

Today: Linear transformations

(linear algebra)
(part 2)

(Knot theory ✓)

Two problems:

1) Exact Fibonacci formula

1, 1, 2, 3, 5, 8, 13, 21, 34, ...

$$\lim_{n \rightarrow \infty} \frac{F_{n+1}}{F_n} \approx \frac{1+\sqrt{5}}{2} \leftarrow \text{golden ratio } 1.618...$$

$$F_n = \frac{1}{\sqrt{5}} \left(\left(\frac{1+\sqrt{5}}{2} \right)^n - \left(\frac{1-\sqrt{5}}{2} \right)^n \right)$$

$\sim (-0.6)^n$, so goes $\rightarrow 0$
as $n \rightarrow \infty$.

2) Formula for substitution
in a double integral
(Jacobian determinant)

A linear transformation is a function

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

T vectors with n ^(real) entries

input: vector of length n

output: vector of length m

T must have two properties:

$$1) T(v+w) = T(v) + T(w) \quad \text{for any } v, w$$

$$2) T(cv) = c \cdot T(v)$$

/ \

scalar vector

\mathbb{R} real

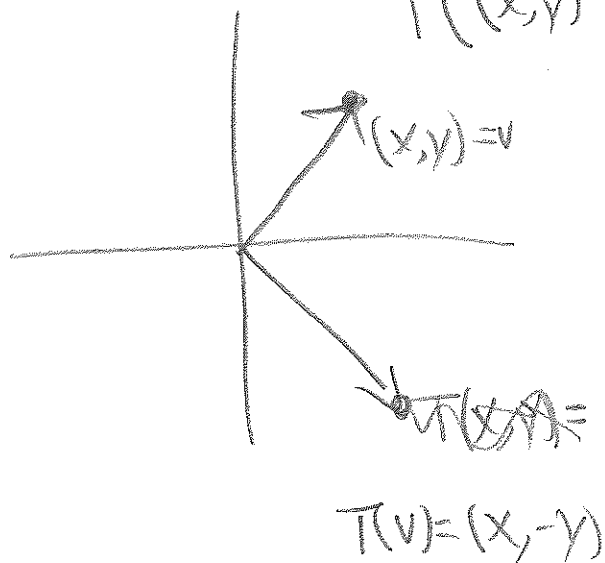
\mathbb{Q} rational numbers

\mathbb{Z} integers

\mathbb{C} complex #s

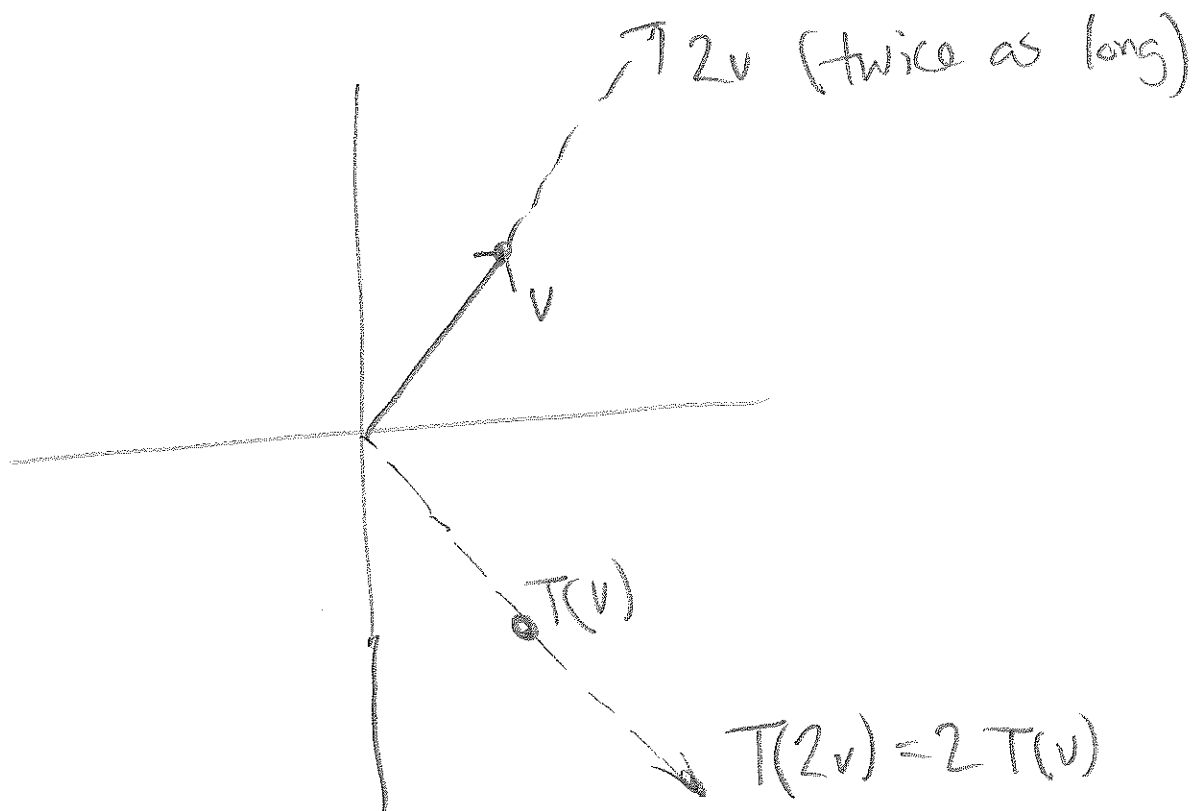
Ex: $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$

