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Thm:  $\{\vec{v}_1, \dots, \vec{v}_p\}$  in  $\mathbb{R}^n$  is LD if  $p > n$ .

Pf: let  $A = (\vec{v}_1 \vec{v}_2 \dots \vec{v}_p)$ , an  $n \times p$  matrix.

If  $p > n$  is greater than  $n$ , there must be a free variable!  $\square$

ex:  $\left\{ \begin{pmatrix} 0 \\ 1 \end{pmatrix}, \begin{pmatrix} 1 \\ 2 \end{pmatrix}, \begin{pmatrix} 3 \\ 7 \end{pmatrix}, \begin{pmatrix} -5 \\ 2 \end{pmatrix} \right\}$  is LD.

Thm: If  $S = \{\vec{v}_1, \dots, \vec{v}_p\}$  contains the zero vector, then  $S$  is LD.

Pf: By rearranging the list, we may assume  $\vec{v}_1 = \vec{0}$ .  $\Rightarrow 1\vec{v}_1 + 0\vec{v}_2 + \dots + 0\vec{v}_p = \vec{0}$ .  $\square$

## [1.8] Linear Transformations

recall:  $A \in \text{Mat}(m, n)$  is a "machine" with inputs  $\vec{x} \in \mathbb{R}^n$  & outputs  $A\vec{x} \in \mathbb{R}^m$ .

Def: A transformation (or mapping)  $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$  is a rule assigning to each  $\vec{x} \in \mathbb{R}^n$  a vector  $T(\vec{x}) \in \mathbb{R}^m$ .  $\mathbb{R}^n$  is the domain &  $\mathbb{R}^m$  is the codomain.  $T(\vec{x})$  is the image of  $\vec{x}$  & the set of all  $T(\vec{x})$  is the range (or image) of  $T$ .

Idea: for  $A \in \text{Mat}(m, n)$ ,  $T(\vec{x}) = A\vec{x}$  is a fcn.

ex: let  $A = \begin{pmatrix} 1 & -3 \\ 3 & 5 \\ -1 & 7 \end{pmatrix}$ ,  $\vec{u} = \begin{pmatrix} 2 \\ -1 \end{pmatrix}$ ,  $\vec{b} = \begin{pmatrix} 3 \\ 2 \\ -5 \end{pmatrix}$ ,  $\vec{c} = \begin{pmatrix} 3 \\ 2 \\ 5 \end{pmatrix}$ .

let  $T: \mathbb{R}^2 \rightarrow \mathbb{R}^3$  be  $T(\vec{x}) = A\vec{x}$ : i.e.,

$$T(\vec{x}) = \begin{pmatrix} 1 & -3 \\ 3 & 5 \\ -1 & 7 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} x_1 - 3x_2 \\ 3x_1 + 5x_2 \\ -x_1 + 7x_2 \end{pmatrix}.$$



Then:  $T(\vec{u}) = \begin{pmatrix} 1 & -3 \\ 3 & 5 \\ -1 & 7 \end{pmatrix} \begin{pmatrix} 2 \\ -1 \end{pmatrix} = \begin{pmatrix} 5 \\ 1 \\ -9 \end{pmatrix}.$

Q: Is there  $\vec{x} \in \mathbb{R}^2$  s.t.  $T(\vec{x}) = \vec{b}$ ?

Solve:  $\begin{pmatrix} 1 & -3 & 3 \\ 3 & 5 & 2 \\ -1 & 7 & -5 \end{pmatrix} \rightsquigarrow \begin{pmatrix} 1 & 0 & 1.5 \\ 0 & 1 & -0.5 \\ 0 & 0 & 0 \end{pmatrix} \quad (+)$

$\Rightarrow \vec{x} = \begin{pmatrix} 1.5 \\ -0.5 \end{pmatrix}$  is such a vector.

Note:  $\vec{x}$  is the only such vector, b/c (+) has no free vars.

Q: Is there  $\vec{x} \in \mathbb{R}^2$  s.t.  $T(\vec{x}) = \vec{c}$ ?

Solve:  $\begin{pmatrix} 1 & -3 & 3 \\ 3 & 5 & 2 \\ -1 & 7 & 5 \end{pmatrix} \rightsquigarrow \begin{pmatrix} 1 & -3 & 3 \\ 0 & 1 & 2 \\ 0 & 0 & -35 \end{pmatrix} \quad \text{Bad row!}$

ex: let  $\pi: \mathbb{R}^3 \rightarrow \mathbb{R}^3$  be  $\pi(\vec{x}) := A\vec{x}$ , where  
 $A = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{pmatrix} \rightsquigarrow A \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} x_1 \\ x_2 \\ 0 \end{pmatrix}$ : i.e.  $\pi$  is  
 of all of  $\mathbb{R}^3$  onto the the  
 $(x_1, x_2)$ -plane in  $\mathbb{R}^3$ !

Def:  $T$  is a linear transformation, if  
 (i)  $T(\vec{u} + \vec{v}) = T(\vec{u}) + T(\vec{v})$  for  $\vec{u}, \vec{v}$  in Domain ( $T$ ) &  
 (ii)  $T(c\vec{u}) = cT(\vec{u})$  for any scalar  $c \in \mathbb{R}$ .

Prop: If  $T$  is a LT, then: (i)  $T(\vec{0}) = \vec{0}$ , &  
 (ii)  $T(c\vec{u} + d\vec{v}) = cT(\vec{u}) + dT(\vec{v})$ .

ex: let  $T: \mathbb{R}^3 \rightarrow \mathbb{R}^3$  be  $T(\vec{x}) := r\vec{x}$  for  $r \in \mathbb{R}$ .

Note:  $r\vec{x} = \begin{pmatrix} rx_1 \\ rx_2 \\ rx_3 \end{pmatrix} = \begin{pmatrix} r & 0 & 0 \\ 0 & r & 0 \\ 0 & 0 & r \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}.$

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ex: let  $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$  be  $T(x) := \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$ .

$$\hookrightarrow T \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \text{ \& } T \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} -1 \\ 0 \end{pmatrix}.$$

DRAW A PICTURE; PLAY AROUND!