Linear Mappings mappings on vector spaces that preserve their structure jollows us to define concept of a coordinate tonsider vector spaces V, W. A mapping (1) preserves structure it:  $\phi(x,y) = \phi(x) + \phi(y)$  $\phi(\lambda x) = \lambda \phi(x)$ for all x, y EV and NER → a mapping φ: V→W is a linear mapping if

∀x,y ε V∀λ, νε R: Φ(λx+νy)=λΦ(x)+νΦ(y) Special Mappings -> consider a mapping  $\phi:V \rightarrow W$ - injective if ∀x, y ∈ V: \$(x) = \$(y) -> x= y - surjective if \$(V)=W - bijective if hoth -> if d is surjective, then all elements in W can be reached from Vuriang the mapping. A bijective mapping can be undone; there exists a mapping V: W-V such that \$00(x) = x. - Isomorphism 4: V -> W Inear and bijective - Endemorphism P: V -> W linear - Automorphism 4: V -> W linear and bijective - idy: V > V, X -> X as ideally mapping in V. Example: The mapping  $\phi: \mathbb{R}^2 \to C$ ,  $\phi(x) = x_1 + ix_2$  is a homomorphism: Φ([x2]+[42]) = (x1+41)+i(x2+42) = x1+ix2+41+i42 = Φ([x2])+Φ([42]) Φ(λ[x])= λx1+λix= λ(x1+ix)= λφ([x])

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