$$T(x, y) = (x, -y)$$



" T of a vector is the vector reflected vertically."

why is $T(2v) = 2T(v)$? ($c=2$)



Non-example

$$T(x, y) = (x+1, y+1)$$

$$T(10, 10) = (11, 11)$$

$$T(2 \cdot (10, 10)) = T(20, 20) = (21, 21)$$

$$\text{so } 2 \cdot T(10, 10) \neq T(20, 20)$$

Doesn't work that $T(cu) = cT(u)$

Not a linear transformation!

$$T(x, y) = (1, 0) \text{ not linear}$$

$$T(v+w) = (1, 0)$$

$$T(v) + T(w) = (2, 0) \quad \text{not equal!}$$

More examples

$$T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$$

$$T(x, y) = (2x + 3y, 5x - 7y)$$

$$T(1, 1) = (5, -2)$$

$$T(2 \cdot (1, 1)) = T(2, 2) = (10, -4) = 2 \cdot T(1, 1).$$

Another way to write it:

$$T \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 2 & 3 \\ 5 & -7 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 2x + 3y \\ 5x - 7y \end{pmatrix} \quad \begin{pmatrix} | & | & | & | \\ | & + & | & | \\ | & | & | & | \end{pmatrix} \begin{pmatrix} | \\ | \\ | \\ | \end{pmatrix}$$

Fact: Any time you have an $\overset{\text{rows}}{n} \times \overset{\text{columns}}{m}$ matrix M , it gives you a linear transformation $T: \mathbb{R}^m \rightarrow \mathbb{R}^n$

$$T(v) = Mv$$



$$\underline{E_x} \quad \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \rightsquigarrow \text{linear transformation?}$$

$$T\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x \\ -y \end{pmatrix} \quad \text{reflecting over x-axis}$$

Here are a bunch of matrices:

For each one

- 1) Find the formula for transformation
- 2) Describe what it's doing geometrically

$$\begin{pmatrix} 3 & 0 \\ 0 & 2 \end{pmatrix}$$

$$\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$$

input size 3
output size 2

$$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$

$$\begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}$$

$$\begin{pmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \end{pmatrix}$$

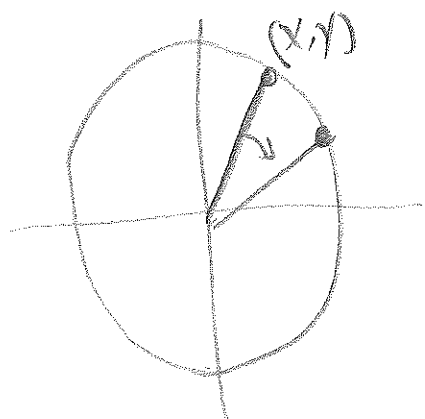
$$\begin{pmatrix} 1 & 3 \\ 0 & 1 \end{pmatrix}$$

$$\begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}$$

$$\begin{pmatrix} \sqrt{2}/2 & \sqrt{2}/2 \\ \sqrt{2}/2 & -\sqrt{2}/2 \end{pmatrix}$$

If you have a transformation in mind,
how to find the matrix?

