Section 1.8/1.9

Linear Transformations

Motivation

Let A be an $m \times n$ matrix. For the matrix equation $Ax = b$ we have learned to describe

- the solution set: all x in $\mathbf{R}^n$ making the equation true.
- the column span: the set of all b in $\mathbf{R}^m$ making the equation consistent.

It turns out these two sets are very closely related to each other (the rank-nullity theorem).

In order to understand this relationship, it helps to think of the matrix A as a *transformation* from $\mathbf{R}^n$ to $\mathbf{R}^m$.

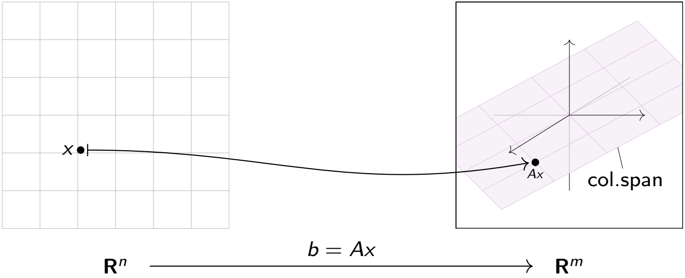
It's a special kind of transformation called a *linear transformation*.

This is also a way to understand the *geometry* of *matrices*.

Change in Perspective. Let A be a matrix with m rows and n columns. Let's think about the matrix equation $b = Ax$ as a *function*.

- The independent variable (the input) is x, which is a vector in $\mathbf{R}^n$.
- The dependent variable (the output) is b, which is a vector in $\mathbf{R}^m$.

As you vary x, then $b = Ax$ also varies. The set of all possible output vectors b is the column span of A.



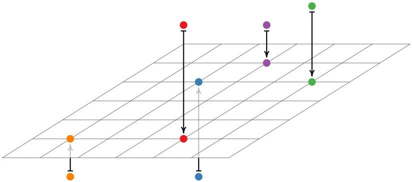
[interactive]

$$A = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{pmatrix}$$

In the equation $A\mathbf{x} = b$, the input vector $\mathbf{x}$ is in $\mathbf{R}^3$ and the output vector b is in $\mathbf{R}^3$. What is $A\begin{pmatrix} x \\ y \\ z \end{pmatrix}$?

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{pmatrix}\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} x \\ y \\ 0 \end{pmatrix}.$$

This is *projection onto the xy-plane in* $\mathbf{R}^3$. Picture:



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Matrices as Functions

Reflection

$$A = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}$$

In the equation $A\mathbf{x} = b$, the input vector $\mathbf{x}$ is in $\mathbf{R}^2$ and the output vector b is in $\mathbf{R}^2$. Then

$$A\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} -x_1 \\ x_2 \end{pmatrix}.$$

This is *reflection over the y-axis*. Picture:

$$\xrightarrow{b = Ax}$$

[interactive]

Matrices as Functions

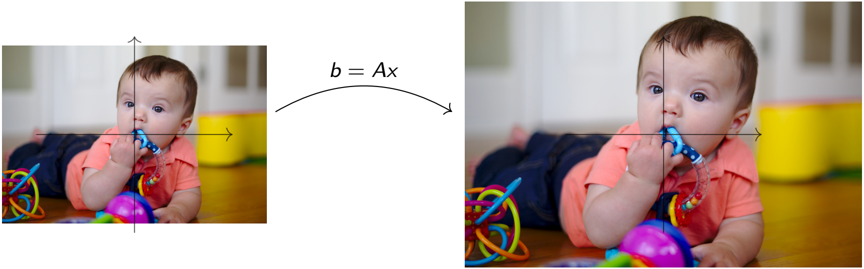
Dilation

$$A = \begin{pmatrix} 1.5 & 0 \\ 0 & 1.5 \end{pmatrix}$$

In the equation $A\mathbf{x} = b$, the input vector $\mathbf{x}$ is in $\mathbf{R}^2$ and the output vector b is in $\mathbf{R}^2$.

$$A\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 1.5 & 0 \\ 0 & 1.5 \end{pmatrix}\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 1.5x \\ 1.5y \end{pmatrix} = 1.5\begin{pmatrix} x \\ y \end{pmatrix}.$$

This is *dilation (scaling) by a factor of 1.5*. Picture:



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$$A = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}$$

In the equation $A\mathbf{x} = b$, the input vector $\mathbf{x}$ is in $\mathbf{R}^2$ and the output vector b is in $\mathbf{R}^2$. Then

