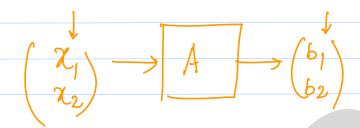
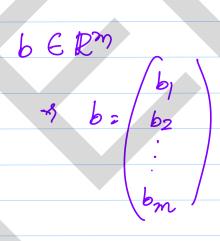
Linear Transformation



Consider $x \in \mathbb{R}^n$ & let $x = \begin{pmatrix} x_1 \\ x_2 \\ \vdots \end{pmatrix}$



Let T be a transformation.

A transformation from \mathbb{R}^n to \mathbb{R}^m is a rule that assigns to each vector in \mathbb{R}^n , a vector

T(Z) in Rm

 $\alpha \in \mathbb{R}^n \longrightarrow T(\alpha) \in \mathbb{R}^m$

Rn; Domain of T.

Rm: Codomain of T.

 $T(\vec{x})$, for $\vec{x} \in \mathbb{R}^n$, is a vector in \mathbb{R}^m & we call $\vec{b} = T(\vec{x})$ as the image of \vec{z} under T.

Set of all images $\{T(x) | x \in \mathbb{R}^n \}$

is Called the Range of T.

> b = Az. Sb: b = Az for bERM x XERM?

-> Range of A.

Ax = b.

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 $u_1 x_1 + a_{12} x_2 + \dots + a_{1n} x_n = b_1$ az x + azz & t ... + azn xn = b2 ami & + amz & + ... + am xn = bm. of coli of A.

A is the matrix that represents T Range of a transformation T, is the set of vectors that can be obtained as linear Combinations of the column vectors of the matrix A. Set of all possible vectors obtained as the linear Combinations of Cols. of A

is Called the

COLUMN SPACE of the matrix

A. Also called as the range of A.

Range of T is the Same as Col Sp of the matrix A that Captures T is a subset of Rm!

T(x) \in Rm

T(x) = Col Sp(A) = Range of T

is a Vector Subspace of Rm

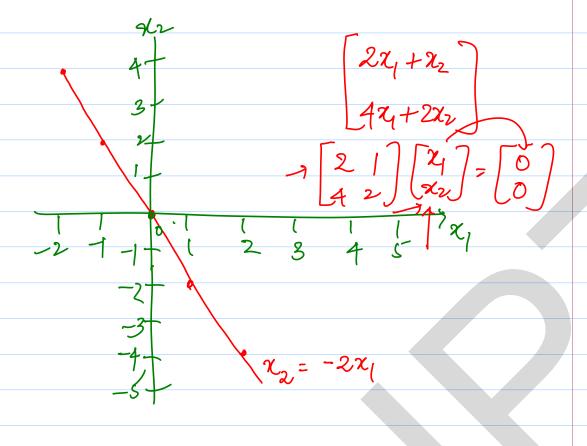
Let T be a transformⁿ

from $\mathbb{R}^n \longrightarrow \mathbb{R}^m$. $\pi \in \mathbb{R}^n \longrightarrow \mathbb{O}^m$.

Ex: 2 1 A.

$$\begin{bmatrix} 2 & 1 & 1 & 2 & 2x_1 + x_2 \\ 4 & 2 & x_2 & 4x_1 + 2x_2 \end{bmatrix}$$

$$\begin{bmatrix} x_1 & 0 & 3 & \overline{x} & 0 \\ x_2 & 0 & \overline{x} & 0 \\ x_3 & 0 & 0 \end{bmatrix} \xrightarrow{\overline{x}} \begin{bmatrix} 0 & x_1 & x_2 \\ 4x_1 & 2x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 4x_1 & 2x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 4x_1 & 2x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 4x_1 & 2x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 4x_1 & 2x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_1 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_1 & x_2 \\ 0 & x_1 & x_2 \end{bmatrix} = \begin{bmatrix} 0 & x_1 & x_1 & x_1 & x_2$$



The Set of all vectors &ER, Such that, under the transform T, they get mapped to the yero vector in Rm

Set of ZER" s.t T(Z) = 0 Image of those vectors in Rn, under T is the 0

-> KERNEL of T.

$$A \propto = \begin{pmatrix} 0 \\ \vdots \\ 0 \end{pmatrix} mx/$$

Ax = 0 -> Soln to the Homogeneous 8yrof linear equi

Ax=0-

Null space of A: {XERn: Ax=B}.

Null space of A = Kernel of
the Transf T
represented
by the matrix
A.

Let W, and W2 be two Vector Spaces. A linear transform is a mapping from W, to W2, denoted by T: W, -> W2, that obeys the following Rules i

(i) $T(u_1+u_2) = T(u_1)+T(u_2)$. Transform of the Sum =

Sum of the transformations.

(ii) $T(\alpha U_i) = \alpha T(U_i)$ d is a scalar. Scalar. Framform of Scalar product is

Fransform of Scalar product is the scalar product of the transform Suppose B= {v, v2...ve} is a basis for a vector space W and let & be any Vector in W. Let $\chi = \alpha_1 v_1 + \alpha_2 v_2 + \dots + \alpha_k v_k$ for some scalars $\alpha_1 \cdots \alpha_k$

Let T be a linear transform

 $T(\vec{x}) = T(\alpha, v_1 + \dots + \alpha_k v_k)$ $= T(\alpha, v_1) + T(\alpha_2 v_2) + \dots + T(\alpha_k v_k)$ $= \alpha_1 T(v_1) + \alpha_2 T(v_2) + \dots + \alpha_k T(v_k)$