

$$\frac{\vee_{1} + \vee_{2}}{\vee_{1} + \vee_{2}} \rightarrow T(\vee_{1}) + T(\vee_{2})$$

 $T(\underline{\vee}_1) = T(\underline{\vee}_2) \rightarrow \underline{\vee}_1 = \underline{\vee}_2$

 $P \rightarrow \mathcal{L} \equiv \mathcal{L}_{P} \rightarrow \mathcal{L}_{P}$

Thm T is 1-1
$$\iff$$
 ker(T) = $\{0,1\}$

(Reall:

· We know T (OD) = DW - space (T)

· If $\vee \neq 0$, then $T(\vee) \neq T(0) = 0_{\overline{W}}$ (due to "1-1")

· .. No nonzero vectors can be transformed into 0 w

is'. The only vector that can to transformed into DW is DV.

In other words, kerlT)= {0}

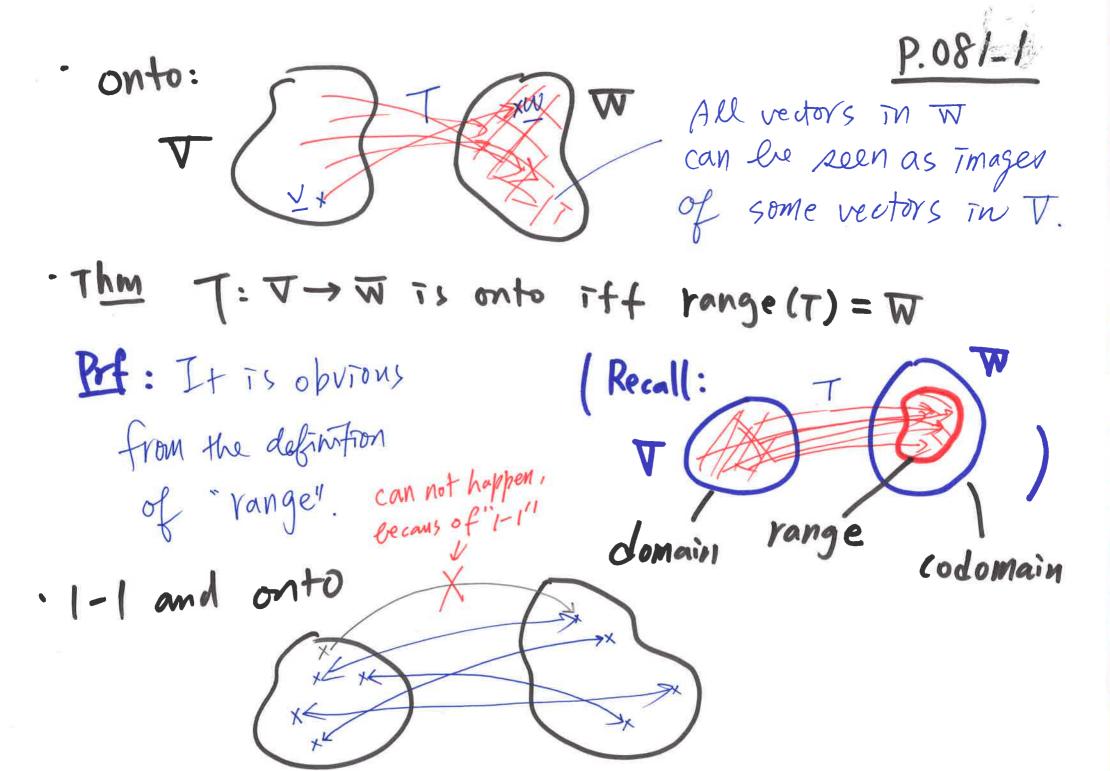
- Assume that we have $T(Y_1) = T(Y_2) \Rightarrow T(Y_1) T(Y_2) = 0 (#1)$
- $T(Y_1) T(Y_2) = T(Y_1 Y_2) (#2)$
- $(\#2) \oplus (\#1) \oplus \ker(T) = \{Q \mid \Rightarrow \forall_1 \forall_2 = Q \Rightarrow \forall_1 = \forall_2$

