



LINEAR ALGEBRA AND ITS APPLICATIONS

UE19MA251

VRINDA KAMATH

Department of Science and Humanities

Unit 3. Linear Transformations and Orthogonality

Topics



1. Linear Transformations
2. Orthogonal vectors and Subspaces
3. Cosines and Projections onto lines
4. Projections and Least Squares

Unit 3. Linear Transformations and Orthogonality

Linear Transformations



Definition:

Let A be a matrix of order n . When A multiplies a n -dimensional vector x , it transforms x to a n -dimensional vector Ax . This happens at every x in \mathbb{R}^n . The whole space \mathbb{R}^n is *transformed or mapped* into itself by the matrix A . The matrix A induces a transformation of \mathbb{R}^n .

Unit 3. Linear Transformations and Orthogonality

Linear Transformations



Few Examples.....

1.
$$A = \begin{bmatrix} c & 0 \\ 0 & c \end{bmatrix}$$

If $x = (x, y)$ then $Ax = (cx, cy)$.

A multiple of the identity matrix $A = cI$ stretches every vector by the scale factor c . The whole space expands or contracts.

2.
$$A = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$$

If $x = (x, y)$ then $Ax = (-y, x)$.

The matrix A rotates every vector about the origin through a right angle in the counter clockwise direction.

Unit 3. Linear Transformations and Orthogonality

Linear Transformations



3.
$$A = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

If $x = (x, y)$ then $Ax = (y, x)$.

The matrix A **reflects** every vector on the line $y = x$. It is also a permutation matrix.

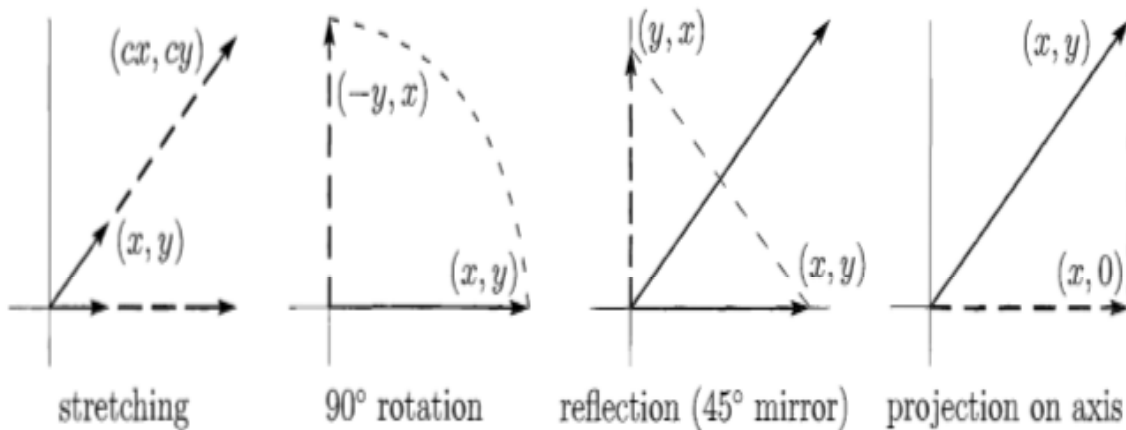
4.
$$A = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$$

If $x = (x, y)$ then $Ax = (x, 0)$.

The matrix A **projects** every vector onto the x axis.

Unit 3. Linear Transformations and Orthogonality

Linear Transformations



Unit 3. Linear Transformations and Orthogonality

Linear Transformations

Note

- A transformation can now be understood as a function (or a mapping) $f : A \rightarrow B$ defined by $f(x) = y$. In terms of matrices we have the rule $A : \mathbb{R}^n \rightarrow \mathbb{R}^m$ defined by $Ax = b$.



Unit 3. Linear Transformations and Orthogonality

Linear Transformations



Definition :

A transformation T on R^n is said to be *linear* if it satisfies the *rule of linearity*

$$T (cx + dy) = c (Tx) + d (Ty)$$

for all scalars c, d and vectors x, y .

Note :

1. If T is linear then $T (0) = 0$ i.e T preserves origin. The converse may or may not be true.
2. If A is a matrix of order $m \times n$ then A induces a transformation from R^n to R^m .

Unit 3. Linear Transformations and Orthogonality

Linear Transformations



Few examples.....

Let $v = (v_1, v_2)$. Then,

1. $T(v) = (v_2, v_1)$ is linear
2. $T(v) = (v_1, v_1)$ is not linear
3. $T(v) = (0, v_1)$ is not linear
4. $T(v) = (0, 1)$ is not linear
5. $T(v) = (v_1, v_2)$ is linear

Note :

If a transformation preserves origin it may or may not be linear!!



THANK YOU
