

# Announcements

Wednesday, September 27

- ▶ The midterm will be returned in recitation on Friday.
  - ▶ You can pick it up from me in office hours before then.
  - ▶ Keep tabs on your grades on Canvas.
  
- ▶ WeBWork 1.7 is due **Friday** at 11:59pm.
  
- ▶ No quiz on Friday!
  
- ▶ My office is Skiles 244 and my office hours are Monday, 1–3pm and Tuesday, 9–11am.

# Linear Transformations

## Dilation

Define  $T: \mathbf{R}^2 \rightarrow \mathbf{R}^2$  by  $T(x) = 1.5x$ . Is  $T$  linear? Check:

$$T(u + v) = 1.5(u + v) = 1.5u + 1.5v = T(u) + T(v)$$

$$T(cv) = 1.5(cv) = c(1.5v) = c(Tv).$$

So  $T$  satisfies the two equations, hence  $T$  is linear.

**Note:**  $T$  is a matrix transformation!

$$T(x) = \begin{pmatrix} 1.5 & 0 \\ 0 & 1.5 \end{pmatrix} x,$$

as we checked before.

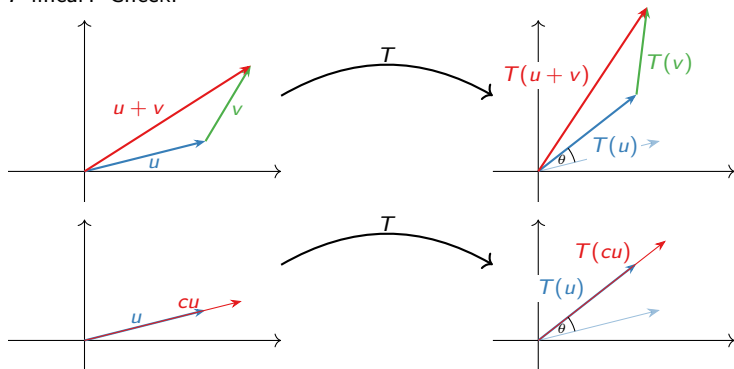
# Linear Transformations

## Rotation

Define  $T: \mathbf{R}^2 \rightarrow \mathbf{R}^2$  by

$T(x) =$  the vector  $x$  rotated counterclockwise by an angle of  $\theta$ .

Is  $T$  linear? Check:



The pictures show  $T(u) + T(v) = T(u + v)$  and  $T(cu) = cT(u)$ .

Since  $T$  satisfies the two equations,  $T$  is linear.

# Linear Transformations

Non-example

Is every transformation a linear transformation?

**No!** For instance,  $T \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} \sin x \\ xy \\ \cos y \end{pmatrix}$  is not linear.

**Why?** We have to check the two defining properties. Let's try the second:

$$T \left( c \begin{pmatrix} x \\ y \end{pmatrix} \right) = \begin{pmatrix} \sin(cx) \\ (cx)(cy) \\ \cos(cy) \end{pmatrix} \stackrel{?}{=} c \begin{pmatrix} \sin x \\ xy \\ \cos y \end{pmatrix} = cT \begin{pmatrix} x \\ y \end{pmatrix}$$

Not necessarily: if  $c = 2$  and  $x = \pi$ ,  $y = \pi$ , then

$$T \left( 2 \begin{pmatrix} \pi \\ \pi \end{pmatrix} \right) = T \begin{pmatrix} 2\pi \\ 2\pi \end{pmatrix} = \begin{pmatrix} \sin 2\pi \\ 2\pi \cdot 2\pi \\ \cos 2\pi \end{pmatrix} = \begin{pmatrix} 0 \\ 4\pi^2 \\ 1 \end{pmatrix}$$

$$2T \begin{pmatrix} \pi \\ \pi \end{pmatrix} = 2 \begin{pmatrix} \sin \pi \\ \pi \cdot \pi \\ \cos \pi \end{pmatrix} = \begin{pmatrix} 0 \\ 2\pi^2 \\ -2 \end{pmatrix}.$$

So  $T$  fails the second property. **Conclusion:**  $T$  is *not* a matrix transformation!