e.g.: matrix for rotation by $\pi/6$ clockwise?



$$\begin{pmatrix} \sqrt{3}/2 & 1/2 \\ -1/2 & \sqrt{3}/2 \end{pmatrix}$$

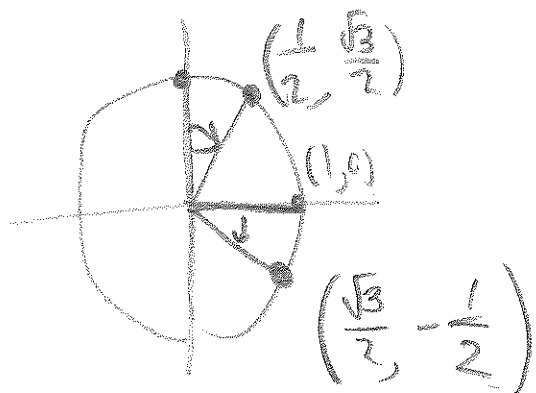
2x2 matrix

image of $\begin{pmatrix} 0 \\ 1 \end{pmatrix}$

$$\begin{pmatrix} a & c \\ b & d \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} a \\ b \end{pmatrix}$$

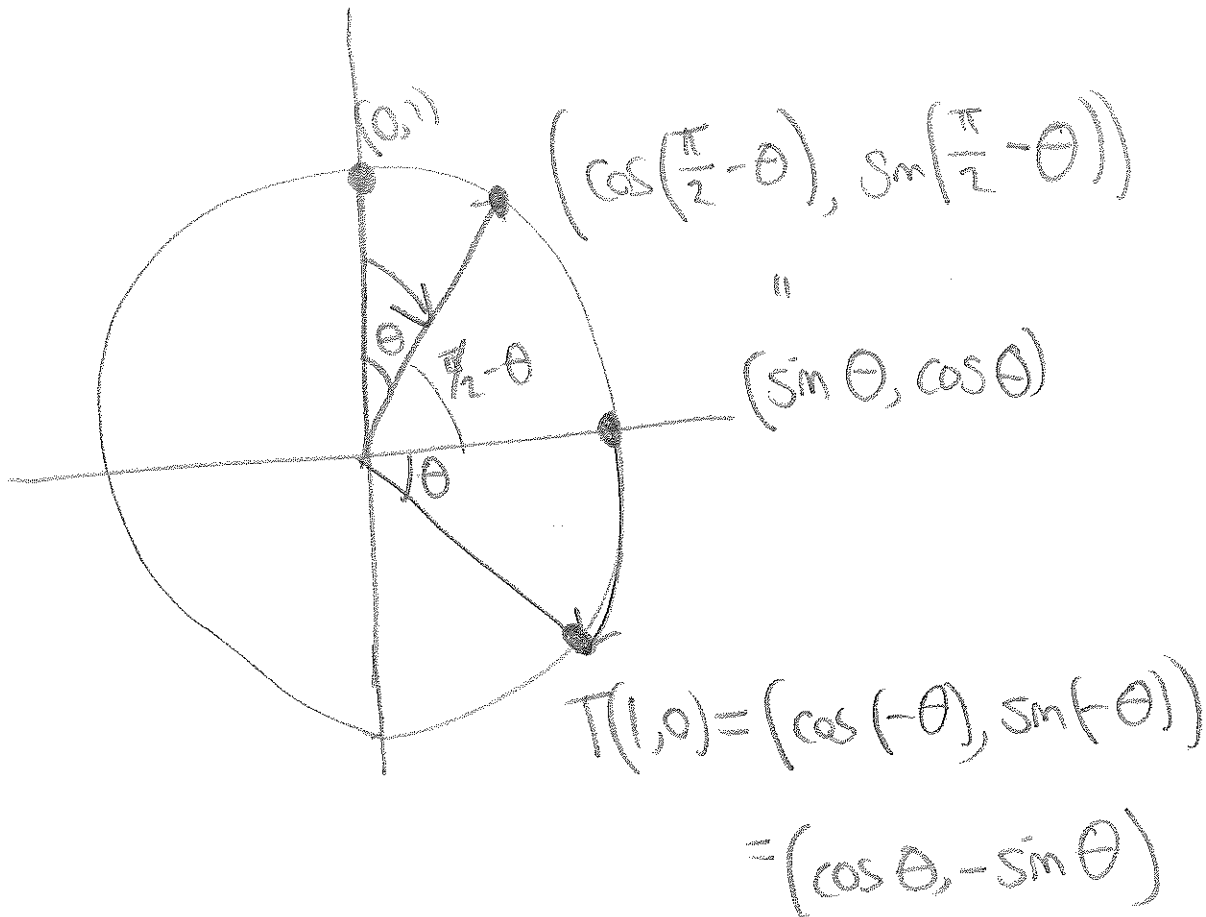
put image of $\begin{pmatrix} 1 \\ 0 \end{pmatrix}$ here,
1st col