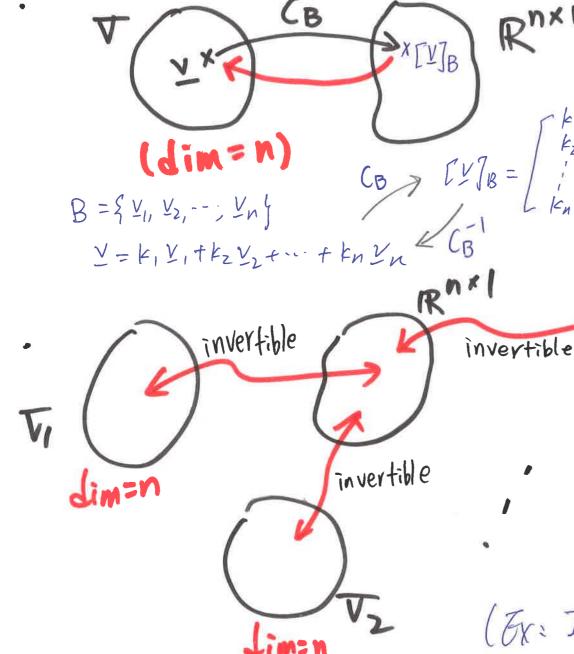


We know that rank(T) + nullity (T) = Jim (domain)

 $\frac{\dim(\text{null-space}(T))}{\text{II}} = 0$ $\frac{\dim(\text{null-space}(T))}{\text{II}} = 0$

