

One Eight

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Contents

1	Key Points	1
2	Definition	1
3	Definition	2
3.1	Test 2 Example Problem	2
3.1.1	How to get to Solution	2
4	Examples	3
5	Theorem	4
5.1	Example	5

1 Key Points

- Determine when a function is a linear transformatoin
- Compute the standard matrix for a linear transformation
- Create rotation, reflection and projection matrix transformations

2 Definition

A **function** is a rule that associates with each element of a set A exactly one element is a set B.

$$f : A \rightarrow B$$

The set A is called the **domain** of f and the set B is the **codomain** of f. The **range** of f is the subset of B that consists of all images of elements from the domain.

$$f : \mathbb{R}^n \rightarrow \mathbb{R}^m$$

When $n = m$, the transformation is called an **operator** on \mathbb{R}^n

3 Definition

A transformation $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ is a **linear transformation** if the following 2 properties hold for all vectors \mathbf{u} and \mathbf{v} in \mathbb{R}^n and for every scalar k :

1. $T(u + v) = T(u) + T(v)$
2. $T(ku) = kT(u)$

T can be defined by matrix multiplication

3.1 Test 2 Example Problem

You will be asked to determine if a given transformation is linear or non-linear

Determine if the transformation is linear or non-linear

1. $T : R \rightarrow R$
 - $x \rightarrow 2x^2$
2. $T : R \rightarrow R$
 - $x \rightarrow x^2 + 1$

3.1.1 How to get to Solution

1. WTS (i)(ii). Prove that this holds for any input (proof in general), let u & v be arbitrary numbers

$$T(u) = 2u^2 \quad T(v) = 2v^2 \quad T(u+v) = 2(u+v)^2 = 2u^2 + 4uv + 2v^2 \neq 2u^2 + 2v^2 = T(u) + T(v)$$

Non-linear

1. WTS part b from above

$$T(u) = 2u \quad T(v) = 2v \quad T(u+v) = 2(u+v) = 2u+2v = 2u+2v = T(u)+T(v)$$

Property 1 is satisfied Let k be any constant $T(ku) = 2(ku) = k(2u) = kT(u)$

Property 2 is satisfied

Linear

4 Examples

T can be defined by matrix multiplication

$$1. \text{ Let } T: \mathbb{R}^3 \rightarrow \mathbb{R}^3 \text{ be defined by multiplication } \begin{bmatrix} 1 & 0 & 1 \\ 5 & 1 & 5 \\ 7 & 5 & 6 \end{bmatrix}$$

Find the image, $T(X) = A(x)$ under this transformation for each

$$1. \quad x = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}, T(x) = A(x) = \begin{bmatrix} 1 & 0 & 1 \\ 5 & 1 & 5 \\ 7 & 5 & 6 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$2. \quad x = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}, T(x) = A(x) = \begin{bmatrix} 1 & 0 & 1 \\ 5 & 1 & 5 \\ 7 & 5 & 6 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 4 \\ 22 \\ 35 \end{bmatrix}$$

$$3. \quad x = \begin{bmatrix} z \\ y \\ z \end{bmatrix}$$

$$4. \text{ Let } T: \mathbb{R}^3 \rightarrow \mathbb{R}^2 \text{ be defined by the multiplication of } A = \begin{bmatrix} 1 & 2 & -1 \\ 3 & 7 & 4 \end{bmatrix}$$

$$\bullet \quad \begin{bmatrix} 1 & 2 & -1 \\ 3 & 7 & 4 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} x + 2y - z \\ 3x + 7y + 4z \end{bmatrix} = (x + 2y - z, 3x + 7y + 4z) =$$

$$T(x \rightarrow) = T(x, y, z)$$

$$\bullet \quad T(e_1) = T(1, 0, 0) = (1, 3)$$

$$\bullet \quad T(e_2) = T(0, 1, 0) = (2, 7)$$

$$\bullet \quad T(e_3) = T(0, 0, 1) = (-1, 4)$$

• **Very Important**, we note that, if we collect $T(e_1)$, $T(e_2)$, and $T(e_3)$ and write them in column form we will have matrix A. Thus, if $T(x \rightarrow)$ is given (not $A(x)$), we could find matrix A by the following formula. $A = [T(e_1) \quad T(e_2) \quad T(e_3)]$

