\mathbb{R}^n$ are the vectors $\vec{e}_1, \vec{e}_2, \dots, \vec{e}_n$, where:

$\vec{e}_1 =$ $\qquad$ $\vec{e}_2 =$ $\qquad$ $\vec{e}_n =$

For example, in $\mathbb{R}^3$,

$\vec{e}_1 =$ $\qquad$ $\vec{e}_2 =$ $\qquad$ $\vec{e}_3 =$

A Property of the Standard Vectors

Note: if A is an $m \times n$ matrix with columns $\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n$, then

$$A\vec{e}_i = \vec{v}_i, \text{ for } i = 1, 2, \dots, n$$

So multiplying a matrix by $\vec{e}_i$ gives column i of A.

Example

$$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} \vec{e}_2 =$$

The Standard Matrix

Theorem

Let $T : \mathbb{R}^n \mapsto \mathbb{R}^m$ be a linear transformation. Then there is a unique matrix A such that

$$T(\vec{x}) = A\vec{x}, \qquad \vec{x} \in \mathbb{R}^m.$$

In fact, A is a $m \times n$, and its j^{th} column is the vector $T(\vec{e}_j)$.

$$A = \begin{bmatrix} T(\vec{e}_1) & T(\vec{e}_3) & \cdots & T(\vec{e}_n) \end{bmatrix}$$

The matrix A is the **standard matrix** for a linear transformation.

Rotations

Example 1

What is the linear transform $T : \mathbb{R}^2 \to \mathbb{R}^2$ defined by

$$T(\vec{x}) = \vec{x} \text{ rotated counterclockwise by angle } \theta?$$

Standard Matrices in $\mathbb{R}^2$

- There is a long list of geometric transformations of $\mathbb{R}^2$ in our textbook, as well as on the next few slides (reflections, rotations, contractions and expansions, shears, projections, ...)
- Please familiarize yourself with them: you are expected to memorize them (or be able to derive them)

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In fact, A is a $m \times n$, and its j^{th} column is the vector $T(\vec{e}_j)$.

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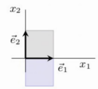
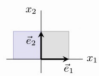
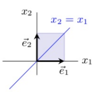
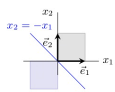
The matrix A is the **standard matrix** for a linear transformation.

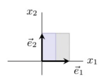
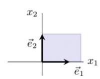
Two Dimensional Examples: Reflections

transformation	image of unit square	standard matrix
reflection through x_1-axis		$\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$
reflection through x_2-axis		$\begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}$

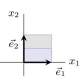
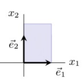
Two Dimensional Examples: Reflections

transformation	image of unit square	standard matrix
reflection through $x_2 = x_1$		$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$
reflection through $x_2 = -x_1$		$\begin{pmatrix} 0 & -1 \\ -1 & 0 \end{pmatrix}$

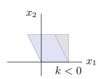
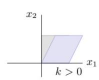
Two Dimensional Examples: Contractions and Expansions

transformation	image of unit square	standard matrix
Horizontal Contraction		$\begin{pmatrix} k & 0 \\ 0 & 1 \end{pmatrix}$, $\lvert k\rvert < 1$
Horizontal Expansion		$\begin{pmatrix} k & 0 \\ 0 & 1 \end{pmatrix}$, $k > 1$

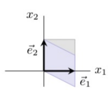
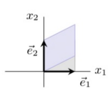
Two Dimensional Examples: Contractions and Expansions

transformation	image of unit square	standard matrix
Vertical Contraction		$\begin{pmatrix} 1 & 0 \\ 0 & k \end{pmatrix}$, $\lvert k\rvert < 1$
Vertical Expansion		$\begin{pmatrix} 1 & 0 \\ 0 & k \end{pmatrix}$, $k > 1$

