

$\vec{u} = \langle 3, 2 \rangle$ — some authors $\vec{u} = (3, 2)$ or $\vec{u} = \begin{bmatrix} 3 \\ 2 \end{bmatrix}$

1.8 – Introduction to Linear Transformations

Definitions: $\mathbf{R}^2$ is the set of all ordered pairs, $\mathbf{R}^3$ is the set of all ordered triples, and $\mathbf{R}^n$ is the set of all ordered n -tuples. Elements of $\mathbf{R}^n$ are called **vectors**.

The **standard basis vectors** for $\mathbf{R}^n$ are $\mathbf{e}_1 = \begin{bmatrix} 1 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$, $\mathbf{e}_2 = \begin{bmatrix} 0 \\ 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$, ..., $\mathbf{e}_n = \begin{bmatrix} 0 \\ 0 \\ 0 \\ \vdots \\ 1 \end{bmatrix}$. These

can also be written as row vectors if convenient.

All vectors in $\mathbf{R}^n$ can be expressed as linear combinations of these:

$$\vec{x} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = x_1 \vec{e}_1 + x_2 \vec{e}_2 + \dots + x_n \vec{e}_n$$

Definitions: A **function** f is a rule that associates with an input (an element of the **domain** of f) a unique output (an element of the **codomain** of f). The output is the **image** of the input, and the set of all images is called the **range** of f . Note that the range of f is a subset of the codomain of f .

$$f(a) = b \leftarrow \text{image of } a \text{ under } f$$

$$a \in \text{domain of } f \quad b \in \text{codomain of } f$$

$$\text{Consider } f(x) = |x| \quad \text{Domain: } \mathbf{R}$$

$$\text{type of critter} \rightarrow \text{Codomain: } \mathbf{R}$$

$$\text{set of critters} \rightarrow \text{Range: } [0, \infty)$$

Transformations

Consider the system

$$\begin{aligned} 4 &= 2x - 3y + 5z \\ 6 &= 7x + 2y - z \end{aligned}$$

In matrix form this is

$$\begin{bmatrix} 4 \\ 6 \end{bmatrix} = \begin{bmatrix} 2 & -3 & 5 \\ 7 & 2 & -1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix}$$

The 2×3 matrix $A = \begin{bmatrix} 2 & -3 & 5 \\ 7 & 2 & -1 \end{bmatrix}$ maps vectors in $\mathbb{R}^3$ into vectors in $\mathbb{R}^2$.

A is called a transformation matrix from $\mathbb{R}^3$ to $\mathbb{R}^2$. $T_A: \mathbb{R}^3 \rightarrow \mathbb{R}^2$

Definition: If T is a function with domain $\mathbb{R}^n$ and codomain $\mathbb{R}^m$, then we say that T is a **transformation** from $\mathbb{R}^n$ to $\mathbb{R}^m$ or that T **maps** from $\mathbb{R}^n$ to $\mathbb{R}^m$, which we denote by writing $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$. In the special case where $m = n$, a transformation is sometimes called an **operator** on $\mathbb{R}^n$.

#5 Find the domain and codomain of the transformation defined by the matrix product.

a. $\begin{bmatrix} 3 & 1 & 2 \\ 6 & 7 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$

b. $\begin{bmatrix} 2 & -1 \\ 4 & 3 \\ 2 & -5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$

a) Dom: $\mathbb{R}^3$

Codomain: $\mathbb{R}^2$

b) Dom: $\mathbb{R}^2$

Codomain: $\mathbb{R}^3$

Definitions: A **matrix transformation** $\mathbf{w} = A\mathbf{x}$ maps a vector $\mathbf{x} \in R^n$ to a vector $\mathbf{w} \in R^m$ by multiplying $\mathbf{x}$ on the left by A [which is an $m \times n$ matrix]. If $m = n$, then we call the transformation a **matrix operator**. A matrix transformation is denoted $T_A : R^n \rightarrow R^m$ or $\mathbf{w} = T_A(\mathbf{x})$ if we do not need to specify the domain and codomain. This can also be written in the form

$$\mathbf{x} \xrightarrow{T_A} \mathbf{w}$$

verbalized as “ T_A maps $\mathbf{x}$ into $\mathbf{w}$.” The matrix A is the **standard matrix** for the transformation.