$$\begin{pmatrix} a & c \\ b & d \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} c \\ d \end{pmatrix}$$



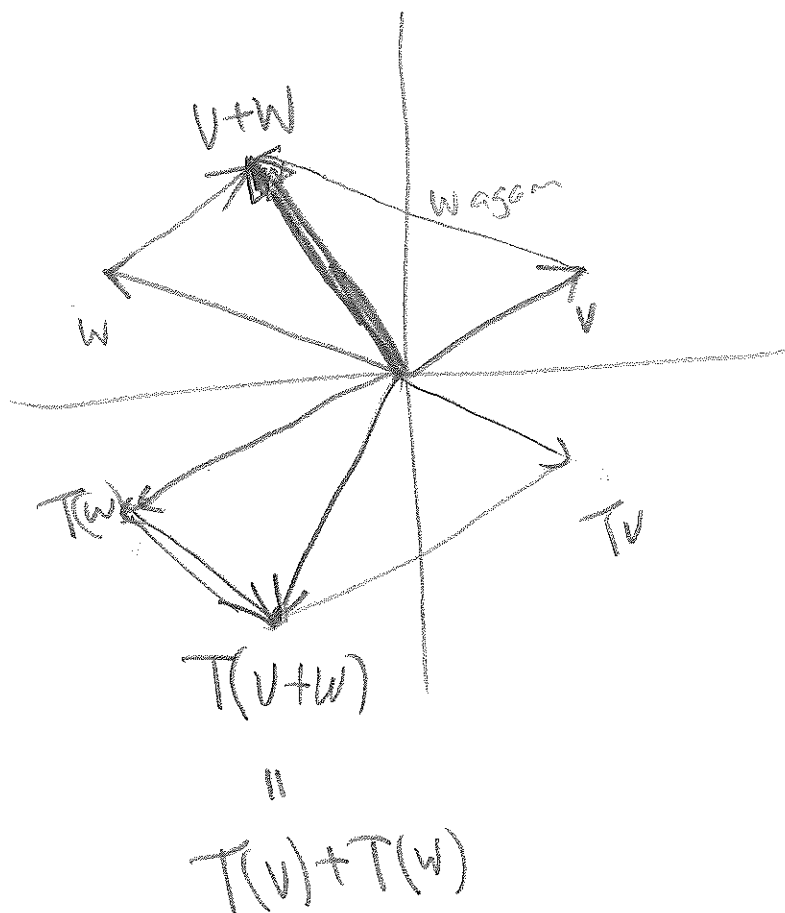
any angle

Rotation by θ , ~~counter~~ clockwise.



$$\begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix}$$

Is $T(v+w) = T(v) + T(w)$?



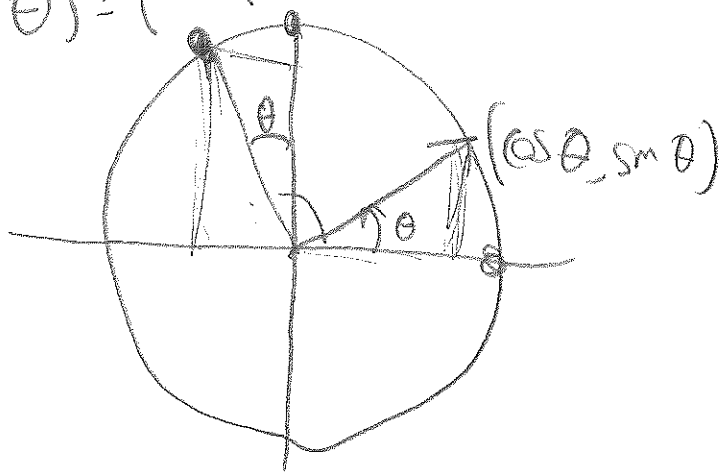
Other examples: $T(x,y) = (-x,y)$ (reflection about y -axis)

