

Announcements

Wednesday, September 27

- ▶ **Webwork** is due by Friday
- ▶ **No quiz** for this week
- ▶ Please fill out a feedback form in **Room: ESLAVA** at socrative.com
 - ▶ *It is anonymous*: (it asks for a name, but you can make one up)
 - ▶ Feedback form will remain open until Friday noon.
- ▶ **Midterm grades**
 - ▶ Grades will be entered will be entered by Friday noon
 - ▶ Handed back during recitation
 - ▶ Notify your TA of any concern
 - ▶ Verify grade in T-square matches your hardcopy
- ▶ **Progress report**: To help you tune up studying strategies
 - ▶ Satisfactory if current grade is at least 70%
 - ▶ 75% Midterm
 - ▶ 15% Quizzes (no drops)
 - ▶ 5% Webwork (no drops)
 - ▶ 5% Participation
- ▶ No grade discussion by email

Section 1.9

The Matrix of a Linear Transformation

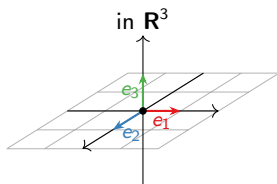
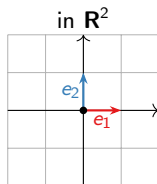
Unit Coordinate Vectors

Definition

The **unit coordinate vectors** in \mathbf{R}^n are

This is what e_1, e_2, \dots mean,
for the rest of the class.

$$e_1 = \begin{pmatrix} 1 \\ 0 \\ \vdots \\ 0 \\ 0 \end{pmatrix}, \quad e_2 = \begin{pmatrix} 0 \\ 1 \\ \vdots \\ 0 \\ 0 \end{pmatrix}, \quad \dots, \quad e_{n-1} = \begin{pmatrix} 0 \\ 0 \\ \vdots \\ 1 \\ 0 \end{pmatrix}, \quad e_n = \begin{pmatrix} 0 \\ 0 \\ \vdots \\ 0 \\ 1 \end{pmatrix}.$$



Important: if A is an $m \times n$ matrix with **columns** v_1, v_2, \dots, v_n , then $Ae_i = v_i$ for $i = 1, 2, \dots, n$: the transformation $T(x) = Ax$ sends e_i to vector v_i .

Recap: Linear Transformations

Recall: If A is a matrix, u, v are vectors, and c is a scalar, then

$$A(u + v) = Au + Av \quad A(cv) = cAv.$$

So if $T(x) = Ax$ is a matrix transformation then,

$$T(u+v) = T(u)+T(v) \quad \text{and} \quad T(cu) = cT(u)$$

Definition

A transformation $T: \mathbf{R}^n \rightarrow \mathbf{R}^m$ is **linear** if it satisfies the above equations for *all vectors* u, v in \mathbf{R}^n and *all scalars* c .

In other words, T **“respects” addition and scalar multiplication.**

More generally, (in engineering this is called **superposition**)

$$T(c_1 v_1 + c_2 v_2 + \cdots + c_n v_n) = c_1 T(v_1) + c_2 T(v_2) + \cdots + c_n T(v_n).$$

So that *unit coordinate vectors* determine where all vectors in \mathbf{R}^n get mapped to in \mathbf{R}^m .

Linear Transformations are Matrix Transformations

Theorem

Let $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ be a **linear transformation**. Let

$$A = \begin{pmatrix} \left| \begin{array}{c} T(e_1) \\ \vdots \end{array} \right| & \left| \begin{array}{c} T(e_2) \\ \vdots \end{array} \right| & \cdots & \left| \begin{array}{c} T(e_n) \\ \vdots \end{array} \right| \end{pmatrix}.$$

This is an $m \times n$ matrix, and T is the matrix transformation for A : $T(x) = Ax$.

The matrix A is called the *standard matrix for T* .

Take-Away

A linear transformation *may not be given* a priori
as a matrix transformation
but **linear** transformations are **the same as matrix** transformations.

Linear Transformations: Dilation

Before, we defined a **dilation** transformation $T: \mathbf{R}^2 \rightarrow \mathbf{R}^2$ by $T(x) = 1.5x$.
What is its standard matrix?

