

Lecture XXII, § 3.7 (cont.) Linear Transformations from \mathbb{R}^n to \mathbb{R}^m

§1 Matrix representations:

Recall: A linear transformation from \mathbb{R}^n to \mathbb{R}^m (or subspaces V & W) is a map $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ satisfying

$$(1) T(\underline{u} + \underline{v}) = T(\underline{u}) + T(\underline{v}) \quad \text{for all } \underline{u}, \underline{v} \in \mathbb{R}^n$$

$$(2) T(\alpha \underline{u}) = \alpha T(\underline{u}) \quad \text{for all } \underline{u} \in \mathbb{R}^n \text{ & } \alpha \text{ scalar}$$

[$T(\underline{u})$ is a vector in \mathbb{R}^m]

Thm: Any linear transf $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ equals $T(\underline{x}) = A \underline{x}$ for a matrix A of size $m \times n$ where $A = [T(e_1) \cdots T(e_n)]$

Note: A = coefficient matrix of the linear equations. canonical basis of \mathbb{R}^n .

$$\text{Eg } T: \mathbb{R}^3 \rightarrow \mathbb{R}^2 \quad T(\underline{x}) = \begin{bmatrix} x_1 + 2x_3 \\ x_2 - 5x_3 \end{bmatrix} \Rightarrow A = \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & -5 \end{bmatrix}$$

• Thm says that T is completely determined by its values at the canonical basis $\{\dots, e_n\}$ of \mathbb{R}^n

• But any basis of \mathbb{R}^n is as good as the canonical one.

Prop: Given a basis $B = \{v_1, \dots, v_n\}$ for \mathbb{R}^n & vectors w_1, \dots, w_n in \mathbb{R}^m there is a unique linear transformation $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ s.t.

$$T(v_1) = w_1, \dots, T(v_n) = w_n.$$

$$\text{Example (last time)} \quad T\left(\begin{bmatrix} 1 \\ 1 \end{bmatrix}\right) = \begin{bmatrix} 1 \\ 3 \end{bmatrix} \quad \Rightarrow \quad T\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = \begin{bmatrix} x \\ 8x-4y \\ x+2y \end{bmatrix}. \quad T: \mathbb{R}^2 \rightarrow \mathbb{R}^3$$

$$T\left(\begin{bmatrix} 1 \\ 2 \end{bmatrix}\right) = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

We constructed T by writing $e_1 = 2\begin{bmatrix} 1 \\ 1 \end{bmatrix} - \begin{bmatrix} 1 \\ 2 \end{bmatrix}$, $e_2 = \begin{bmatrix} 1 \\ 2 \end{bmatrix} - \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ & using linearity of T .

⚠ This is not true if B is not a basis (dependencies matter!)

Ex: No linear transf $T: \mathbb{R}^2 \rightarrow \mathbb{R}^3$, can map $T(e_1) = \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix}$, $T(e_2) = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$ & $T\left(\begin{bmatrix} 1 \\ 1 \end{bmatrix}\right) = \begin{bmatrix} 3 \\ 1 \\ 2 \end{bmatrix}$ (value should be $\begin{bmatrix} 3 \\ 0 \\ 1 \end{bmatrix}$)

Proof of Prop: Since B is a basis for \mathbb{R}^n , any vector v in \mathbb{R}^n can be

uniquely written as $v = \alpha_1 v_1 + \dots + \alpha_n v_n \quad ([v]_B = \begin{bmatrix} \alpha_1 \\ \vdots \\ \alpha_n \end{bmatrix})$

$$\text{Then apply } T \Rightarrow T(v) = T(\alpha_1 v_1 + \dots + \alpha_n v_n) = T(\alpha_1 v_1) + \dots + T(\alpha_n v_n)$$

$$= \alpha_1 T(v_1) + \dots + \alpha_n T(v_n) \stackrel{T \text{ linear}}{=} \alpha_1 w_1 + \dots + \alpha_n w_n$$

$= w$. $= w_n$ (prescribed values) \square

If we want the matrix A giving T, need to write e_1, \dots, e_n as linear comb. of v_1, \dots, v_m : we need to find $[e_1]_B, \dots, [e_n]_B$.