$T(x,y) = (3x, 3y)$ (stretch by factor of 3)

$T(x,y) = (y, -x)$ (rotation by 90° clockwise)

Rotation by θ counterclockwise

$$T: \mathbb{R}^2 \rightarrow \mathbb{R}^2 \quad (-\sin \theta, \cos \theta) = (\cos(\theta + \pi/2), \sin(\theta + \pi/2))$$



$$M = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

Followup: What do you get if you rotate $\begin{pmatrix} 1 \\ 1 \end{pmatrix}$ by 30° counterclockwise?

$$M_{30^\circ \text{cc}} = \begin{pmatrix} \sqrt{3}/2 & -1/2 \\ 1/2 & \sqrt{3}/2 \end{pmatrix}$$

HW: What's $\cos(75^\circ)$?

$$\begin{pmatrix} \sqrt{3}/2 & -1/2 \\ 1/2 & \sqrt{3}/2 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \begin{pmatrix} \sqrt{3}/2 - 1/2 \\ \sqrt{3}/2 + 1/2 \end{pmatrix}$$

Reminder

An $m \times n$ matrix gives you a function

$$T: \mathbb{R}^n \rightarrow \mathbb{R}^m.$$

e.g. $M = \begin{pmatrix} 2 & 1 \\ 3 & 2 \end{pmatrix}$ 2×2 matrix

$$T\left(\begin{pmatrix} x \\ y \end{pmatrix}\right) = \begin{pmatrix} 2 & 1 \\ 3 & 2 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 2x + y \\ 3x + 2y \end{pmatrix}$$

↑
input

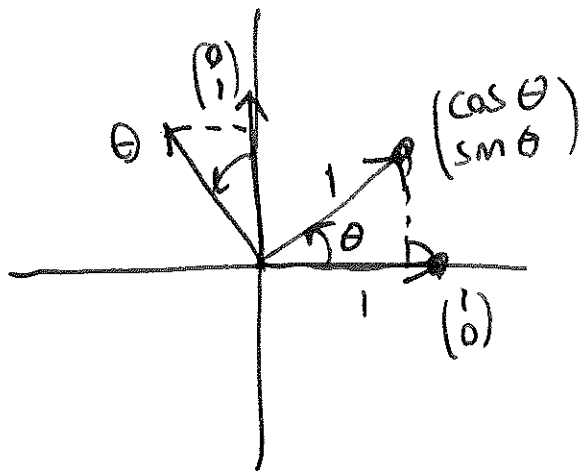
↑
output

What if we want our function to be rotation by θ counterclockwise? What's M ?

To find matrix for a transformation;

The first column is just $T\begin{pmatrix} 1 \\ 0 \end{pmatrix}$

Second column is $T\begin{pmatrix} 0 \\ 1 \end{pmatrix}$



$$\begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

Imagine we want to know the result when we rotate $\begin{pmatrix} x \\ y \end{pmatrix}$ by an angle $\theta + \varphi$. What do we get?

Method 1: Rotate by θ and then φ :

$$\begin{pmatrix} \cos \varphi & -\sin \varphi \\ \sin \varphi & \cos \varphi \end{pmatrix} \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}$$

Method 2: $\begin{pmatrix} \cos(\theta + \varphi) & -\sin(\theta + \varphi) \\ \sin(\theta + \varphi) & \cos(\theta + \varphi) \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}$.

$$\begin{pmatrix} \cos \varphi & -\sin \varphi \\ \sin \varphi & \cos \varphi \end{pmatrix} \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

$$= \begin{pmatrix} \cos \varphi \cos \theta - \sin \varphi \sin \theta & -\sin \theta \cos \varphi + \cos \theta \sin \varphi \\ \cos \theta \sin \varphi + \sin \theta \cos \varphi & -\sin \theta \sin \varphi + \cos \theta \cos \varphi \end{pmatrix}$$

SO! $\cos(\theta + \varphi) = \cos \theta \cos \varphi - \sin \theta \sin \varphi$

$\sin(\theta + \varphi) = \cos \theta \sin \varphi + \sin \theta \cos \varphi$

General rule: if $S: \mathbb{R}^2 \rightarrow \mathbb{R}^2$
 $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ are

two linear transformations, then:

(matrix for)
 $S \circ T$

Flag

Function composition:

If $f: S \rightarrow T$ is a function.

