

3.6 Linear Transformations

Definition: A **transformation** is an operation that turns a vector into another vector.

Example: The transformation $T : \mathbb{R}^2 \rightarrow \mathbb{R}^2$ rotates a vector by 90° counterclockwise. Graph the vector $\begin{bmatrix} 2 \\ 1 \end{bmatrix}$ before and after the transformation.



Definition: The vector $\begin{bmatrix} -1 \\ 2 \end{bmatrix}$ is called the **image of** $\begin{bmatrix} 2 \\ 1 \end{bmatrix}$ **under** T .

We can write $T\left(\begin{bmatrix} 2 \\ 1 \end{bmatrix}\right) = \begin{bmatrix} -1 \\ 2 \end{bmatrix}$ or $T \begin{bmatrix} 2 \\ 1 \end{bmatrix} = \begin{bmatrix} -1 \\ 2 \end{bmatrix}$.

Definition: The **matrix transformation** T_A multiplies a vector on the left by matrix A . In other words, $T_A(\vec{x}) = A\vec{x}$.

Example: a) Let $A = \begin{bmatrix} 2 & 0 & 1 \\ -1 & 1 & -3 \end{bmatrix}$. Find $T_A\left(\begin{bmatrix} x \\ y \\ z \end{bmatrix}\right)$.

$$\begin{aligned}
 &= A \begin{bmatrix} x \\ y \\ z \end{bmatrix} \\
 &= \begin{bmatrix} 2 & 0 & 1 \\ -1 & 1 & -3 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} \\
 &= \begin{bmatrix} 2x + z \\ -x + y - 3z \end{bmatrix}
 \end{aligned}$$

b) Find A given $T_A\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = \begin{bmatrix} 2x + y \\ x - y \\ 3x + 3y \end{bmatrix}$.

$$A \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 2x + y \\ x - y \\ 3x + 3y \end{bmatrix}$$

↑
Coefficients

$$A = \begin{bmatrix} 2 & 1 \\ 1 & -1 \\ 3 & 3 \end{bmatrix}$$

Definition: A transformation $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ is **linear** if:

- * $T(\vec{u} + \vec{v}) = T(\vec{u}) + T(\vec{v})$ for all vectors \vec{u} and \vec{v} in \mathbb{R}^n and
- * $T(c\vec{u}) = cT(\vec{u})$ for all real numbers c and all vectors \vec{u} in \mathbb{R}^n .

2 nice properties
 $T(\vec{x}) = A\vec{x}$

Fact: The transformation T is linear if and only if T is a matrix transformation.

Example: Show that T is linear given $T\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = \begin{bmatrix} y \\ x \end{bmatrix}$.

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} y \\ x \end{bmatrix}$$

T is a matrix transformation
 $\Rightarrow T$ is linear

Example: Show that T is not linear given $T\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = \begin{bmatrix} y \\ 1+x \end{bmatrix}$.

$$\begin{bmatrix} \quad & \quad \\ \quad & \quad \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} y \\ 1+x \end{bmatrix}$$

No matrix M exists so that

$$M \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} y \\ 1+x \end{bmatrix}$$

Note: M can contain numbers but not variables.

T is not a matrix transformation
 $\Rightarrow T$ is not linear

Recap of 3.5

Ex: $A = \begin{bmatrix} 1 & 1 & 0 & 1 \\ 0 & 1 & -1 & 1 \\ 0 & 1 & -1 & -1 \end{bmatrix}$

Find a basis for:

a) $\text{row}(A)$

nonzero rows of REF/RREF

$$R_3 - R_2 \quad \begin{bmatrix} 1 & 1 & 0 & 1 \\ 0 & 1 & -1 & 1 \\ 0 & 0 & 0 & -2 \end{bmatrix} \text{ REF}$$

$$\text{Basis for } \text{row}(A) = \left\{ \begin{bmatrix} 1 & 1 & 0 & 1 \end{bmatrix}, \begin{bmatrix} 0 & 1 & -1 & 1 \end{bmatrix}, \begin{bmatrix} 0 & 0 & 0 & -2 \end{bmatrix} \right\}$$

b) $\text{col}(A)$

$$\begin{bmatrix} \textcircled{1} & & & \\ & \textcircled{1} & & \\ & & & \textcircled{-2} \end{bmatrix} \text{ REF}$$

Use columns 1, 2 and 4 of A

$$\text{Basis for } \text{col}(A) = \left\{ \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix} \right\}$$

c) $\text{null}(A) \leftarrow \{ \vec{x} \mid A\vec{x} = \vec{0} \}$

$$[A \mid \vec{0}]$$

$$\left[\begin{array}{cccc|c} 1 & 1 & 0 & 1 & 0 \\ 0 & 1 & -1 & 1 & 0 \\ 0 & 0 & 0 & -2 & 0 \end{array} \right]$$

$$R_1 - R_2 \quad \left[\begin{array}{cccc|c} 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & -1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \end{array} \right]$$

$$\frac{R_3}{-2}$$

$$R_2 - R_3 \quad \left[\begin{array}{cccc|c} \textcircled{1} & 0 & 1 & 0 & 0 \\ 0 & \textcircled{1} & -1 & 0 & 0 \\ 0 & 0 & 0 & \textcircled{1} & 0 \end{array} \right] \text{RREF}$$



$$x_3 = t$$

$$x_1 + x_3 = 0 \Rightarrow x_1 = -t$$

$$x_2 = t$$

$$x_4 = 0$$

$$\vec{x} = \begin{bmatrix} -1 \\ 1 \\ 1 \\ 0 \end{bmatrix} t$$

$$\text{Basis for } \text{null}(A) = \left\{ \begin{bmatrix} -1 \\ 1 \\ 1 \\ 0 \end{bmatrix} \right\}$$