#8 Find the domain and codomain of the transformation T defined by the formula.

a. $T(x_1, x_2, x_3, x_4) = (x_1, x_2)$

b. $T(x_1, x_2, x_3) = (x_1, x_2 - x_3, x_2)$

a) Dom: R^4 , Codomain: R^2

b) Dom: R^3 , Codomain: R^3 (operator)

#12 Find the standard matrix for the transformation defined by the equations.

a.
$$\begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix} = \begin{bmatrix} -x_1 + x_2 \\ 3x_1 - 2x_2 \\ 5x_1 - 7x_2 \end{bmatrix} = \begin{bmatrix} -1 & 1 \\ 3 & -2 \\ 5 & -7 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$w_1 = x_1$

$w_2 = x_1 + x_2$

b. $w_3 = x_1 + x_2 + x_3$

$w_4 = x_1 + x_2 + x_3 + x_4$

a)

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

b)

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

$$T(\vec{x}) = T(x_1, x_2) = \begin{bmatrix} 2 & -1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = A\vec{x}$$

#13 Find the standard matrix for the transformation T defined by the formula.

a. $T(x_1, x_2) = (2x_1 - x_2, x_1 + x_2)$

b. $T(x_1, x_2, x_3) = (4x_1 + x_2, x_1 + x_2)$ $\rightarrow T\left(\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}\right) = \begin{bmatrix} 4x_1 + x_2 \\ x_1 + x_2 \end{bmatrix}$

b)

$$[T] = \begin{bmatrix} 4 & 1 & 0 \\ 1 & 1 & 0 \end{bmatrix}$$

a) $[T] = \begin{bmatrix} 2 & -1 \\ 1 & 1 \end{bmatrix}$

Definitions: The **zero transformation** from R^n to R^m , $T_0(\vec{x}) = 0\vec{x} = \vec{0}$, maps every vector in R^n to the zero vector in R^m . The **identity operator** $T_{I_n}(\vec{x}) = I_n(\vec{x}) = \vec{x}$ maps every vector in R^n to itself.

$$\begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

Theorem 1.8.1 Properties of Matrix Transformations

For every matrix A the matrix transformation $T_A : R^n \rightarrow R^m$ has the following properties for all vectors $\mathbf{u}$ and $\mathbf{v}$ and for every scalar k :

a) $T_A(\mathbf{0}) = \mathbf{0}$

b) $T_A(k\mathbf{u}) = kT_A(\mathbf{u})$ (homogeneity property)

c) $T_A(\mathbf{u} + \mathbf{v}) = T_A(\mathbf{u}) + T_A(\mathbf{v})$ (additivity property)

d) $T_A(\mathbf{u} - \mathbf{v}) = T_A(\mathbf{u}) - T_A(\mathbf{v})$

These follow from properties of matrix arithmetic

Theorem 1.8.2 $T : R^n \rightarrow R^m$ is a matrix transformation if and only if the following relationships hold for all vectors $\mathbf{u}$ and $\mathbf{v}$ and for every scalar k :

i) $T_A(\mathbf{u} + \mathbf{v}) = T_A(\mathbf{u}) + T_A(\mathbf{v})$ (additivity property)

ii) $T_A(k\mathbf{u}) = kT_A(\mathbf{u})$ (homogeneity property)

pf: $(\Rightarrow)$ by Thm 1.8.1 (b) & (c)

$(\Leftarrow)$ Assume (i) & (ii) hold. The proof

will be complete if there is an $m \times n$

matrix A such that $T_A(\vec{x}) = A\vec{x} \quad \forall \vec{x} \in \mathbb{R}^n$ for all $\vec{x}$ in $\mathbb{R}^n$

By (i) & (ii), $T(k_1\vec{u}_1 + k_2\vec{u}_2 + \dots + k_n\vec{u}_n)$

$$= k_1T(\vec{u}_1) + k_2T(\vec{u}_2) + \dots + k_nT(\vec{u}_n)$$

for all scalars k_i and vectors $\vec{u}_i \in \mathbb{R}^n$.