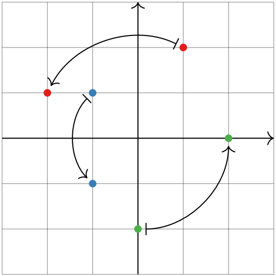
$$A\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -y \\ x \end{pmatrix}.$$

What is this? Let's plug in a few points and see what happens.

$$A\begin{pmatrix} 1 \\ 2 \end{pmatrix} = \begin{pmatrix} -2 \\ 1 \end{pmatrix}$$

$$A\begin{pmatrix} -1 \\ 1 \end{pmatrix} = \begin{pmatrix} -1 \\ -1 \end{pmatrix}$$

$$A\begin{pmatrix} 0 \\ -2 \end{pmatrix} = \begin{pmatrix} 2 \\ 0 \end{pmatrix}$$

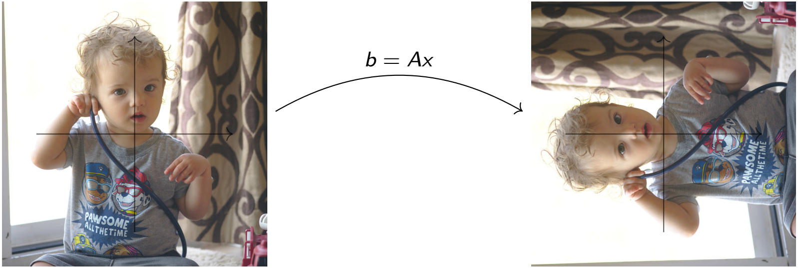


It looks like *counterclockwise rotation by* 90°.

$$A = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}$$

In the equation $A\mathbf{x} = b$, the input vector $\mathbf{x}$ is in $\mathbf{R}^2$ and the output vector b is in $\mathbf{R}^2$. Then

$$A\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -y \\ x \end{pmatrix}.$$



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We have been drawing pictures of what it looks like to multiply a matrix by a vector, as a function of the vector.

Now let's go the other direction. Suppose we have a function, and we want to know, does it come from a matrix?

Example

For a vector x in $\mathbf{R}^2$, let $T(x)$ be the counterclockwise rotation of x by an angle θ. Is $T(x) = Ax$ for some matrix A?

If $\theta = 90^\circ$, then we know $T(x) = Ax$, where

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

But for general θ, it's not clear.

Our next goal is to answer this kind of question.

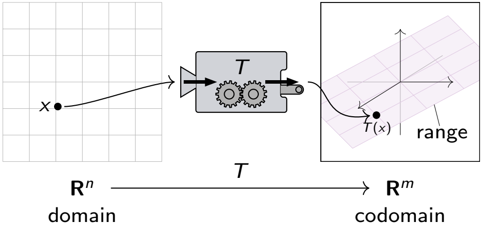
Definition

A **transformation** (or **function** or **map**) from $\mathbf{R}^n$ to $\mathbf{R}^m$ is a rule T that assigns to each vector x in $\mathbf{R}^n$ a vector $T(x)$ in $\mathbf{R}^m$.

- $\mathbf{R}^n$ is called the **domain** of T (the inputs).
- $\mathbf{R}^m$ is called the **codomain** of T (where the outputs live).
- For x in $\mathbf{R}^n$, the vector $T(x)$ in $\mathbf{R}^m$ is the **image** of x under T.
  Notation: $x \mapsto T(x)$.
- The set of all images $\{T(x) \mid x \text{ in } \mathbf{R}^n\}$ is the **range** of T.

Notation:

$$T\colon \mathbf{R}^n \longrightarrow \mathbf{R}^m \qquad \text{means} \qquad T \text{ is a transformation from } \mathbf{R}^n \text{ to } \mathbf{R}^m.$$



It may help to think of T as a "machine" that takes x as an input, and gives you $T(x)$ as the output.

Functions from Calculus

Many of the functions you know and love have domain and codomain **R**.

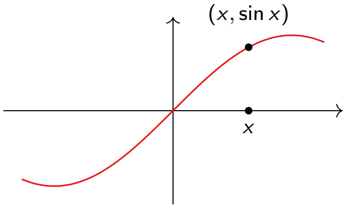
$$\sin\colon \mathbf{R} \longrightarrow \mathbf{R} \qquad \sin(x) = \begin{pmatrix} \text{the length of the opposite edge over the} \\ \text{hypotenuse of a right triangle with angle} \\ x \text{ in radians} \end{pmatrix}$$

Note how I've written down the *rule* that defines the function sin.

$$f\colon \mathbf{R} \longrightarrow \mathbf{R} \qquad f(x) = x^2$$

Note that "x^2" is sloppy (but common) notation for a function: it doesn't have a name!