Check:

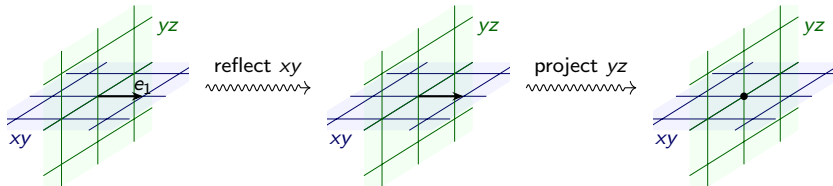
$$\begin{pmatrix} 1.5 & 0 \\ 0 & 1.5 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 1.5x \\ 1.5y \end{pmatrix} = 1.5 \begin{pmatrix} x \\ y \end{pmatrix} = T \begin{pmatrix} x \\ y \end{pmatrix}.$$

Linear Transformations: Reflexion/Projection

Construction Phase 1

Question

What is the matrix for the linear transformation $T: \mathbf{R}^3 \rightarrow \mathbf{R}^3$ that reflects through the xy -plane and then projects onto the yz -plane?



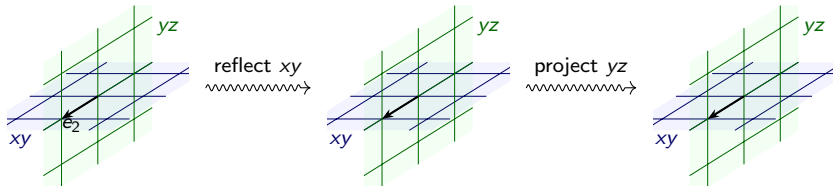
$$T(e_1) = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}.$$

Linear Transformations: Reflexion/Projection

Construction Phase 2

Question

What is the matrix for the linear transformation $T: \mathbf{R}^3 \rightarrow \mathbf{R}^3$ that reflects through the xy -plane and then projects onto the yz -plane?



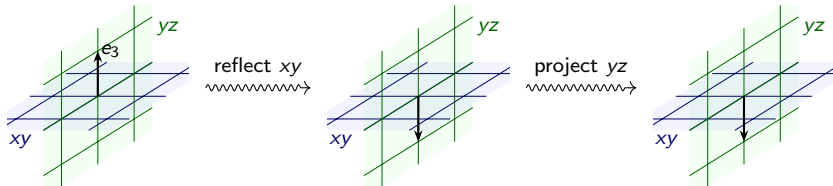
$$T(e_2) = e_2 = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}.$$

Linear Transformations: Reflexion/Projection

Construction Phase 3

Question

What is the matrix for the linear transformation $T: \mathbf{R}^3 \rightarrow \mathbf{R}^3$ that reflects through the xy -plane and then projects onto the yz -plane?



$$T(e_3) = \begin{pmatrix} 0 \\ 0 \\ -1 \end{pmatrix}.$$

Linear Transformations: Reflexion/Projection

Resulting matrix

Question

What is the matrix for the linear transformation $T: \mathbf{R}^3 \rightarrow \mathbf{R}^3$ that reflects through the xy -plane and then projects onto the yz -plane?

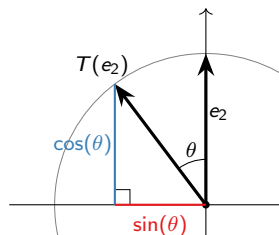
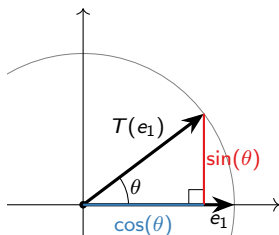
$$\left. \begin{aligned} T(e_1) &= \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \\ T(e_2) &= \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} \\ T(e_3) &= \begin{pmatrix} 0 \\ 0 \\ -1 \end{pmatrix} \end{aligned} \right\} \implies A = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & -1 \end{pmatrix}.$$

Linear Transformations: Rotation

Question

What is the matrix for the linear transformation $T: \mathbf{R}^2 \rightarrow \mathbf{R}^2$ defined by

$T(x) = x$ rotated counterclockwise by an angle θ ?