Let $A = [T(\vec{e}_1) \mid T(\vec{e}_2) \mid \dots \mid T(\vec{e}_n)]$,

where $\vec{e}_i$ is a standard basis vector for $\mathbb{R}^n$.

Let $\vec{k} = \begin{bmatrix} k_1 \\ k_2 \\ \vdots \\ k_n \end{bmatrix}$. Then

$$A\vec{k} = k_1T(\vec{e}_1) + k_2T(\vec{e}_2) + \dots + k_nT(\vec{e}_n),$$

a linear combination of the column vectors of A in which coeffs. are entries of $\vec{k}$, as guaranteed by Thm 1.3.1.

$$\text{Then } A\vec{k} = T(k_1\vec{e}_1 + k_2\vec{e}_2 + \dots + k_n\vec{e}_n)$$

by linearity of T .

Definitions: The properties (i) and (ii) in the preceding theorem are called **linearity conditions**. A transformation that possesses these properties is a **linear transformation**.

Theorem 1.8.3 Every linear transformation from $\mathbb{R}^n$ to $\mathbb{R}^m$ is a matrix transformation, and conversely every matrix transformation from $\mathbb{R}^n$ to $\mathbb{R}^m$ is a linear transformation.

Theorem 1.8.4 If $T_A : R^n \rightarrow R^m$ and $T_B : R^n \rightarrow R^m$ are matrix transformations, and if $T_A(\mathbf{x}) = T_B(\mathbf{x})$ for every vector $\mathbf{x}$ in R^n , then $A = B$.

#22 Use Theorem 1.8.2 to show that T is a matrix transformation.

a. $T(\mathbf{x}, \mathbf{y}, \mathbf{z}) = (\mathbf{x} + \mathbf{y}, \mathbf{y} + \mathbf{z}, \mathbf{x})$

b. $T(x_1, x_2, x_3) = (x_1, x_3, x_1 + x_2)$

We need to show that i) $T(\vec{u} + \vec{v}) = T(\vec{u}) + T(\vec{v})$

and ii) $T(k\vec{u}) = kT(\vec{u})$

a) i) Let $\vec{u} = (u_1, u_2, u_3)$, $\vec{v} = (v_1, v_2, v_3) \in R^3$
 $\vec{u} + \vec{v} = (u_1 + v_1, u_2 + v_2, u_3 + v_3)$

$$\begin{aligned} T(\vec{u} + \vec{v}) &= (u_1 + v_1 + u_2 + v_2, u_2 + v_2 + u_3 + v_3, u_1 + v_1) \\ &= (\underbrace{u_1 + u_2}_{u_1 + u_2} + \underbrace{v_1 + v_2}_{v_1 + v_2}, \underbrace{u_2 + u_3}_{u_2 + u_3} + \underbrace{v_2 + v_3}_{v_2 + v_3}, \underbrace{u_1 + v_1}_{u_1 + v_1}) \\ &= (u_1 + u_2, u_2 + u_3, u_1) + (v_1 + v_2, v_2 + v_3, v_1) \\ &= T(\vec{u}) + T(\vec{v}) \quad \checkmark \end{aligned}$$

ii) Let $\vec{u}$ be as above and k be a scalar.

$$\begin{aligned} k\vec{u} &= (ku_1, ku_2, ku_3) \Rightarrow T(k\vec{u}) = (ku_1 + ku_2, ku_2 + ku_3, ku_1) \\ &= k(u_1 + u_2, u_2 + u_3, u_1) \\ &= kT(\vec{u}) \quad \checkmark \end{aligned}$$