You may be used to thinking of a function in terms of its graph.



The horizontal axis is the domain, and the vertical axis is the codomain.

This is fine when the domain and codomain are **R**, but it's hard to do when they're $\mathbf{R}^2$ and $\mathbf{R}^3$! You need five dimensions to draw that graph.

Matrix Transformations

Definition

Let A be an $m \times n$ matrix. The **matrix transformation** associated to A is the transformation

$$T\colon \mathbf{R}^n \longrightarrow \mathbf{R}^m \qquad \text{defined by} \qquad T(x) = Ax.$$

In other words, T takes the vector x in $\mathbf{R}^n$ to the vector Ax in $\mathbf{R}^m$.

For example, if $A = \left(\begin{smallmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{smallmatrix}\right)$ and $T(x) = Ax$ then

$$T\begin{pmatrix} -1 \\ -2 \\ -3 \end{pmatrix} = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{pmatrix}\begin{pmatrix} -1 \\ -2 \\ -3 \end{pmatrix} = \begin{pmatrix} -14 \\ -32 \end{pmatrix}.$$

Your life will be much easier if you just remember these.

- The *domain* of T is $\mathbf{R}^n$, which is the number of *columns* of A.
- The *codomain* of T is $\mathbf{R}^m$, which is the number of *rows* of A.
- The *range* of T is the set of all images of T:

$$T(x) = Ax = \begin{pmatrix} | & | & & | \\ v_1 & v_2 & \cdots & v_n \\ | & | & & | \end{pmatrix}\begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = x_1v_1 + x_2v_2 + \cdots + x_nv_n.$$

This is the *column span* of A. It is a span of vectors in the codomain.

Let $A = \begin{pmatrix} 1 & 1 \\ 0 & 1 \\ 1 & 1 \end{pmatrix}$ and let $T(x) = Ax$, so $T\colon \mathbf{R}^2 \to \mathbf{R}^3$.

- If $u = \begin{pmatrix} 3 \\ 4 \end{pmatrix}$ then $T(u) = \begin{pmatrix} 1 & 1 \\ 0 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} 3 \\ 4 \end{pmatrix} = \begin{pmatrix} 7 \\ 4 \\ 7 \end{pmatrix}$.
- Let $b = \begin{pmatrix} 7 \\ 5 \\ 7 \end{pmatrix}$. Find v in $\mathbf{R}^2$ such that $T(v) = b$. Is there more than one?

  We want to find v such that $T(v) = Av = b$. We know how to do that:

$$\begin{pmatrix} 1 & 1 \\ 0 & 1 \\ 1 & 1 \end{pmatrix} v = \begin{pmatrix} 7 \\ 5 \\ 7 \end{pmatrix} \xrightarrow{\text{augmented matrix}} \left(\begin{array}{cc|c} 1 & 1 & 7 \\ 0 & 1 & 5 \\ 1 & 1 & 7 \end{array}\right) \xrightarrow{\text{row reduce}} \left(\begin{array}{cc|c} 1 & 0 & 2 \\ 0 & 1 & 5 \\ 0 & 0 & 0 \end{array}\right).$$

  This gives $x = 2$ and $y = 5$, or $v = \begin{pmatrix} 2 \\ 5 \end{pmatrix}$ (unique). In other words,

$$T(v) = \begin{pmatrix} 1 & 1 \\ 0 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} 2 \\ 5 \end{pmatrix} = \begin{pmatrix} 7 \\ 5 \\ 7 \end{pmatrix}.$$

Let $A = \begin{pmatrix} 1 & 1 \\ 0 & 1 \\ 1 & 1 \end{pmatrix}$ and let $T(x) = Ax$, so $T \colon \mathbf{R}^2 \to \mathbf{R}^3$.

- Is there any c in $\mathbf{R}^3$ such that there is more than one v in $\mathbf{R}^2$ with $T(v) = c$?

  Translation: is there any c in $\mathbf{R}^3$ such that the solution set of $Ax = c$ has more than one vector v in it?

  The solution set of $Ax = c$ is a translate of the solution set of $Ax = b$ (from before), which has one vector in it. So the solution set to $Ax = c$ has only one vector. So no!

