

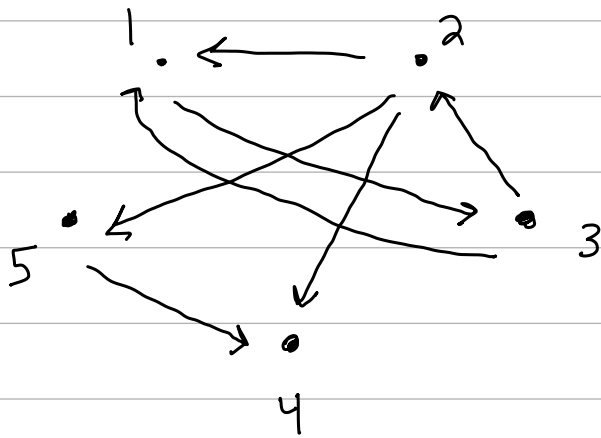
9/5/25

## Lecture 6

### Matrix Transformations

$A = m \times n$  matrix gives us a fn  $T = T_A : \mathbb{R}^n \rightarrow \mathbb{R}^m$  defined by  
 $T(\vec{x}) = A\vec{x}$

### Page Rank Example



• arrow indicates a page linking to another

$5 \times 5$  Matrix  $\tilde{A} = (\tilde{a}_{ij})$  where

$$\tilde{a}_{ij} = \begin{cases} 0 & \text{page } j \text{ does not link to } i \\ 1 & \text{where page } j \text{ links to page } i \end{cases}$$

• Then scale the cols to get a matrix  $A$  whose cols all sum to 1.

$$\tilde{A} = \begin{bmatrix} 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 & 0 \end{bmatrix}$$

$$A = \begin{bmatrix} 0 & \frac{1}{3} & \frac{1}{2} & 0 & 0 \\ 0 & 0 & \frac{1}{2} & 0 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 0 & \frac{1}{3} & 0 & 0 & 1 \\ 0 & \frac{1}{3} & 0 & 0 & 0 \end{bmatrix}$$

vector 1:  $[1000, 0, 0, 0, 0]$   $\rightarrow$  initial vector

\* Starting 1000 people  
on page 1

If you multiply vector 1 by A then you see where people end up.

Keep doing this and then you get  $\begin{bmatrix} 249 \\ 186 \\ 376 \\ 124 \\ 63 \end{bmatrix}$

• Higher number indicates importance of web page.

Fibonacci Sequence.

Pick 2 starting numbers:  $x_0 = 1$ ,  $x_1 = 1$

• Then keep adding previous two numbers to get next number

Alt: Let  $\vec{x}_1 = \begin{pmatrix} x_0 \\ x_1 \end{pmatrix}$ ,  $\vec{x}_2 = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$ ,  $\vec{x}_3 = \begin{pmatrix} x_2 \\ x_3 \end{pmatrix}$

$$x_n = \begin{pmatrix} x_{n-1} \\ x_n \end{pmatrix}$$

$$\vec{x}_{n+1} = \begin{pmatrix} x_n \\ x_{n+1} \end{pmatrix} = \begin{pmatrix} x_n \\ x_{n-1} + x_n \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_{n-1} \\ x_n \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \vec{x}_n$$

Q: How to know whether or not a given function  $f_n$   
 $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$  is a matrix transformation?

e.g.  $T \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} x_2 \\ x_1 + x_2 \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix}$   $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$

e.g.  $T: \mathbb{R}^2 \rightarrow \mathbb{R}^3$ ,  $T \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \\ 0 \end{pmatrix} + x_2 \begin{pmatrix} -1 \\ 0 \\ 3 \end{pmatrix} = \begin{bmatrix} 1 & -1 \\ 2 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$

e.g. 1.  $T: \mathbb{R}^2 \rightarrow \mathbb{R}^3$   $T \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} x_1 - 2 \\ x_2 + 1 \\ 2x_1 + x_2 \end{pmatrix}$   
\* Not a matrix transformation

e.g. 2.  $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$   $T(\vec{v}) = \vec{v}$  rotated counterclockwise by  $\frac{\pi}{3}$  radians  
\* Don't know yet

Def - A fn  $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$  is a linear transformation if:

(i)  $T(\vec{x} + \vec{y}) = T(\vec{x}) + T(\vec{y})$

(ii)  $T(c\vec{x}) = cT(\vec{x})$

Prop says - Matrix transformations are linear transformations

\* does not mean linear transformations are matrix transformations

e.g. 1

Checking (i):

$$T \left( \begin{pmatrix} 3 \\ 1 \end{pmatrix} + \begin{pmatrix} 4 \\ 2 \end{pmatrix} \right) = T \left( \begin{pmatrix} 7 \\ 3 \end{pmatrix} \right) = \begin{pmatrix} 5 \\ 4 \\ 17 \end{pmatrix}$$

✗ so this is not a linear transformation

$$T \left( \begin{pmatrix} 3 \\ 1 \end{pmatrix} + \begin{pmatrix} 4 \\ 2 \end{pmatrix} \right) = \begin{pmatrix} 1 \\ 2 \\ 7 \end{pmatrix} + \begin{pmatrix} 2 \\ 3 \\ 10 \end{pmatrix} = \begin{pmatrix} 3 \\ 5 \\ 17 \end{pmatrix}$$

$T$ : is a linear transformation

$T$ : is not a matrix transformation

← I think this is wrong

Theorem: Any linear transformation  $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$  is a matrix transformation w matrix

$$A = [T(\vec{e}_1) \quad T(\vec{e}_2) \quad \dots \quad T(\vec{e}_n)]$$

$$\text{and } \vec{e}_1 = \begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}, \vec{e}_2 = \begin{bmatrix} 0 \\ 1 \\ \vdots \\ 0 \end{bmatrix}, \vec{e}_n = \begin{bmatrix} 0 \\ \vdots \\ 0 \\ 1 \end{bmatrix}$$

We will pick up from here next lecture