- 1) preserves addition  $T(\vec{z}) + T(\vec{y}) = T(\vec{z} + \vec{y})$  for all  $\vec{z}, \vec{y}$  in  $R^m$
- 2) preserves scalar multiplication  $T(k\vec{x}) = kT(\vec{x})$  for all  $\vec{x}$  in  $R^{M}$  and all scalars k

T(0) = 0 note that this is just the case when k=0, but is a good first step to check

If we have T: R4 - R3, then the domain the world our inputs live in) is R4. The codomain is R3 (the world our outputs live in).

So you can expect inputs to have 4 entries and outputs to have 3 entries.

Some common examples of linear teansformations are scaling and rotations. We'll learn more examples in a few classes.

To prove something is a linear transformation, you must show that the 2 properties are BOTH uphold. You must use general vectors \$\frac{1}{2}\$ and \$\frac{1}{2}\$ and scalar K, or else you'll have only shown I specific case works.

To prove something is NOT a linear transformation, you only have to show that a property is NOT upheld. You can use a specific case if it's easier.

A general Framework for these types of problems:

First check if T(0)=0. If this isn't true, you're done, this is NOT a linear transformation.

Otherwise, prove (or disprove) the 2 proporties hold up.

Example:  $T: \mathbb{R}^3 \to \mathbb{R}^2$  defined by  $T \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} x_1 \cdot x_2 \\ x_3 - x_1 \end{bmatrix}$ . Is T a linear transformation?

$$\begin{bmatrix} \chi_1 \chi_2 + y_1 y_2 \end{bmatrix} \neq \begin{bmatrix} \chi_1 \chi_2 + \chi_1 y_2 + \chi_2 y_1 + y_1 y_2 \end{bmatrix}$$
 here we can stop since we can see those two stratements are not equal ... This is NOT a linear transformation.

Now we can use our knowledge of livear transformations to our advantage to Figure out what happens to other vectors beyond what we are given.

Example 2: Suppose  $T: \mathbb{R}^2 \to \mathbb{R}^2$  is a linear transformation, and that  $T\left(\begin{bmatrix} 2 \\ 2 \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$  and  $T\left(\begin{bmatrix} 2 \\ 3 \end{bmatrix}\right) = \begin{bmatrix} 3 \\ 4 \end{bmatrix}$ 

1) What is 
$$T\begin{bmatrix}2\\4\end{bmatrix}$$
? We can use our properties for this! Remember that  $T(K\vec{x}') = KT(\vec{x}')$ , and  $\begin{bmatrix}2\\4\end{bmatrix}$  is a scalar multiple of  $\begin{bmatrix}1\\2\end{bmatrix}$ .  $T\left(2\cdot\begin{bmatrix}1\\2\end{bmatrix}\right) = 2\cdot T\left(\begin{bmatrix}1\\2\end{bmatrix}\right) = 2\cdot T\left(\begin{bmatrix}1\\4\end{bmatrix}\right) =$ 

2) What is 
$$T(3)^2$$
 Again we can use our properties;  $T(\vec{x} + \vec{y}) = T(\vec{x}) + T(\vec{y})$ 

$$\top \begin{bmatrix} 1 \\ 2 \end{bmatrix} + \begin{bmatrix} 2 \\ 3 \end{bmatrix} = \top \begin{bmatrix} 1 \\ 2 \end{bmatrix} + \top \begin{bmatrix} 2 \\ 5 \end{bmatrix} + \top \begin{bmatrix} 2 \\ 3 \end{bmatrix} \rightarrow \top \begin{bmatrix} 3 \\ 5 \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \end{bmatrix} + \begin{bmatrix} 3 \\ 4 \end{bmatrix} \rightarrow \top \begin{bmatrix} 3 \\ 5 \end{bmatrix} = \begin{bmatrix} 4 \\ 6 \end{bmatrix}$$