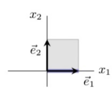
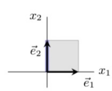
Two Dimensional Examples: Shears

transformation	image of unit square	standard matrix
Horizontal Shear(left)		$\begin{pmatrix} 1 & k \\ 0 & 1 \end{pmatrix}$, $k < 0$
Horizontal Shear(right)		$\begin{pmatrix} 1 & k \\ 0 & 1 \end{pmatrix}$, $k > 0$

Two Dimensional Examples: Shears

transformation	image of unit square	standard matrix
Vertical Shear(down)		$\begin{pmatrix} 1 & 0 \\ k & 1 \end{pmatrix}$, $k > 0$
Vertical Shear(up)		$\begin{pmatrix} 1 & 0 \\ k & 1 \end{pmatrix}$, $k < 0$

Two Dimensional Examples: Projections

transformation	image of unit square	standard matrix
Projection onto the x_1-axis		$\begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}$
Projection onto the x_2-axis		$\begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}$

Onto

Definition

A linear transformation $T : \mathbb{R}^n \to \mathbb{R}^m$ is **onto** if for all $\vec{b} \in \mathbb{R}^m$ there is a $\vec{x} \in \mathbb{R}^n$ so that $T(\vec{x}) = \vec{b}$.

Onto is an **existence property:** for any $\vec{b} \in \mathbb{R}^m$, $A\vec{x} = \vec{b}$ has a solution.

Examples

- A rotation on the plane is an onto linear transformation.
- A projection in the plane is not onto.

Useful Fact

T is onto if and only if its standard matrix has a pivot in every row.

One-to-One

Definition

A linear transformation $T : \mathbb{R}^n \to \mathbb{R}^m$ is **one-to-one** if for all $\vec{b} \in \mathbb{R}^m$ there is at most one (possibly no) $\vec{x} \in \mathbb{R}^n$ so that $T(\vec{x}) = \vec{b}$.

One-to-one is a uniqueness property, it does not assert existence for all $\vec{b}$.

Examples

- A rotation on the plane is a one-to-one linear transformation.
- A projection in the plane is not one-to-one.

Useful Facts

- T is one-to-one if and only if the only solution to $T(\vec{x}) = 0$ is the zero vector, $\vec{x} = \vec{0}$.
- T is one-to-one if and only if the standard matrix A of T has no free variables.

Example

Complete the matrices below by entering numbers into the missing entries so that the properties are satisfied. **If it isn't possible to do so, state why**.

a) A is a 2×3 standard matrix for a one-to-one linear transform.

$$A = \begin{pmatrix} 1 & 0 & \\ 0 & & 1 \end{pmatrix}$$

b) B is a 3×2 standard matrix for an onto linear transform.

$$B = \begin{pmatrix} 1 & \\ & \\ & \end{pmatrix}$$

c) C is a 3×3 standard matrix of a linear transform that is one-to-one and onto.

$$C = \begin{pmatrix} 1 & 1 & 1 \\ & & \\ & & \end{pmatrix}$$

Theorem

For a linear transformation $T : \mathbb{R}^n \to \mathbb{R}^m$ with standard matrix A these are equivalent statements.

1. T is onto.
2. The matrix A has columns which span $\mathbb{R}^m$.
3. The matrix A has m pivotal columns.

Theorem

For a linear transformation $T : \mathbb{R}^n \to \mathbb{R}^m$ with standard matrix A these are equivalent statements.

1. T is one-to-one.
2. The unique solution to $T(\vec{x}) = \vec{0}$ is the trivial one.
3. The matrix A linearly independent columns.
4. Each column of A is pivotal.

Example 2

Define a linear transformation by $T(x_1, x_2) = (3x_1 + x_2, 5x_1 + 7x_2, x_1 + 3x_2)$. Is this one-to-one? Is it onto?

Additional Example (if time permits)

Let T be the linear transformation whose standard matrix is

$$A = \begin{bmatrix} 1 & 0 & 0 \\ -4 & 8 & 1 \\ 2 & -1 & 3 \\ 0 & 0 & 5 \end{bmatrix}$$

Is the transformation onto? Is it one-to-one?

