Chp. 4 Linear Transformations

A linear transformation is a function
$$T: V \rightarrow W$$

that takes inputs from one vector space V
and outputs vectors from another space W ,
and obeys: $T(\vec{x} + \vec{y}) = T(\vec{x}) + T(\vec{y})$
and: $T(c\vec{x}) = cT(\vec{x})$,

ex:
$$T: \mathbb{R}^2 \to \mathbb{R}^3$$
given by $T(x) = \begin{pmatrix} x+y \\ 2x \end{pmatrix}$

1) find
$$T\left(\frac{3}{2}\right) = \begin{pmatrix} 5\\ 6\\ -2 \end{pmatrix}$$

Show T is a lin. trans.
$$T\left(c\left(\frac{\chi}{y}\right) + \left(\frac{z}{w}\right)\right) = T\left(\frac{c\chi + z}{cy + w}\right)$$

$$= \begin{pmatrix} (x+2+(y+w)) \\ 2((x+2)) \\ -((x+w)) \end{pmatrix}$$

$$= C \begin{pmatrix} x+y \\ 2x \\ -y \end{pmatrix} + \begin{pmatrix} \frac{2}{2} + w \\ 2\frac{2}{2} \\ -w \end{pmatrix}$$

$$= c + \left(\frac{x}{y}\right) + 7\left(\frac{2}{w}\right).$$

for
$$\vec{o} \in \mathbb{R}^2$$
,
$$T(\vec{o}) = T(\overset{\circ}{0}) = \overset{\circ}{(0)} = \overset{\circ}{(0)} = \vec{o} \in \mathbb{R}^3$$

Note for
$$\vec{0} \in V$$
, $T(\vec{0}) = \vec{6} \in W$ always.
(if not, T is not linear trans.)

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Every linear transformation can be represented by a matrix.
   Given bases B for V, C for W.
                           B= {6, 5, ... 5, ... 5, C= {c, c, ... cm}
          T: V -> W. is represented by a
           matrix Amxn = [T]e
  [T] = A = [Tb,]e [Tb]e, ... [Tb]e]
         so for \bar{\chi} \in V, we can find T(\bar{\chi})
          by 1) finding [\vec{x}]_p,

2) finding A[\vec{x}]_p = [T(\vec{x})]_e (matrix times vector)

3) finding T(\vec{x})
 ex: Find [T]^{\epsilon} where T: \mathcal{P}^3 \to \mathcal{P}^3 is given by T(f(x)) = f'(x) + 4f(x)
      \mathcal{E} = \mathcal{E}_3 = \{1, \times, \times^2, \times^3\}
            A = [T] = [[0+4] = [1+4x] = [2x+4x2] = [3x2+4x3] =]
T(2x^{3}+5x+1) = \begin{bmatrix} 4 & 1 & 0 & 0 \\ 0 & 4 & 2 & 0 \\ 0 & 0 & 4 & 3 \\ 0 & 0 & 0 & 4 \end{bmatrix} \begin{pmatrix} 1 \\ 5 \\ 0 \\ 2 \end{pmatrix} = \begin{pmatrix} 9 \\ 20 \\ 6 \\ 8 \end{pmatrix} = 9 + 20x + 6x^{2} + 8x^{3}
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