- Note: We define $e_1 = \begin{bmatrix} 1 \\ 0 \\ 0 \\ \dots \\ 0 \end{bmatrix}$ $e_2 = \begin{bmatrix} 0 \\ 1 \\ 0 \\ \dots \\ 0 \end{bmatrix}$ $e_n = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}$ Where the 1 is in row n

5. Describe in words the linear transformation given by each matrix

- (a) $\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x \\ -y \end{bmatrix}$
- Negates the y, reflecting the vector below the x-axis
- (b) $\begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x \\ 0 \end{bmatrix}$
- Eliminates the y component of the vector, making it parallel to the x axis
 - Projection of the vector onto the x-axis
- (c) $\begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix}$
- Increases magnitude of the vector
- (d) $\begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix}$
- This rotates the vector counterclockwise by an angle of θ

5 Theorem

For every matrix A the matrix transformation $T_A : \mathbb{R}^n \rightarrow \mathbb{R}^m$ is a **linear transformation** of $\mathbb{R}^n \rightarrow \mathbb{R}^m$ and has the following properties for all vectors \vec{v} and \vec{w} and for any scalar $k \in \mathbb{R}$

1. $T_A(0) = 0$
2. $T_A(k\vec{u}) = kT_A(\vec{u})$
 - Linear transformation of a product
3. $T_A(\vec{u} + \vec{v}) = T_A(\vec{u}) + T_A(\vec{v})$
 - Linear transformation of a sum
4. $T_A(\vec{u} - \vec{v}) = T_A(\vec{u}) - T_A(\vec{v})$
 - Linear transformation of a difference

5.1 Example

$$T_A(k_1u_1 + k_2u_2 + \dots) = k_1T_A(u_1) + k_2T_A(u_2) + \dots$$

The linear combination of the images of each vector under the transformation

when doing linear transformation it must be in a row

1. Define $T : \mathbb{R}^2 \rightarrow \mathbb{R}^3$ by $T(x,y) = (x, 3x, 2x+y)$

- $e_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$

- $e_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$

- $T(e_1) = T(1,0) = (1, 3, 2)$

- $T(e_2) = T(0,1) = (0, 0, 1)$

- So $A = [T(e_1) \ T(e_2)] = \begin{bmatrix} 1 & 0 \\ 3 & 0 \\ 2 & 1 \end{bmatrix}$

2. Given that $T : \mathbb{R}^3 \rightarrow \mathbb{R}^3$ is a linear transformation such that $T(1,0,0) = (3,2,5)$, $T(0,1,0) = (1,4,7)$ and $T(0,0,1) = (2,0,6)$. Find $T(10,25,21)$

- Method 1: $[T(e_1) \ T(e_2) \ T(e_3)] = \begin{bmatrix} 3 & 1 & 2 \\ 2 & 4 & 0 \\ 5 & 7 & 6 \end{bmatrix} \Rightarrow T(10, 25, 21) =$

$$A \begin{bmatrix} 10 \\ 25 \\ 21 \end{bmatrix}$$

– find the image of $T(10,25,21)$ so after we find A we just attach A to the vector and do a matrix multiplication

$$- \begin{bmatrix} 3 & 1 & 2 \\ 2 & 4 & 0 \\ 5 & 7 & 6 \end{bmatrix} \begin{bmatrix} 10 \\ 25 \\ 21 \end{bmatrix} = \begin{bmatrix} 97 \\ 120 \\ 351 \end{bmatrix}$$

- Method 2: $\begin{bmatrix} 10 \\ 25 \\ 21 \end{bmatrix} = 10 \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} + 25 \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} + 21 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = 10e_1 + 25e_2 + 21e_3$

– So $T(10,25,21) = 10T(e_1) + 25T(e_2) + 21T(e_3) =$ same as above

3. Create the standard matrix that represents each transformation

- $\begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ y \end{bmatrix}$
- Rotate a vector(x,y) clockwise (-45)
 - $\begin{bmatrix} \cos 45^\circ & \sin 45^\circ \\ -\sin 45^\circ & \cos 45^\circ \end{bmatrix} = \begin{bmatrix} \frac{\sqrt{2}}{2} & \frac{\sqrt{2}}{2} \\ -\frac{\sqrt{2}}{2} & \frac{\sqrt{2}}{2} \end{bmatrix}$
 - Project a vector(x,y,z) onto the z-axis

$$* \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ z \end{bmatrix}$$

$$[3,1,2;2,4,0;5,7,6] * [10;25;21]$$