



# LINEAR ALGEBRA AND ITS APPLICATIONS

## UE19MA251

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## Unit 3. Linear Transformations and Orthogonality

### Topics

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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*

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#### *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*

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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.

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### *Linear Transformations*

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

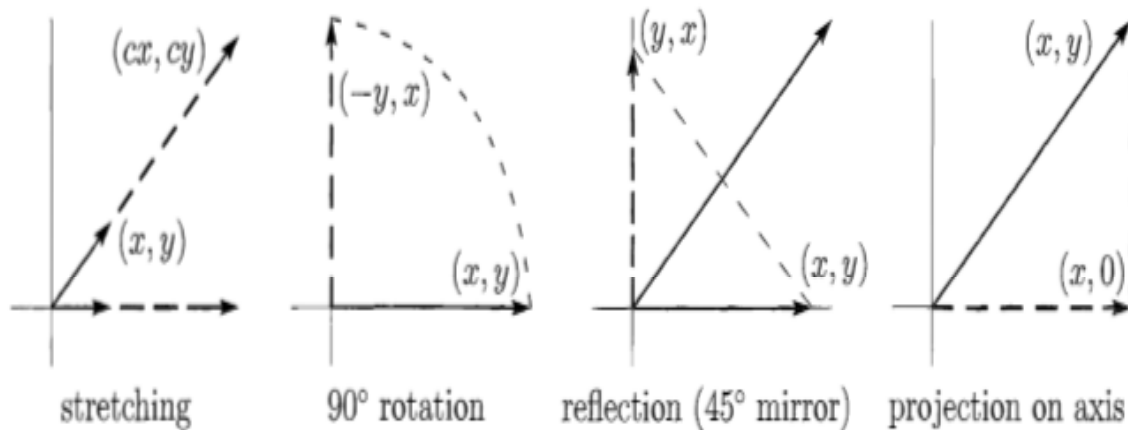
If  $x = (x, y)$  then  $Ax = (x, 0)$ .

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

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#### 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  $Ax = b$ .



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### *Linear Transformations*

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#### *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  $R^m$ .



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### *Linear Transformations*

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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

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