- Find c such that there is *no* v with $T(v) = c$.

  Translation: Find c such that $Ax = c$ is inconsistent.

  Translation: Find c not in the column span of A (i.e., the range of T).

  We could draw a picture, or notice: $a \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} + b \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} a+b \\ b \\ a+b \end{pmatrix}$. So anything in the column span has the same first and last coordinate. So $c = \left(\begin{smallmatrix} 1 \\ 2 \\ 3 \end{smallmatrix}\right)$ is not in the column span (for example).

Matrix Transformations
Picture

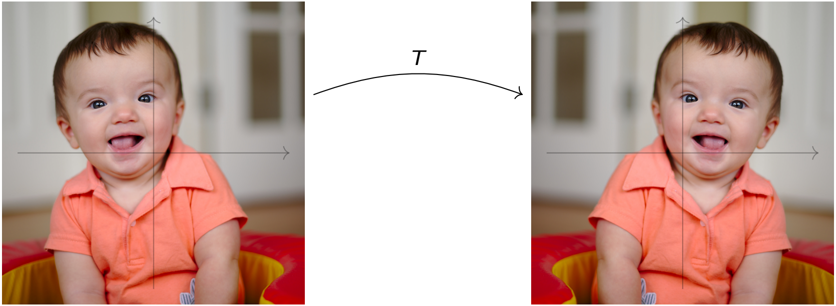
The picture of a matrix transformation is the same as the pictures we've been drawing all along. Only the language is different. Let

$$A = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix} \quad \text{and let} \quad T(x) = Ax,$$

so $T\colon \mathbf{R}^2 \to \mathbf{R}^2$. Then

$$T\begin{pmatrix} x \\ y \end{pmatrix} = A\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -x \\ y \end{pmatrix},$$

which is still is *reflection over the y-axis*. Picture:



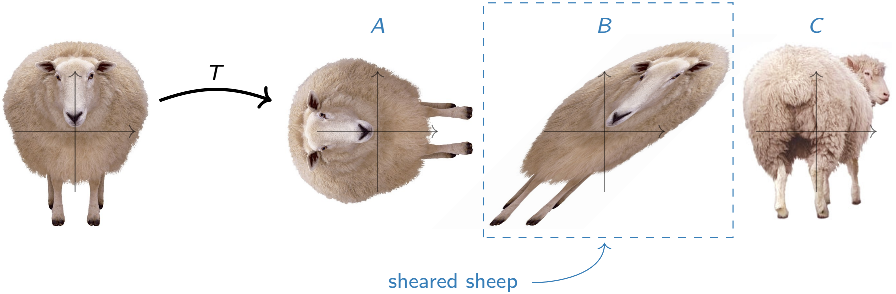
Poll

Let $A = \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix}$ and let $T(x) = Ax$, so $T\colon \mathbf{R}^2 \to \mathbf{R}^2$. ($T$ is called a **shear**.)

Poll

What does T do to this sheep?

Hint: first draw a picture what it does to the box *around* the sheep.



So, which transformations actually come from matrices?

Recall: If A is a matrix, u, v are vectors, and c is a scalar, then

$$A(u+v) = Au + Av \qquad A(cv) = cAv.$$

So if $T(x) = Ax$ is a matrix transformation then,

$$T(u+v) = T(u) + T(v) \quad \text{and} \quad T(cv) = cT(v).$$

Any matrix transformation has to satisfy this property. This property is so special that it has its own name.

Definition

A transformation $T\colon \mathbf{R}^n \to \mathbf{R}^m$ is **linear** if it satisfies the above equations for all vectors u, v in $\mathbf{R}^n$ and all scalars c.

In other words, T "respects" addition and scalar multiplication.

Check: if T is linear, then

$$T(0) = 0 \qquad T(cu + dv) = cT(u) + dT(v)$$

for all vectors u, v and scalars c, d. More generally,

$$T\big(c_1v_1 + c_2v_2 + \cdots + c_nv_n\big) = c_1T(v_1) + c_2T(v_2) + \cdots + c_nT(v_n).$$

In engineering this is called **superposition**.

Define $T\colon \mathbf{R}^2 \to \mathbf{R}^2$ by $T(x) = 1.5x$. Is T linear? Check:

$$\begin{aligned} T(u+v) &= 1.5(u+v) = 1.5u + 1.5v = T(u) + T(v) \\ T(cv) &= 1.5(cv) = c(1.5v) = c(Tv). \end{aligned}$$

So T satisfies the two equations, hence T is linear.