(We could also have noted  $T(0) \neq 0$ .)

## Poll

Which of the following transformations are linear?

$$\text{A. } T \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} |x_1| \\ x_2 \end{pmatrix} \quad \text{B. } T \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 2x_1 + x_2 \\ x_1 - 2x_2 \end{pmatrix}$$

$$\text{C. } T \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} x_1 x_2 \\ x_2 \end{pmatrix} \quad \text{D. } T \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 2x_1 + 1 \\ x_1 - 2x_2 \end{pmatrix}$$

**A.**  $T \left( \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \begin{pmatrix} -1 \\ 0 \end{pmatrix} \right) = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \neq \begin{pmatrix} 2 \\ 0 \end{pmatrix} = T \begin{pmatrix} 1 \\ 0 \end{pmatrix} + T \begin{pmatrix} -1 \\ 0 \end{pmatrix}$ , so not linear.

**B.** Linear.

**C.**  $T \left( 2 \begin{pmatrix} 1 \\ 1 \end{pmatrix} \right) = \begin{pmatrix} 4 \\ 2 \end{pmatrix} \neq 2T \begin{pmatrix} 1 \\ 1 \end{pmatrix}$ , so not linear.

**D.**  $T \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \neq 0$ , so not linear.

**Remark:** in fact,  $T$  is linear if and only if each entry of the output is a linear function of the entries of the input, with no constant terms. Check this!

## The Matrix of a Linear Transformation

We will see that a *linear* transformation  $T$  is a matrix transformation:

$$T(x) = Ax.$$

But what matrix does  $T$  come from? What is  $A$ ?

Here's how to compute it.

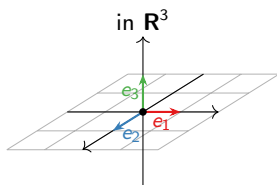
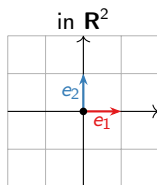
# Unit Coordinate Vectors

## 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.

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



**Note:** if  $A$  is an  $m \times n$  matrix with columns  $v_1, v_2, \dots, v_n$ , then  $Ae_i = v_i$  for  $i = 1, 2, \dots, n$ : multiplying a matrix by  $e_i$  gives you the  $i$ th column.

$$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 4 \\ 7 \end{pmatrix} \quad \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 2 \\ 5 \\ 8 \end{pmatrix} \quad \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 3 \\ 6 \\ 9 \end{pmatrix}$$

# Linear Transformations are Matrix Transformations

**Recall:** A matrix  $A$  defines a linear transformation  $T$  by  $T(x) = Ax$ .

## Theorem

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

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

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

Linear transformations are the same as matrix transformations.

### Dictionary

Linear transformation  $T: \mathbf{R}^n \rightarrow \mathbf{R}^m$   $\rightsquigarrow$   $m \times n$  matrix  $A = \left( \begin{array}{c|c|c|c} & & & \\ T(e_1) & T(e_2) & \cdots & T(e_n) \\ & & & \end{array} \right)$

$T(x) = Ax$   $\longleftarrow$   $m \times n$  matrix  $A$

$T: \mathbf{R}^n \rightarrow \mathbf{R}^m$



# Linear Transformations are Matrix Transformations

Continued

Why is a linear transformation a matrix transformation?

Suppose for simplicity that  $T: \mathbf{R}^3 \rightarrow \mathbf{R}^2$ .

$$\begin{aligned} T \begin{pmatrix} x \\ y \\ z \end{pmatrix} &= T \left( x \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + y \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} + z \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \right) \\ &= T(xe_1 + ye_2 + ze_3) \\ &= xT(e_1) + yT(e_2) + zT(e_3) \\ &= \begin{pmatrix} | & | & | \\ T(e_1) & T(e_2) & T(e_3) \\ | & | & | \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} \\ &= A \begin{pmatrix} x \\ y \\ z \end{pmatrix}. \end{aligned}$$