1.9 EXERCISES

In Exercises 1–10, assume that T is a linear transformation. Find the standard matrix of T.

1. $T:\mathbb{R}^2 \to \mathbb{R}^4$, $T(\mathbf{e}_1) = (3,1,3,1)$ and $T(\mathbf{e}_2) = (-5,2,0,0)$, where $\mathbf{e}_1 = (1,0)$ and $\mathbf{e}_2 = (0,1)$.

2. $T:\mathbb{R}^3 \to \mathbb{R}^2$, $T(\mathbf{e}_1) = (1,3)$, $T(\mathbf{e}_2) = (4,-7)$, and $T(\mathbf{e}_3) = (-5,4)$, where $\mathbf{e}_1$, $\mathbf{e}_2$, $\mathbf{e}_3$ are the columns of the 3×3 identity matrix.

3. $T:\mathbb{R}^2 \to \mathbb{R}^2$ rotates points (about the origin) through $3\pi/2$ radians (counterclockwise).

4. $T:\mathbb{R}^2 \to \mathbb{R}^2$ rotates points (about the origin) through $-\pi/4$ radians (clockwise). [*Hint:* $T(\mathbf{e}_1) = (1/\sqrt{2}, -1/\sqrt{2})$.]

5. $T:\mathbb{R}^2 \to \mathbb{R}^2$ is a vertical shear transformation that maps $\mathbf{e}_1$ into $\mathbf{e}_1 - 2\mathbf{e}_2$ but leaves the vector $\mathbf{e}_2$ unchanged.

6. $T:\mathbb{R}^2 \to \mathbb{R}^2$ is a horizontal shear transformation that leaves $\mathbf{e}_1$ unchanged and maps $\mathbf{e}_2$ into $\mathbf{e}_2 + 3\mathbf{e}_1$.

7. $T:\mathbb{R}^2 \to \mathbb{R}^2$ first rotates points through $-3\pi/4$ radian (clockwise) and then reflects points through the horizontal x_1-axis. [*Hint:* $T(\mathbf{e}_1) = (-1/\sqrt{2}, 1/\sqrt{2})$.]

8. $T:\mathbb{R}^2 \to \mathbb{R}^2$ first reflects points through the horizontal x_1-axis and then reflects points through the line $x_2 = x_1$.

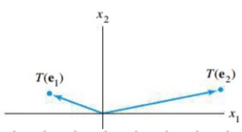
9. $T:\mathbb{R}^2 \to \mathbb{R}^2$ first performs a horizontal shear that transforms $\mathbf{e}_2$ into $\mathbf{e}_2 - 2\mathbf{e}_1$ (leaving $\mathbf{e}_1$ unchanged) and then reflects points through the line $x_2 = -x_1$.

10. $T:\mathbb{R}^2 \to \mathbb{R}^2$ first reflects points through the vertical x_2-axis and then rotates points $\pi/2$ radians.

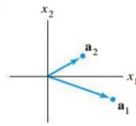
11. A linear transformation $T:\mathbb{R}^2 \to \mathbb{R}^2$ first reflects points through the x_1-axis and then reflects points through the x_2-axis. Show that T can also be described as a linear transformation that rotates points about the origin. What is the angle of that rotation?

12. Show that the transformation in Exercise 8 is merely a rotation about the origin. What is the angle of the rotation?

13. Let $T:\mathbb{R}^2 \to \mathbb{R}^2$ be the linear transformation such that $T(\mathbf{e}_1)$ and $T(\mathbf{e}_2)$ are the vectors shown in the figure. Using the figure, sketch the vector $T(2,1)$.



14. Let $T:\mathbb{R}^2 \to \mathbb{R}^2$ be a linear transformation with standard matrix $A = [\mathbf{a}_1 \ \ \mathbf{a}_2]$, where $\mathbf{a}_1$ and $\mathbf{a}_2$ are shown in the figure. Using the figure, draw the image of $\begin{bmatrix} -1 \\ 3 \end{bmatrix}$ under the transformation T.