 $null-space(T) = {0 \atop 4}$

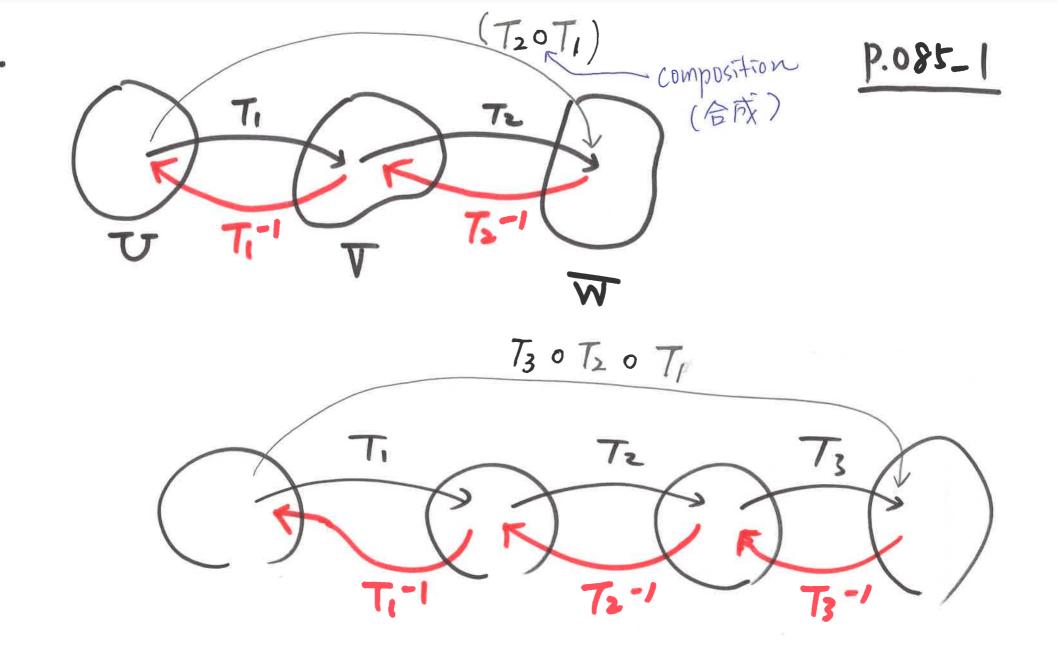




XII, comehow, one V.S. is easier to investigate than the other isomorphic V.S.,

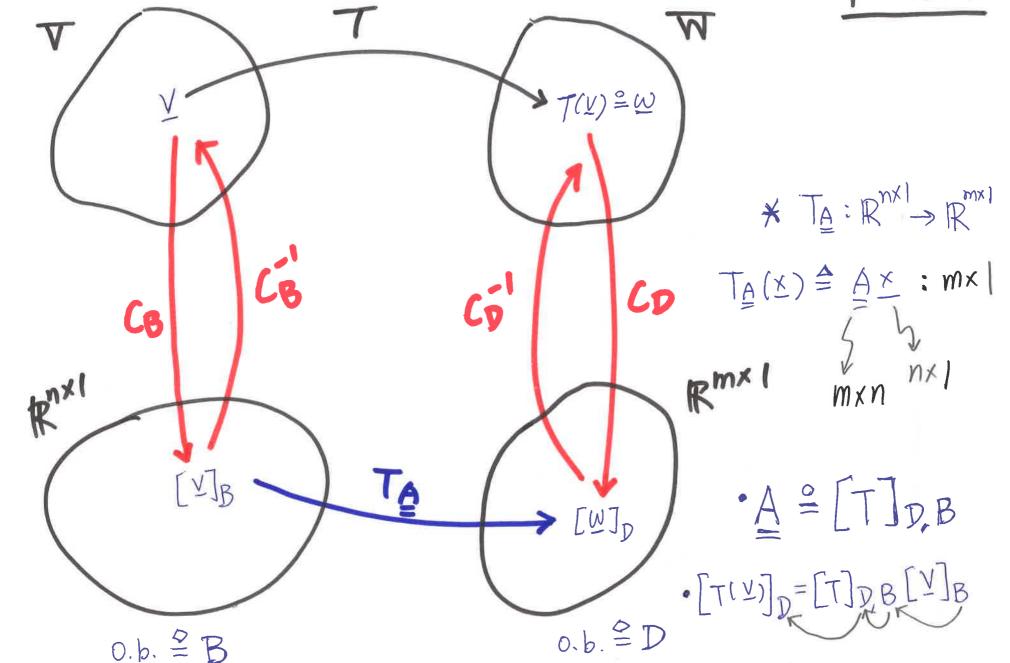
then we may want to make investigation in that particular U-S.

(Ex: In many cases, IRnx1 is such a choice.)



Generalization is straightforward.

P.087-1



* Q: How do we obtain [T]D,B = A P.087-2 $\underline{A} = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1N} \\ a_{21} & a_{22} & \cdots & a_{2N} \end{bmatrix} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2}, \cdots, \underline{w}_{N}\}}_{\text{ami } a_{M2} \cdots a_{MN}} = \underbrace{\{\underline{w}_{1}, \underline{w}_{2$ · We require (@) to hold for any rectors in T. In particular, (@) must hold for all basis vectors 1, 12, - . Vn. That is, $\underline{A}[Y_1]_B = [T(Y_1)]_D, \quad \underline{A}[Y_2]_B = [T(Y_2)]_D, \quad ----, \quad \underline{A}[Y_n]_B = [T(Y_n)]_D \quad ---- (@2)$ - But $[Y]_{B} = [0]_{A}$, $[YZ]_{B} = [0]_{A}$, $[YZ]_{B} = [0]_{A}$, $[YZ]_{B} = [0]_{A}$, $[YZ]_{B} = [0]_{A}$ · Substituting (@3) into (@2), we have · Summary: $\begin{bmatrix} a_{11} \\ a_{21} \end{bmatrix} = \begin{bmatrix} T(Y_1) \end{bmatrix}_D - \begin{bmatrix} a_{1k} \\ a_{2k} \end{bmatrix} = \begin{bmatrix} T(Y_1) \\ a_{mk} \end{bmatrix}_D, \quad \begin{bmatrix} T(Y_1) \\ T(Y_1) \end{bmatrix}_D, \quad \begin{bmatrix} T(Y_1) \\ T(Y_1) \end{bmatrix}_D$

• Ex: LT: $T: \mathbb{R}^{2\times 1} \to \mathbb{R}^{3\times 1}$ (i.e. $\begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \to \begin{bmatrix} y_1 \\ y_2 \end{bmatrix}$)