This means: input is an element of S (whatever S is)
 $x \in S$

Output is an element of T

$f: \mathbb{R} \rightarrow \mathbb{R}$ defined by $f(x) = x^2$

$\det: M_{2 \times 2} \rightarrow \mathbb{R}$
|
input is a 2×2 matrix
output is a number.

If $f: S \rightarrow T$ is a function and
 $g: T \rightarrow U$ is a function, then

$g \circ f: S \rightarrow U$ is a function input: S
output: U

$$(g \circ f)(x) = g(f(x)).$$

$$\gamma: \mathbb{R} \rightarrow \mathbb{R}^3$$

$$\gamma(t) = (t+1, t+2, t^2)$$

γ is parametrizing a path!

$$f: \mathbb{R}^3 \rightarrow \mathbb{R}$$

$$f(x, y, z) = x^2 y + z^3$$

The composition $f \circ \gamma$ is a function:

$$f \circ \gamma: \mathbb{R} \rightarrow \mathbb{R}$$

$$\underbrace{(f \circ \gamma)}_{\text{take the fct for}}(t) = \underbrace{(t+1)^2(t+2) + (t^2)^3}_{\text{and plug in } t}$$

Let's say ~~\mathbb{R}~~

$$S: \mathbb{R}^2 \rightarrow \mathbb{R}^2$$

$$T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$$

are two linear transformations.

Suppose matrix for S is $\begin{pmatrix} a & c \\ b & d \end{pmatrix}$

matrix for T is $\begin{pmatrix} e & g \\ f & h \end{pmatrix}$.

What's the matrix for $T \circ S$? (S first, then T)

first col:

$$(T \circ S)\begin{pmatrix} 1 \\ 0 \end{pmatrix} = T\left(S\begin{pmatrix} 1 \\ 0 \end{pmatrix}\right) = T\begin{pmatrix} a \\ b \end{pmatrix}$$

$$S\begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} a & c \\ b & d \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} a \\ b \end{pmatrix}$$

$$= \begin{pmatrix} e & f \\ g & h \end{pmatrix} \begin{pmatrix} a \\ b \end{pmatrix} = \begin{pmatrix} ea+fb \\ ga+hb \end{pmatrix}$$

second col:

$$(T \circ S)\begin{pmatrix} 0 \\ 1 \end{pmatrix} = T\left(S\begin{pmatrix} 0 \\ 1 \end{pmatrix}\right) = T\begin{pmatrix} c \\ d \end{pmatrix} = \begin{pmatrix} e & f \\ g & h \end{pmatrix} \begin{pmatrix} c \\ d \end{pmatrix} = \begin{pmatrix} ec+fd \\ gc+hd \end{pmatrix}$$

So matrix for $T \circ S$ is:

$$\begin{pmatrix} ea+fb & ec+fd \\ ga+hb & gc+hd \end{pmatrix}$$

this is just

$$\begin{pmatrix} e & f \\ g & h \end{pmatrix} \begin{pmatrix} a & c \\ b & d \end{pmatrix} !$$

$$\begin{bmatrix} \text{matrix for} \\ T \circ S \end{bmatrix} = \begin{bmatrix} \text{matrix for } T \end{bmatrix} \begin{bmatrix} \text{matrix for } S \end{bmatrix}$$