In Exercises 15 and 16, fill in the missing entries of the matrix, assuming that the equation holds for all values of the variables.

15. $$\begin{bmatrix} ? & ? & ? \\ ? & ? & ? \\ ? & ? & ? \end{bmatrix}\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 3x_1 - 2x_3 \\ 4x_1 \\ x_1 - x_2 + x_3 \end{bmatrix}$$

16. $$\begin{bmatrix} ? & ? \\ ? & ? \\ ? & ? \end{bmatrix}\begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} x_1 - x_2 \\ -2x_1 + x_2 \\ x_1 \end{bmatrix}$$

In Exercises 17–20, show that T is a linear transformation by finding a matrix that implements the mapping. Note that $x_1, x_2, \ldots$ are not vectors but are entries in vectors.

17. $T(x_1, x_2, x_3, x_4) = (0, x_1 + x_2, x_2 + x_3, x_3 + x_4)$

18. $T(x_1, x_2) = (2x_2 - 3x_1, x_1 - 4x_2, 0, x_2)$

19. $T(x_1, x_2, x_3) = (x_1 - 5x_2 + 4x_3, x_2 - 6x_3)$

20. $T(x_1, x_2, x_3, x_4) = 2x_1 + 3x_3 - 4x_4 \qquad (T:\mathbb{R}^4 \to \mathbb{R})$

21. Let $T:\mathbb{R}^2 \to \mathbb{R}^2$ be a linear transformation such that $T(x_1, x_2) = (x_1 + x_2, 4x_1 + 5x_2)$. Find $\mathbf{x}$ such that $T(\mathbf{x}) = (3, 8)$.

22. Let $T:\mathbb{R}^2 \to \mathbb{R}^3$ be a linear transformation such that $T(x_1, x_2) = (x_1 - 2x_2, -x_1 + 3x_2, 3x_1 - 2x_2)$. Find $\mathbf{x}$ such that $T(\mathbf{x}) = (-1, 4, 9)$.

In Exercises 23 and 24, mark each statement True or False. Justify each answer.

23. a. A linear transformation $T:\mathbb{R}^n \to \mathbb{R}^m$ is completely determined by its effect on the columns of the $n \times n$ identity matrix.

    b. If $T:\mathbb{R}^2 \to \mathbb{R}^2$ rotates vectors about the origin through an angle φ, then T is a linear transformation.

    c. When two linear transformations are performed one after another, the combined effect may not always be a linear transformation.

    d. A mapping $T:\mathbb{R}^n \to \mathbb{R}^m$ is onto $\mathbb{R}^m$ if every vector $\mathbf{x}$ in $\mathbb{R}^n$ maps onto some vector in $\mathbb{R}^m$.

    e. If A is a 3×2 matrix, then the transformation $\mathbf{x} \mapsto A\mathbf{x}$ cannot be one-to-one.

24. a. Not every linear transformation from $\mathbb{R}^n$ to $\mathbb{R}^m$ is a matrix transformation.

    b. The columns of the standard matrix for a linear transformation from $\mathbb{R}^n$ to $\mathbb{R}^m$ are the images of the columns of the $n \times n$ identity matrix.

c. The standard matrix of a linear transformation from $\mathbb{R}^2$ to $\mathbb{R}^2$ that reflects points through the horizontal axis, the vertical axis, or the origin has the form $\begin{bmatrix} a & 0 \\ 0 & d \end{bmatrix}$, where a and d are ± 1.

d. A mapping $T : \mathbb{R}^n \to \mathbb{R}^m$ is one-to-one if each vector in $\mathbb{R}^n$ maps onto a unique vector in $\mathbb{R}^m$.

e. If A is a 3×2 matrix, then the transformation $\mathbf{x} \mapsto A\mathbf{x}$ cannot map $\mathbb{R}^2$ onto $\mathbb{R}^3$.