We could have: $T(k\vec{u} + \vec{v}) = kT(\vec{u}) + T(\vec{v})$

23. Use Theorem 1.8.2 to show that T is not a matrix transformation.

a. $T(x, y) = (x^2, y)$

b. $T(x, y, z) = (x, y, xz)$

$$T(x, y) = (x+1, y)$$

$$\begin{aligned} T(\vec{u} + \vec{v}) &= (u_1 + v_1 + 1, u_2 + v_2) \\ T(\vec{u}) + T(\vec{v}) &= (u_1 + 1, u_2) + (v_1 + 1, v_2) \end{aligned}$$

$$= (u_1 + v_1 + 2, u_2 + v_2)$$

a) Let $\vec{u} = (u_1, u_2)$ and $k \in \mathbb{R}$.

$$k\vec{u} = (ku_1, ku_2) \quad T(\vec{u}) = (u_1^2, u_2)$$

$$T(k\vec{u}) = ((ku_1)^2, ku_2) = (k^2 u_1^2, ku_2) \\ = k(k u_1^2, u_2)$$

$$\neq k T(\vec{u})$$

$$T(\vec{u} + \vec{v}) = ((u_1 + v_1)^2, u_2 + v_2) = (u_1^2 + 2u_1 v_1 + v_1^2, u_2 + v_2)$$

$$\neq T(\vec{u}) + T(\vec{v})$$

#28 The images of the standard basis vectors for $\mathbb{R}^3$ are given for a linear transformation $T : \mathbb{R}^3 \rightarrow \mathbb{R}^3$. Find the standard matrix for the transformation, and find $T(\mathbf{x})$.

$$T(\mathbf{e}_1) = \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix}, T(\mathbf{e}_2) = \begin{bmatrix} -3 \\ 1 \\ 0 \end{bmatrix}, T(\mathbf{e}_3) = \begin{bmatrix} 1 \\ 0 \\ 2 \end{bmatrix}; \mathbf{x} = \begin{bmatrix} 2 \\ 0 \\ 1 \end{bmatrix}$$

$$T_A(\vec{x}) = A\vec{x} = [T_A]\vec{x} \\ \Rightarrow [T] = [T(\vec{e}_1) | T(\vec{e}_2) | T(\vec{e}_3)]$$

$$[T] = \begin{bmatrix} 2 & -3 & 1 \\ 1 & 1 & 0 \\ 3 & 0 & 2 \end{bmatrix}$$

Why?

$$[T]\vec{e}_2 = \begin{bmatrix} 2 & -3 & 1 \\ 1 & 1 & 0 \\ 3 & 0 & 2 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

$$T(\vec{x}) = \begin{bmatrix} 2 & -3 & 1 \\ 1 & 1 & 0 \\ 3 & 0 & 2 \end{bmatrix} \begin{bmatrix} 2 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ 2 \\ 8 \end{bmatrix}$$

$$T(2, 0, 1) = (5, 2, 8)$$

Recall that if $\vec{w} = a\vec{u} + b\vec{v}$, then $T(\vec{w}) = aT(\vec{u}) + bT(\vec{v})$

Example: Find the standard matrix A for the linear transformation

$T : \mathbb{R}^2 \rightarrow \mathbb{R}^3$ for which

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

$T(\vec{u})$ and use it to compute $T\left(\begin{bmatrix} -4 \\ 3 \end{bmatrix}\right)$.

So if $\vec{e}_1 = c\vec{u} + d\vec{v}$,
then $T(\vec{e}_1) = cT(\vec{u}) + dT(\vec{v})$

To express $\vec{e}_1$ as a linear combination of $\vec{u}$ & $\vec{v}$, we have $\vec{e}_1 = a\vec{u} + b\vec{v}$.