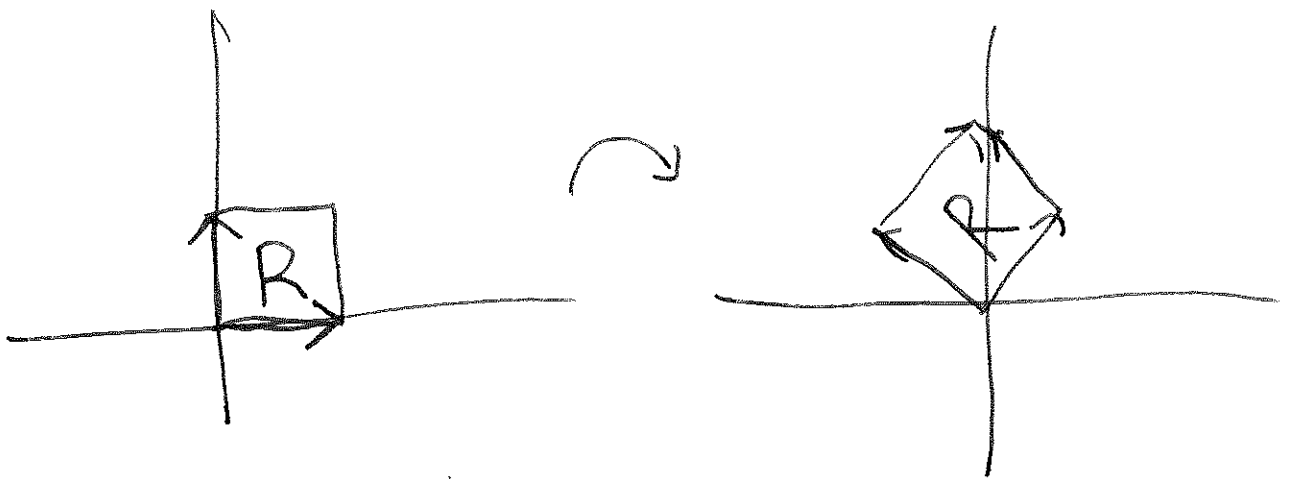
The way we define matrix multiplication is
to make this true!

How about determinant?

Any time you have a linear transformation

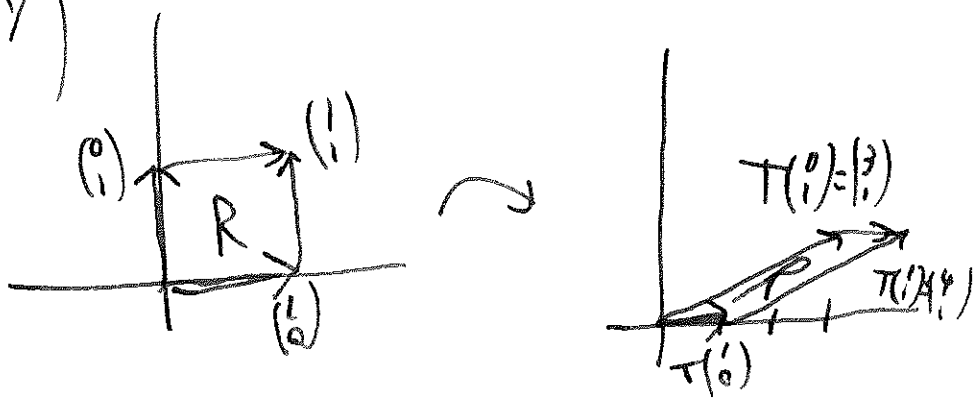
$T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$, it maps squares to ~~squares~~ ^{parallelograms}.

Ex Rotation by 45°



Ex Shear transformation

$$\begin{pmatrix} 1 & 3 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x+3y \\ y \end{pmatrix}$$

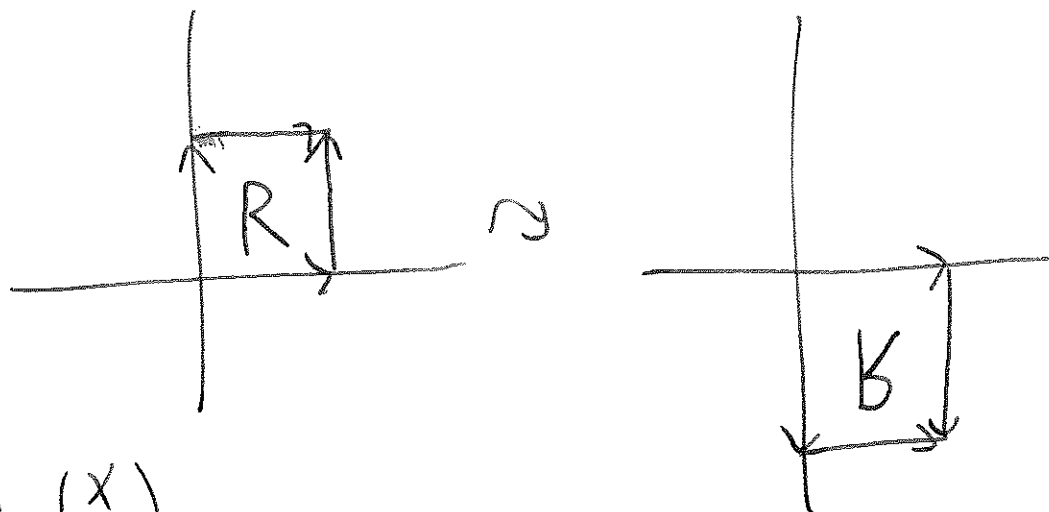


Ex

$$T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$$

$$T\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x \\ -y \end{pmatrix}$$

$$M = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x \\ -y \end{pmatrix}$$



The determinant of a transformation T

is the factor by which it scales areas when you apply it.