# Linear Transformations are Matrix Transformations

## Example

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

$$\left. \begin{aligned} T(e_1) &= 1.5e_1 = \begin{pmatrix} 1.5 \\ 0 \end{pmatrix} \\ T(e_2) &= 1.5e_2 = \begin{pmatrix} 0 \\ 1.5 \end{pmatrix} \end{aligned} \right\} \implies A = \begin{pmatrix} 1.5 & 0 \\ 0 & 1.5 \end{pmatrix}.$$

Check:

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

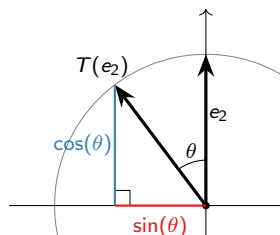
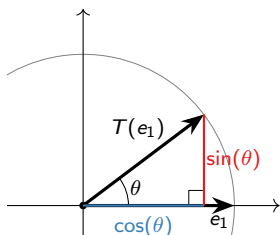
# Linear Transformations are Matrix Transformations

## Example

### Question

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

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



$$\left. \begin{aligned} T(e_1) &= \begin{pmatrix} \cos(\theta) \\ \sin(\theta) \end{pmatrix} \\ T(e_2) &= \begin{pmatrix} -\sin(\theta) \\ \cos(\theta) \end{pmatrix} \end{aligned} \right\} \Rightarrow A = \begin{pmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{pmatrix} \quad \left( \begin{array}{l} \theta = 90^\circ \Rightarrow \\ A = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \\ \text{from before} \end{array} \right)$$

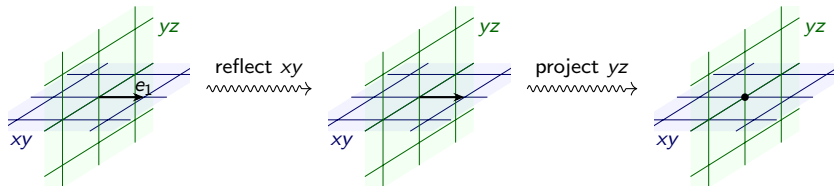
# Linear Transformations are Matrix Transformations

## Example

### 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?

[interactive]



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

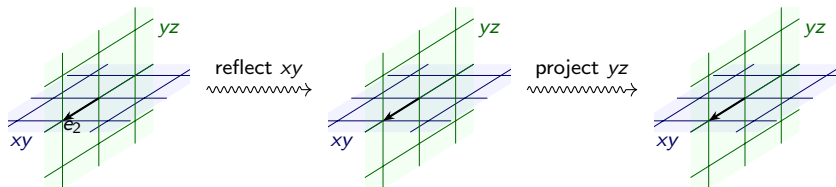
# Linear Transformations are Matrix Transformations

Example, continued

## 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?

[interactive]



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

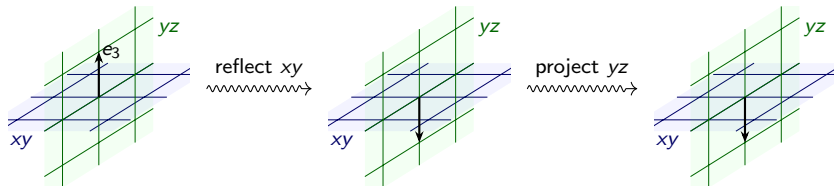
# Linear Transformations are Matrix Transformations

Example, continued

## 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?

[interactive]