P. 087-3

$$+ T\left(\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}\right) = \begin{bmatrix} -5x_1 + 13x_2 \\ -7x_1 + 16x_2 \end{bmatrix}$$

$$\cdot \quad \text{If} \quad B \stackrel{\circ}{=} \left\{ \begin{bmatrix} 3 \\ 1 \end{bmatrix}, \begin{bmatrix} 5 \\ 2 \end{bmatrix} \right\} \quad D \stackrel{\circ}{=} \left\{ \begin{bmatrix} 1 \\ 0 \end{bmatrix}, \begin{bmatrix} -1 \\ 2 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right\},$$

then
$$T(\underline{V}_{1}) = \begin{bmatrix} -\frac{1}{2} \end{bmatrix} = 1 \cdot \begin{bmatrix} 0 \\ -\frac{1}{2} \end{bmatrix} + 0 \cdot \begin{bmatrix} -\frac{1}{2} \\ \frac{1}{2} \end{bmatrix} + (-2) \cdot \begin{bmatrix} 0 \\ \frac{1}{2} \end{bmatrix} \Rightarrow \begin{bmatrix} T(\underline{V}_{1}) \end{bmatrix}_{D} = \begin{bmatrix} 0 \\ -2 \end{bmatrix}$$

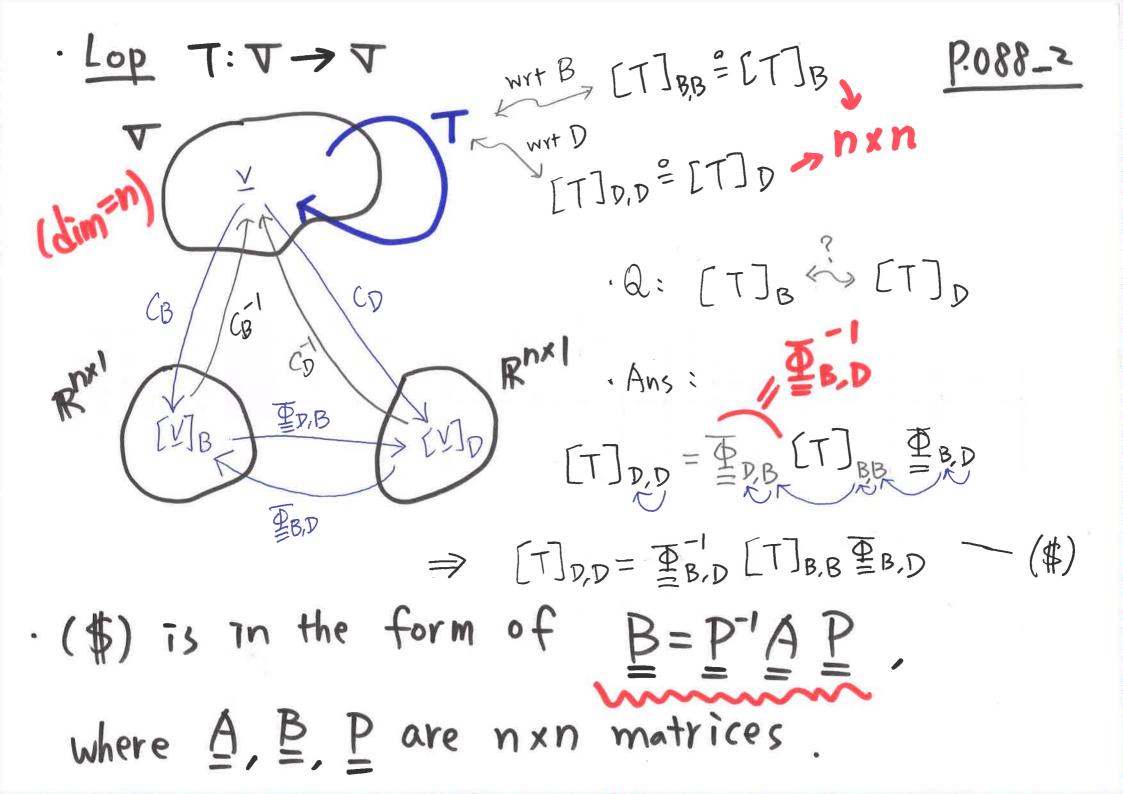
$$T(\stackrel{\vee}{}_{2}) = \begin{bmatrix} 2 \\ 1 \\ -3 \end{bmatrix} = 3 \cdot \begin{bmatrix} 0 \\ -1 \end{bmatrix} + 1 \cdot \begin{bmatrix} -1 \\ 2 \\ 2 \end{bmatrix} + (-1) \cdot \begin{bmatrix} 0 \\ 1 \\ 2 \end{bmatrix} \Rightarrow \begin{bmatrix} T(\stackrel{\vee}{}_{2}) \end{bmatrix}_{D} = \begin{bmatrix} 3 \\ 1 \\ -1 \end{bmatrix}$$