If T is "orientation-reversing" (it turns "R" into "g", add in a - sign.

det = ?

$$\det \begin{pmatrix} a & b \\ c & d \end{pmatrix} = \begin{vmatrix} a & b \\ c & d \end{vmatrix}$$

$$6 \leftarrow \begin{pmatrix} 3 & 0 \\ 0 & 2 \end{pmatrix} \quad T(x) = \begin{pmatrix} 3x \\ 2y \end{pmatrix}$$

$$1 \leftarrow \begin{pmatrix} 1 & 3 \\ 0 & 1 \end{pmatrix}$$

$$0 \leftarrow \begin{pmatrix} 1 & 0 \\ a & 0 \end{pmatrix}$$

$$-1 \leftarrow \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$

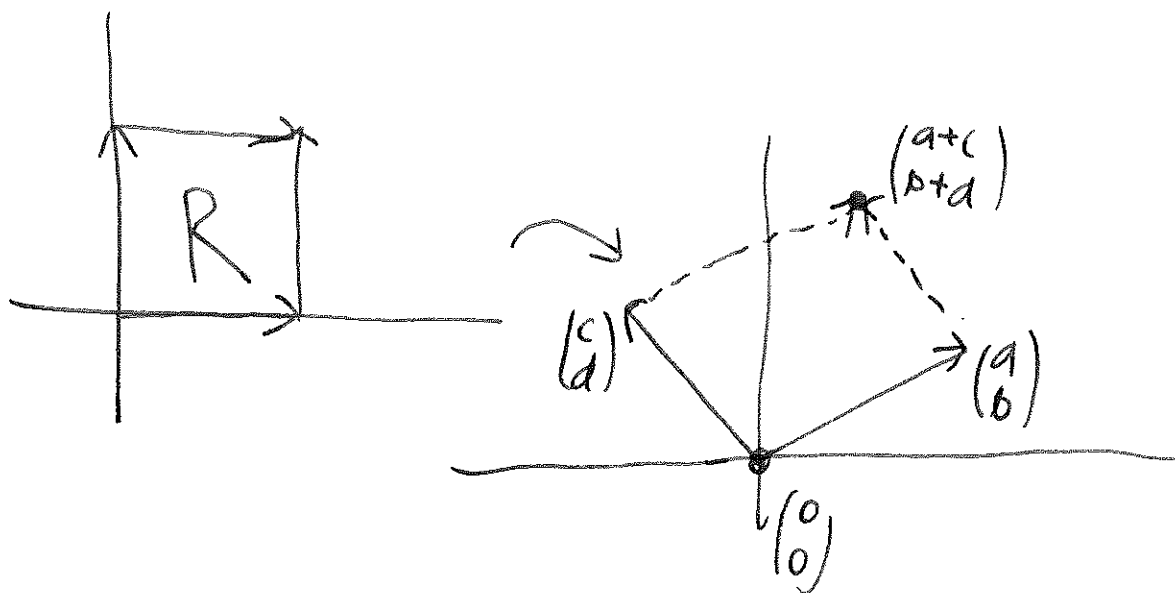
$$+ \leftarrow \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$$

$$-1 \leftarrow \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

$$1 \leftarrow \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

How to compute it?

$$\det \begin{pmatrix} a & c \\ b & d \end{pmatrix}$$



Determinants by row reduction.

1) The row operations ~~add~~
all affect determinant in a simple way:

- Row swap: determinant multiplies by -1 .
- Add $c \cdot$ row to another row: no change!
- Multiply row by c : determinant multiplies by c^n

for $n \times n$
matrix



2. For an upper triangular matrix.

$$\det \begin{pmatrix} 1 & -3 & 4 & \pi \\ 0 & 2 & -2 & 12 \\ 0 & 0 & 4 & 10 \\ 0 & 0 & 0 & 7 \end{pmatrix} = (1)(2)(4)(7)$$