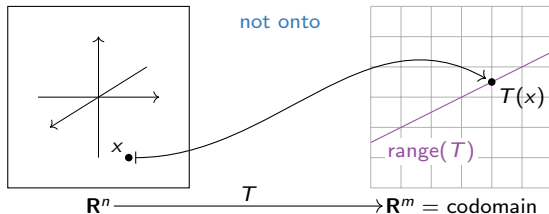
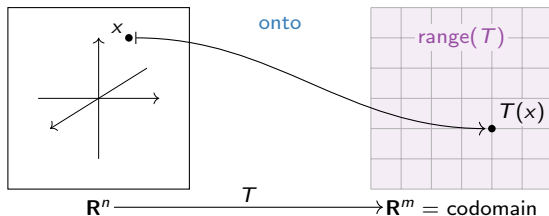


There is a long list of geometric transformations of \mathbf{R}^2 in §1.9 of Lay. (Reflections over the diagonal, contractions and expansions along different axes, shears, projections, ...) Please look them over.

Onto Transformations

Definition

A transformation $T: \mathbf{R}^n \rightarrow \mathbf{R}^m$ is **onto** (or **surjective**) if the *range of T* is equal to \mathbf{R}^m (its codomain). In other words, *each b in \mathbf{R}^m is the image of at least one x in \mathbf{R}^n* :



Characterization of Onto Transformations

Theorem

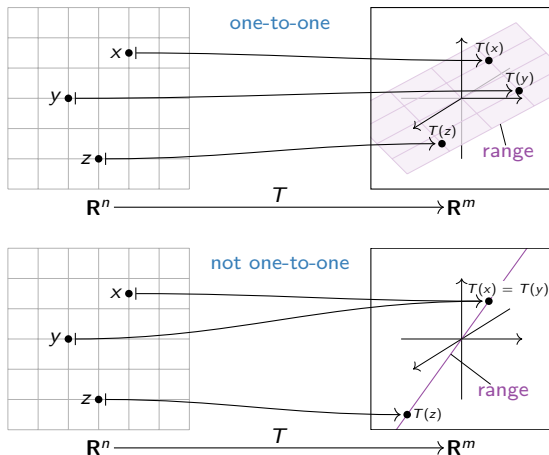
Let $T: \mathbf{R}^n \rightarrow \mathbf{R}^m$ be a linear transformation with matrix A . *Then the following are equivalent:*

- ▶ **T is onto**
- ▶ $T(x) = b$ has a solution for every b in \mathbf{R}^m
- ▶ $Ax = b$ is *consistent for every b* in \mathbf{R}^m
- ▶ A has a pivot in every row
- ▶ **The columns of A span \mathbf{R}^m**

One-to-one Transformations

Definition

A transformation $T: \mathbf{R}^n \rightarrow \mathbf{R}^m$ is **one-to-one** (or **into**, or **injective**) if *different vectors in \mathbf{R}^n map to different vectors in \mathbf{R}^m* . In other words, each b in \mathbf{R}^m is the image of *at most one* x in \mathbf{R}^n :



Characterization of One-to-One Transformations

Theorem

Let $T: \mathbf{R}^n \rightarrow \mathbf{R}^m$ be a linear transformation with matrix A . *Then the following are equivalent:*

- ▶ **T is one-to-one**
- ▶ $T(x) = b$ has one or zero solutions for every b in \mathbf{R}^m
- ▶ $Ax = b$ has a *unique solution or is inconsistent* for every b in \mathbf{R}^m
- ▶ $Ax = 0$ has a unique solution
- ▶ A has a pivot in every column.
- ▶ The **columns of A are linearly independent**

Question

If $T: \mathbf{R}^n \rightarrow \mathbf{R}^m$ is one-to-one, what can we say about the relative sizes of n and m ?

Answer: A must have *at least as many rows as columns* ($n \leq m$) to have a pivot in every column.

$$\begin{pmatrix} \mathbf{1} & 0 \\ 0 & \mathbf{1} \\ 0 & 0 \end{pmatrix}$$

For instance, \mathbf{R}^4 is “too big” to map *into* \mathbf{R}^2 .

Extra: Linear Transformations are Matrix Transformations

Recap

Why is a linear transformation a matrix transformation?