

3/7/25

Thm <sup>(recap)</sup>

Let  $T_1: \mathbb{R}^n \rightarrow \mathbb{R}^m$ ,  $T_2: \mathbb{R}^m \rightarrow \mathbb{R}^k$

be linear transforms. Then  $T = T_2 \circ T_1$  is linear.

If  $A_i$  is the standard matrix for  $T_i$ , then  $T$  has the standard matrix  $A_2 A_1$ .

Pf.  $\vec{T}(\vec{v}) = \vec{T}_2(\vec{T}_1(\vec{v})) = \vec{T}_2(A_1 \vec{v}) = A_2 A_1 \vec{v}$   $\square$

Ex: Let  $T_\alpha, T_\beta$  be rotation by angles  $\alpha, \beta$ .

Then  $T_\alpha \circ T_\beta$  is rotation by  $\alpha + \beta$ .

$$T_{\alpha+\beta} = \begin{bmatrix} \cos(\alpha+\beta) & -\sin(\alpha+\beta) \\ \sin(\alpha+\beta) & \cos(\alpha+\beta) \end{bmatrix}$$

$$\begin{aligned} T_\alpha \circ T_\beta &= \begin{bmatrix} \cos \alpha & -\sin \alpha \\ \sin \alpha & \cos \alpha \end{bmatrix} \begin{bmatrix} \cos \beta & -\sin \beta \\ \sin \beta & \cos \beta \end{bmatrix} \\ &= \begin{bmatrix} \cos \alpha \cos \beta - \sin \alpha \sin \beta & -(\sin \alpha \cos \beta + \cos \alpha \sin \beta) \\ \cos \alpha \sin \beta + \sin \alpha \cos \beta & \cos \alpha \cos \beta - \sin \alpha \sin \beta \end{bmatrix} \end{aligned}$$

## Invertible Functions

Recall:  $f: X \rightarrow Y$  is invertible if it is bijective

Have  $f^{-1}: Y \rightarrow X$  w/  $f(x) = y \Leftrightarrow f(y) = x$

$$\left( \begin{array}{l} \text{Also: } f(f^{-1}(x)) = x \\ f^{-1}(f(x)) = x \end{array} \right)$$

## Thm

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

①  $T$  is invertible  $\Leftrightarrow \ker T = \{\vec{0}\}$  and  $m = n$

Pf. Suppose  $T$  invertible. Then  $T$  is bijective.  $T \text{ inj} \Rightarrow \ker T = \{\vec{0}\}$

$T \text{ surj} \Rightarrow \text{Range of } T \text{ has } \dim = m$

rk-nullity:  $\frac{\dim \ker T}{0} + \frac{\dim \text{Range } T}{m} = n \Rightarrow m = n$

Now suppose  $m = n$  and  $\ker T = \{\vec{0}\}$ .  $T$  is inj since  $\ker T = \{\vec{0}\}$

rk-nullity:  $\frac{\dim \ker T}{0} + \frac{\dim \text{Range } T}{m} = n$   
 $\Rightarrow \dim \text{Range } T = n = m \Rightarrow T \text{ is surj}$

② IF  $T$  is invertible w/ std matrix  $A$ ,

$T^{-1}$  is invertible w/ std matrix  $A^{-1}$

↓  
Pf.  $T(\vec{v}) = A\vec{v}$ ,  $A$   $n \times n$  w/  $\text{Nul}(A) = \{\vec{0}\}$  ( $\text{ker } T = \{\vec{0}\}$ )

$\Rightarrow A$  is invertible

$$T(\vec{x}) = \vec{y} \Leftrightarrow T^{-1}(\vec{y}) = \vec{x}$$

$$A\vec{x} = \vec{y} \Leftrightarrow \vec{x} = A^{-1}\vec{y} \Rightarrow T^{-1}(\vec{y}) = A^{-1}(\vec{y})$$

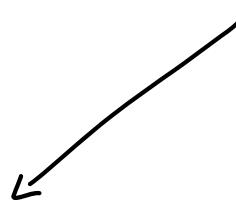
□

Cor:  $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$  is invertible  $\Leftrightarrow$   
 its standard matrix  $A$  is invertible

Ex:

Is  $T_\alpha: \mathbb{R}^2 \rightarrow \mathbb{R}^2$  invertible? Yes (just rotate by  $-\alpha$ )

$$T_\alpha \text{ matrix: } \begin{bmatrix} \cos \alpha & -\sin \alpha \\ \sin \alpha & \cos \alpha \end{bmatrix}$$



$$\begin{array}{l} T_\alpha^{-1} \text{ matrix: } \begin{bmatrix} \cos \alpha & \sin \alpha \\ -\sin \alpha & \cos \alpha \end{bmatrix} \\ \text{or } T_{-\alpha} \end{array} \quad \begin{array}{l} \text{Fact: } \cos(-\alpha) = \cos(\alpha) \\ \sin(-\alpha) = -\sin(\alpha) \end{array}$$

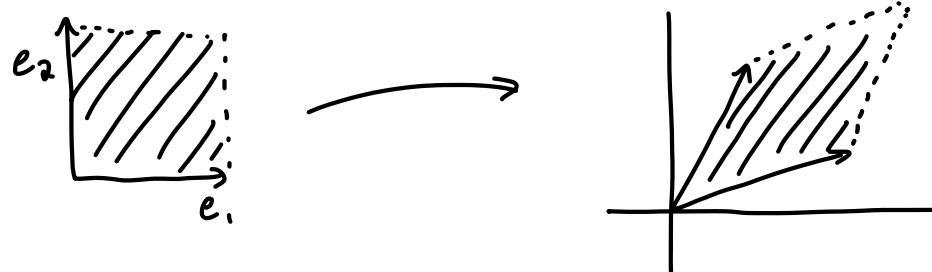
$$T_\alpha \circ T_\alpha^{-1} = AA^{-1} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

# Determinants

Idea: Linear transformations from  $\mathbb{R}^n \rightarrow \mathbb{R}^m$  can distort areas

Want: A number that captures this

$$\mathbb{R}^2 \longrightarrow \mathbb{R}^2$$



compare the areas!  
use a sign to  
keep track of whether  
vectors were swapped

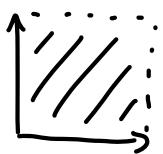
We call the determinant of an  $n \times n$  matrix  $A$  the signed volume of the image of the unit cube, written  $\det A$

## Basic Principles

- $\det I_n = 1$
- Multiplying a row of  $A$  by  $r$  multiplies  $\det A$  by  $r$ .
- Adding a multiple of one row to another row doesn't change  $\det A$
- Swapping two rows multiplies  $\det A$  by  $-1$

Fact: There is a unique function satisfying all these properties!

$$\text{Ex: } \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \xrightarrow{R_1+5R_2} \begin{bmatrix} 1 & 5 \\ 0 & 1 \end{bmatrix}$$



Area = 1 (height and base stay constant)