In Exercises 25–28, determine if the specified linear transformation is (a) one-to-one and (b) onto. Justify each answer.

25. The transformation in Exercise 17

26. The transformation in Exercise 2

27. The transformation in Exercise 19

28. The transformation in Exercise 14

In Exercises 29 and 30, describe the possible echelon forms of the standard matrix for a linear transformation T. Use the notation of Example 1 in Section 1.2.

29. $T : \mathbb{R}^3 \to \mathbb{R}^4$ is one-to-one.

30. $T : \mathbb{R}^4 \to \mathbb{R}^3$ is onto.

31. Let $T : \mathbb{R}^n \to \mathbb{R}^m$ be a linear transformation, with A its standard matrix. Complete the following statement to make it true: "T is one-to-one if and only if A has ____ pivot columns." Explain why the statement is true. [*Hint:* Look in the exercises for Section 1.7.]

32. Let $T : \mathbb{R}^n \to \mathbb{R}^m$ be a linear transformation, with A its standard matrix. Complete the following statement to make it true: "T maps $\mathbb{R}^n$ onto $\mathbb{R}^m$ if and only if A has ____ pivot columns." Find some theorems that explain why the statement is true.

33. Verify the uniqueness of A in Theorem 10. Let $T : \mathbb{R}^n \to \mathbb{R}^m$ be a linear transformation such that $T(\mathbf{x}) = B\mathbf{x}$ for some $m \times n$ matrix B. Show that if A is the standard matrix for T, then $A = B$. [*Hint:* Show that A and B have the same columns.]

34. Why is the question "Is the linear transformation T onto?" an existence question?

35. If a linear transformation $T : \mathbb{R}^n \to \mathbb{R}^m$ maps $\mathbb{R}^n$ *onto* $\mathbb{R}^m$, can you give a relation between m and n? If T is one-to-one, what can you say about m and n?

36. Let $S : \mathbb{R}^p \to \mathbb{R}^n$ and $T : \mathbb{R}^n \to \mathbb{R}^m$ be linear transformations. Show that the mapping $\mathbf{x} \mapsto T(S(\mathbf{x}))$ is a linear transformation (from $\mathbb{R}^p$ to $\mathbb{R}^m$). [*Hint:* Compute $T(S(c\mathbf{u} + d\mathbf{v}))$ for $\mathbf{u}, \mathbf{v}$ in $\mathbb{R}^p$ and scalars c and d. Justify each step of the computation, and explain why this computation gives the desired conclusion.]

[M] In Exercises 37–40, let T be the linear transformation whose standard matrix is given. In Exercises 37 and 38, decide if T is a one-to-one mapping. In Exercises 39 and 40, decide if T maps $\mathbb{R}^5$ onto $\mathbb{R}^5$. Justify your answers.

37. $\begin{bmatrix} -5 & 10 & -5 & 4 \\ 8 & 3 & -4 & 7 \\ 4 & -9 & 5 & -3 \\ -3 & -2 & 5 & 4 \end{bmatrix}$

38. $\begin{bmatrix} 7 & 5 & 4 & -9 \\ 10 & 6 & 16 & -4 \\ 12 & 8 & 12 & 7 \\ -8 & -6 & -2 & 5 \end{bmatrix}$

39. $\begin{bmatrix} 4 & -7 & 3 & 7 & 5 \\ 6 & -8 & 5 & 12 & -8 \\ -7 & 10 & -8 & -9 & 14 \\ 3 & -5 & 4 & 2 & -6 \\ -5 & 6 & -6 & -7 & 3 \end{bmatrix}$

40. $\begin{bmatrix} 9 & 13 & 5 & 6 & -1 \\ 14 & 15 & -7 & -6 & 4 \\ -8 & -9 & 12 & -5 & -9 \\ -5 & -6 & -8 & 9 & 8 \\ 13 & 14 & 15 & 2 & 11 \end{bmatrix}$