System: $a\begin{bmatrix} u_1 \\ u_2 \end{bmatrix} + b\begin{bmatrix} v_1 \\ v_2 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$

becomes $\begin{bmatrix} u_1 & v_1 \\ u_2 & v_2 \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \rightarrow \begin{bmatrix} u_1 & v_1 & | & 1 \\ u_2 & v_2 & | & 0 \end{bmatrix}$

For $\vec{e}_2$, we have $\begin{bmatrix} u_1 & v_1 \\ u_2 & v_2 \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$

We can solve these simultaneously:

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

If we only did $\begin{bmatrix} -1 & 3 & | & 1 \\ 2 & -5 & | & 0 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & 0 & | & 5 \\ 0 & 1 & | & 2 \end{bmatrix}$

✓ $5\vec{u} + 2\vec{v} = \vec{e}_1$ $3\vec{u} + 1\vec{v} = \vec{e}_2$
 $T(\vec{e}_1) = 5T(\vec{u}) + 2T(\vec{v})$ $T(\vec{e}_2) = 3T(\vec{u}) + 1T(\vec{v})$
 $= 5\begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix} + 2\begin{bmatrix} 5 \\ -7 \\ 1 \end{bmatrix}$ $= 3\begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix} + 1\begin{bmatrix} 5 \\ -7 \\ 1 \end{bmatrix}$

$$T(\vec{e}_1) = \begin{bmatrix} 20 \\ -9 \\ 2 \end{bmatrix} \quad T(\vec{e}_2) = \begin{bmatrix} 11 \\ -4 \\ 1 \end{bmatrix}$$

$$[T] = \begin{bmatrix} 20 & 11 \\ -9 & -4 \\ 2 & 1 \end{bmatrix} = [T(\vec{e}_1) \mid T(\vec{e}_2)]$$

$$T\left(\begin{bmatrix} -4 \\ 3 \end{bmatrix}\right) = \begin{bmatrix} 20 & 11 \\ -9 & -4 \\ 2 & 1 \end{bmatrix} \begin{bmatrix} -4 \\ 3 \end{bmatrix} = \begin{bmatrix} -47 \\ 24 \\ -5 \end{bmatrix}$$

Matrix operators on $\mathbb{R}^2$

Reflection operators

- Reflection about the x -axis: $T(x, y) = (x, -y)$, $T_A = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$
- Reflection about the y -axis: $T(x, y) = (-x, y)$, $T_A = \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}$
- Reflection about the line $y = x$: $T(x, y) = (y, x)$, $T_A = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$

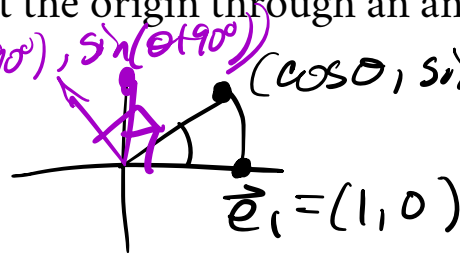
Projection operators

- Orthogonal projection onto the x -axis: $T(x, y) = (x, 0)$,
 $T_A = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$
- Orthogonal projection onto the y -axis: $T(x, y) = (0, y)$,
 $T_A = \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix}$

Rotation operator

- Counterclockwise rotation about the origin through an angle θ :

$$R_\theta = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \quad (\cos(\theta+90^\circ), \sin(\theta+90^\circ)) \quad (\cos 0, \sin 0)$$