$$(T)_{p,B} = \left[\left[T(Y_1) \right]_{p} \left[T(Y_2) \right]_{p} \right] = \left[\begin{array}{c} 1 & 3 \\ 0 & 1 \end{array} \right]$$

· Alternatively, let us adopt $C = \{[0], [1]\}$, $E = \{[0], [0]\}$ The to the simplicity of the bases (for $\mathbb{R}^{2\times 1}$ and $\mathbb{R}^{3\times 1}$, respectively):

$$\begin{bmatrix} -5x_1+13x_2 \\ -7x_1+16x_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -5 & 13 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$
 This is $\begin{bmatrix} T \end{bmatrix} E_{C}$

LI T: V - W P.088_1 W CE 1CB $C_{\mathcal{D}}^{-1}$ CD CB RmxI RixI [T]D,B [W]D [Y]B CE DE,D 更B,C 里 C,B TOPE RuxI RmxI [T]E.C > [w] E [T] EC = PER[T] REERC



A is similar to B

Pf |B|=|P-'AP|=|P-'|·|A|.|P|

 $= |\underline{P}^{-1}| \cdot |\underline{P}| \cdot |\underline{A}| = |\underline{P}^{-1} \cdot \underline{P}| \cdot |\underline{A}|$

= | I | · | A | = | A | = | A | .

(By the way, |P" = IPI) for 4/28/2020 AM 1820

[12:10]

Invertibility

. Thm Invertibility is similarity-invariant.

Prf: { Determinant is similarity-invariant. Peterminant determines invertibility.

Thm Rank is similarity-invariant.

Programmed Programme · B is you equivalent to PB (:P is invertible) (%4) => row-rank (B) = row-rank (PB) \Rightarrow rank (\underline{P}) = rank (\underline{P}) \sim (%2) Let us consider (\underline{A} P)T = \underline{P} T \underline{A} T · AT is row equivalent to PTAT (: PT is invertible) > row-rank (AT) = row-rank (PTAT) column-rank (AP) column-rank (A) $yank(A) = rank(AP) \sim (\%3)$ · (%) * + (%2) + (%3) => rank(B) = rank(A)

· Thm Nullity is similarity-invariant.

P.092-3

Prf Consider B=P-.A.P: nxn

- · rank $(\underline{B}) = \operatorname{rank}(\underline{A})$ (due to the theorem on $\underline{P.092-2}$)
- · rank(A) + nullity (A) = #(columns of A) = n } rank(B) + nullity (B) = #(columns of B) = n]

- trace of a square matrix A = [aij]:nxn

 $tr(\Delta) \stackrel{\triangle}{=} \sum_{k=1}^{n} a_{kk} = sum of elements on the diagonal$

* Ex: $tr(\begin{bmatrix} 1357 \\ 29-1 \end{bmatrix}) = 1+9+4=14$

·Thm T: V > V. dim (T)=n Tis invertible iff [T] is invertible. any basis of V "Ex T(x, y, s) = (x+2y, y-3, x+3y-8) $\begin{bmatrix} x+2y \\ y-3 \\ x+3y-3 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 1 & -1 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & -1 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \\ 1 & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \end{bmatrix} \begin{bmatrix} x & y & y \\ y & 3 & 1 \end{bmatrix}$ (rref 0 1 -17 We have more than the vectors that can be mapped minto 0 Violates "1-1"! a vector