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

# Linear Transformations are Matrix Transformations

Example, continued

## Question

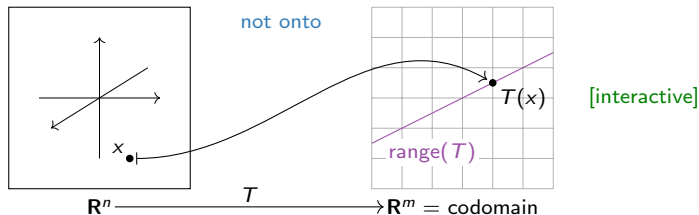
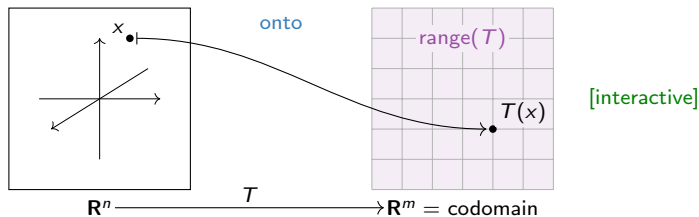
What is the matrix for the linear transformation  $T: \mathbf{R}^3 \rightarrow \mathbf{R}^3$  that reflects through the  $xy$ -plane and then projects onto the  $yz$ -plane?

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

# 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, for every  $b$  in  $\mathbf{R}^m$ , the equation  $T(x) = b$  has at least one solution. Or, every possible output has an input. Note that *not* onto means there is some  $b$  in  $\mathbf{R}^m$  which is not the image of any  $x$  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  $\mathbf{R}^m$
- ▶ The columns of  $A$  span  $\mathbf{R}^m$
- ▶  $A$  has a pivot in every row

## Question

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

**Answer:**  $T$  corresponds to an  $m \times n$  matrix  $A$ . In order for  $A$  to have a pivot in every row, it must have *at least as many* columns as rows:  $m \leq n$ .

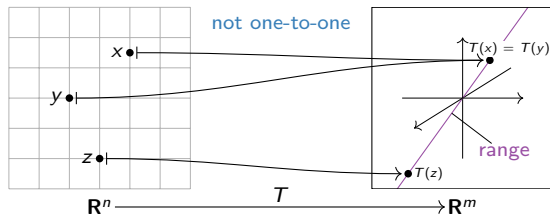
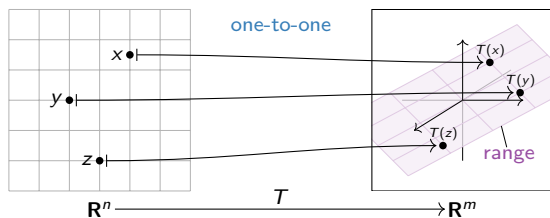
$$\begin{pmatrix} 1 & 0 & \star & 0 & \star \\ 0 & 1 & \star & 0 & \star \\ 0 & 0 & 0 & 1 & \star \end{pmatrix}$$

For instance,  $\mathbf{R}^2$  is “too small” to map *onto*  $\mathbf{R}^3$ .

# 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, for every  $b$  in  $\mathbf{R}^m$ , the equation  $T(x) = b$  has *at most one* solution  $x$ . Or, different inputs have different outputs. Note that *not* one-to-one means at least two different vectors in  $\mathbf{R}^n$  have the same image.



# 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
- ▶ The columns of  $A$  are linearly independent
- ▶  $A$  has a pivot in every column.

## 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:**  $T$  corresponds to an  $m \times n$  matrix  $A$ . In order for  $A$  to have a pivot in every column, it must have *at least as many rows as columns*:  $n \leq m$ .

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

For instance,  $\mathbf{R}^3$  is “too big” to map *into*  $\mathbf{R}^2$ .

## Summary

- ▶ **Linear transformations** are the transformations that come from matrices.
- ▶ The **unit coordinate vectors**  $e_1, e_2, \dots$  are the unit vectors in the positive direction along the coordinate axes.
- ▶ You compute the columns of the matrix for a linear transformation by plugging in the unit coordinate vectors.
- ▶ A transformation  $T$  is **one-to-one** if  $T(x) = b$  has *at most one* solution, for every  $b$  in  $\mathbf{R}^m$ .
- ▶ A transformation  $T$  is **onto** if  $T(x) = b$  has *at least one* solution, for every  $b$  in  $\mathbf{R}^m$ .
- ▶ Two of the most basic questions one can ask about a transformation is whether it is one-to-one or onto.
- ▶ There are lots of equivalent conditions for a linear transformation to be one-to-one and/or onto, in terms of its matrix.