Matrix operators on $\mathbb{R}^3$

Reflection operators

- Reflection about the xy -plane: $T(x, y, z) = (x, y, -z)$,

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

- Reflection about the xz -plane: $T(x, y, z) = (x, -y, z)$,

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

- Reflection about the yz -plane: $T(x, y, z) = (-x, y, z)$,

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

Projection operators

- Orthogonal projection onto the xy -plane: $T(x, y, z) = (x, y, 0)$,

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

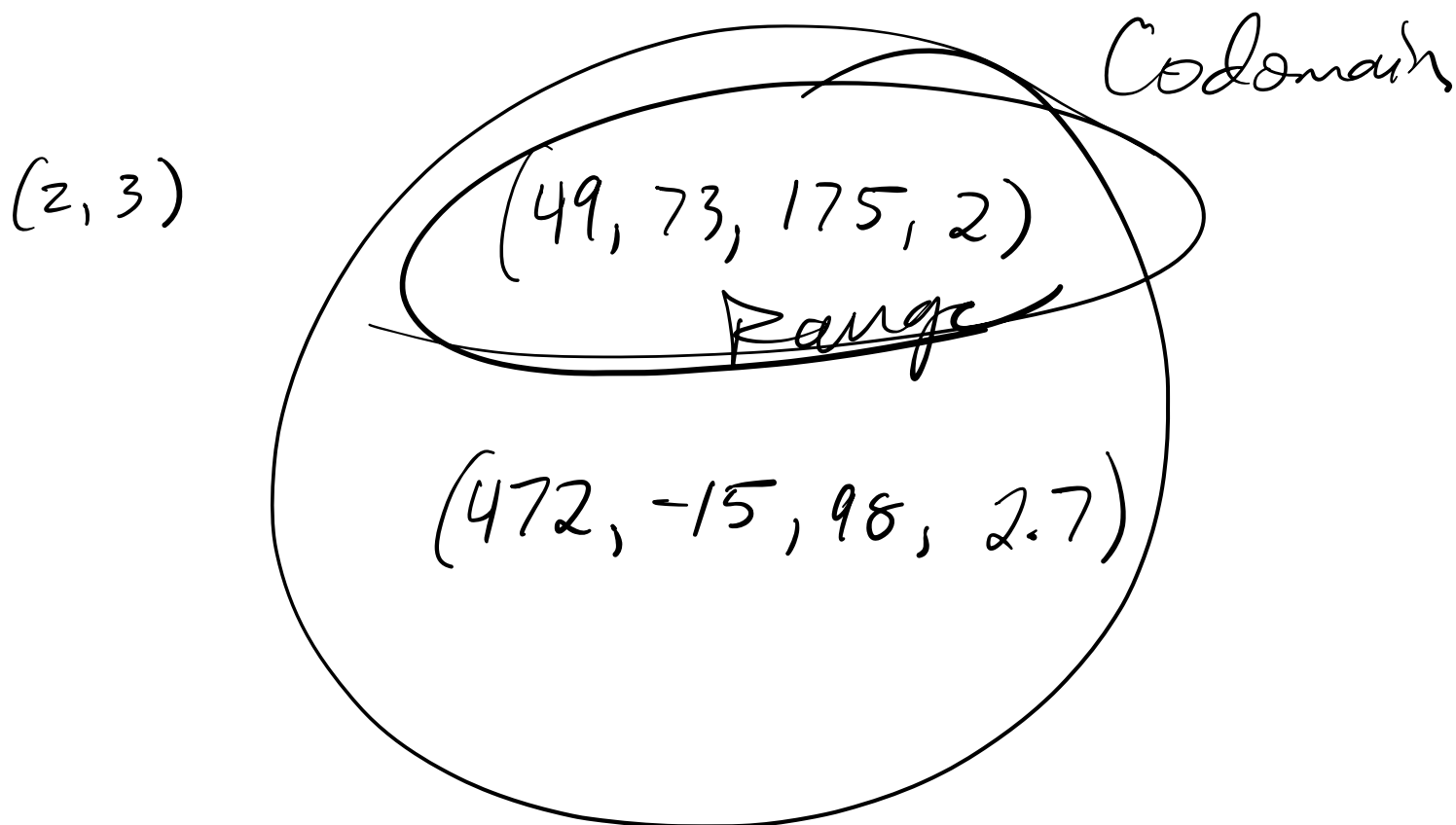
- Orthogonal projection onto the xz -plane: $T(x, y, z) = (x, 0, z)$,

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

- Orthogonal projection onto the yz -plane: $T(x, y, z) = (0, y, z)$,

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

(age, height, weight, # children)
(in) (lbs)



$T: \mathbb{R} \rightarrow \mathbb{R}^2$ such that $T(x) = (\sqrt{x}, x)$

Dom: $\mathbb{R}$

Codomain: $\mathbb{R}^2$

Range is of form (a, a)