Last time: Null Space of $T: \mathbb{R}^n \rightarrow \mathbb{R}^m = \{v \in \mathbb{R}^n : T(v) = \mathbf{0} \in \mathbb{R}^m\} = N(T)$

Range of $T: \mathbb{R}^n \rightarrow \mathbb{R}^m = \{w \in \mathbb{R}^m : w = T(v) \text{ for some } v \in \mathbb{R}^n\} = R(T)$

Theorem: Given $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$: $\dim N(T) + \dim \text{nullity}(T) = n$

$$\text{nullity}(T) \quad \text{rank}(T)$$

Example alone: $\therefore \text{rank}(T) = \text{rank}(A) = 2$ $T: \mathbb{R}^2 \rightarrow \mathbb{R}^3$ $A = \begin{bmatrix} 1 & 0 \\ 0 & 4 \\ 1 & 2 \end{bmatrix}$

[Why? $A^T = \begin{bmatrix} 1 & 0 & 1 \\ 0 & -4 & 2 \end{bmatrix} \xrightarrow{R_2 \rightarrow R_2 + 2R_1} \begin{bmatrix} 1 & 0 & 5 \\ 0 & 1 & -2 \end{bmatrix}$ REF $\Rightarrow 2$ non-zero rows, so $\text{rank} = 2$.]

Range = the plane in \mathbb{R}^3 with normal: $\vec{z} = \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} \times \begin{bmatrix} 0 \\ -4 \\ 2 \end{bmatrix} = \begin{vmatrix} i & j & k \\ 1 & 0 & 5 \\ 0 & -4 & 2 \end{vmatrix} = \begin{bmatrix} 20 \\ -2 \\ -4 \end{bmatrix} \Rightarrow R(T) = \{10x - y - 2z = 0\}$

• nullity(T): $A = \begin{bmatrix} 1 & 0 \\ 0 & 4 \\ 1 & 2 \end{bmatrix} \xrightarrow{R_2 \rightarrow R_2 - 4R_1} \begin{bmatrix} 1 & 0 \\ 0 & 4 \\ 0 & 2 \end{bmatrix} \xrightarrow{R_3 \rightarrow R_3 - \frac{1}{2}R_2} \begin{bmatrix} 1 & 0 \\ 0 & 4 \\ 0 & 0 \end{bmatrix}$ so solution $\begin{cases} x_1 = 0 \\ x_2 = 0 \\ x_3 = 0 \end{cases}$ is unique.

• Check the theorem: $0+2=2 \checkmark (n=2)$ $\Rightarrow \text{nullity} = 0$

$$\text{rank}(A^T) = 2 \Rightarrow \text{rank}(A) = 2 \Rightarrow \text{nullity}(T) = \{ \begin{bmatrix} 0 \\ 0 \end{bmatrix} \}$$

• Why is the matrix representation useful? Allows for fast compositions!

Prop Given $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ l.t. transf, $G: \mathbb{R}^m \rightarrow \mathbb{R}^p$ l.t. transf., the composition

$G \circ T: \mathbb{R}^n \rightarrow \mathbb{R}^p$ given by $(G \circ T)(\underline{x}) = G(T(\underline{x}))$ is also a linear transformation.

If $T(\underline{x}) = A \underline{x}$ & $G(\underline{y}) = C \underline{y}$ A of size $m \times n$ C — $s \times m$

then $(G \circ T)(\underline{x}) = (CA)(\underline{x})$ (CA of size $s \times n$)

Example: $T: \mathbb{R}^4 \rightarrow \mathbb{R}^2$ $T\left(\begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix}\right) = \begin{bmatrix} x_1 - x_2 \\ x_3 + x_4 \end{bmatrix}$ $A = \begin{bmatrix} 1 & -1 & 0 & 0 \\ 0 & 0 & 1 & 1 \end{bmatrix}$

$G: \mathbb{R}^2 \rightarrow \mathbb{R}^3$ $G\left(\begin{bmatrix} y_1 \\ y_2 \end{bmatrix}\right) = \begin{bmatrix} y_1 \\ y_1 + 5y_2 \\ -y_1 + y_2 \end{bmatrix}$ $C = \begin{bmatrix} 1 & 0 \\ 1 & 5 \\ -1 & 1 \end{bmatrix} \Rightarrow CA = \begin{bmatrix} 1 & -1 & 0 & 0 \\ 1 & -1 & 5 & 5 \\ -1 & 1 & 1 & 1 \end{bmatrix}$

Then $G \circ T: \mathbb{R}^4 \rightarrow \mathbb{R}^3$ is $(G \circ T)\left(\begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix}\right) = \begin{bmatrix} x_1 - x_2 \\ x_1 - x_2 + 5x_3 + 5x_4 \\ -x_1 + x_2 + x_3 + x_4 \end{bmatrix}$