Note: T is a matrix transformation!

$$T(x) = \begin{pmatrix} 1.5 & 0 \\ 0 & 1.5 \end{pmatrix} x,$$

as we checked before.

Define $T \colon \mathbf{R}^2 \to \mathbf{R}^2$ by

$$T\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -y \\ x \end{pmatrix}.$$

Is T linear? Check:

$$T\left(\begin{pmatrix} u_1 \\ u_2 \end{pmatrix} + \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}\right) = \begin{pmatrix} -u_2 \\ u_1 \end{pmatrix} + \begin{pmatrix} -v_2 \\ v_1 \end{pmatrix} = \begin{pmatrix} -(u_2 + v_2) \\ (u_1 + v_1) \end{pmatrix} = T\begin{pmatrix} u_1 + u_2 \\ v_1 + v_2 \end{pmatrix}$$

$$T\left(c\begin{pmatrix} v_1 \\ v_2 \end{pmatrix}\right) = T\begin{pmatrix} cv_1 \\ cv_2 \end{pmatrix} = \begin{pmatrix} -cv_2 \\ cv_1 \end{pmatrix} = c\begin{pmatrix} -v_2 \\ v_1 \end{pmatrix} = cT\begin{pmatrix} v_1 \\ v_2 \end{pmatrix}.$$

So T satisfies the two equations, hence T is linear.

Note: T is a matrix transformation!

$$T(x) = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} x,$$

as we checked before.

Is every transformation a linear transformation?

No! For instance,

$$T\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} |x| \\ y \end{pmatrix}$$

is not linear.

Why? We have to check the two defining properties.

$$T\left(c\begin{pmatrix} x \\ y \end{pmatrix}\right) = \begin{pmatrix} |cx| \\ cy \end{pmatrix} \stackrel{?}{=} c\begin{pmatrix} x \\ y \end{pmatrix}$$

Not necessarily: if $c = -1$ and $x = 1$, $y = 0$, then

$$\begin{pmatrix} |cx| \\ y \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \qquad c\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -1 \\ 0 \end{pmatrix}.$$

So T fails the first property.

Conclusion: T is *not* a matrix transformation!

The Matrix of a Linear Transformation

We will see that a *linear* transformation T is a matrix transformation: $T(x) = Ax$.

But what matrix does T come from? What is A?

Here's how to compute it.

Unit Coordinate Vectors

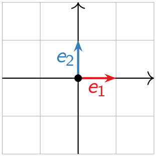
Definition

The **unit coordinate vectors** in $\mathbf{R}^n$ are

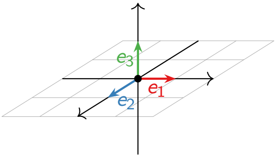
This is what $e_1, e_2, \ldots$ mean, *for the rest of the class.*

$$\boxed{e_1 = \begin{pmatrix} 1 \\ 0 \\ \vdots \\ 0 \\ 0 \end{pmatrix}, \quad e_2 = \begin{pmatrix} 0 \\ 1 \\ \vdots \\ 0 \\ 0 \end{pmatrix}, \quad \ldots, \quad e_{n-1} = \begin{pmatrix} 0 \\ 0 \\ \vdots \\ 1 \\ 0 \end{pmatrix}, \quad e_n = \begin{pmatrix} 0 \\ 0 \\ \vdots \\ 0 \\ 1 \end{pmatrix}.}$$

in $\mathbf{R}^2$



in $\mathbf{R}^3$



Note: if A is an $m \times n$ matrix with columns $v_1, v_2, \ldots, v_n$, then $Ae_i = v_i$ for $i = 1, 2, \ldots, n$: multiplying a matrix by e_i gives you the ith column.

$$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 4 \\ 7 \end{pmatrix} \qquad \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 2 \\ 5 \\ 8 \end{pmatrix} \qquad \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 3 \\ 6 \\ 9 \end{pmatrix}$$

Linear Transformations are Matrix Transformations

Recall: A matrix A defines a linear transformation T by $T(x) = Ax$.

Theorem

Let $T\colon \mathbf{R}^n \to \mathbf{R}^m$ be a linear transformation. Let

$$A = \begin{pmatrix} | & | & & | \\ T(e_1) & T(e_2) & \cdots & T(e_n) \\ | & | & & | \end{pmatrix}.$$

This is an $m \times n$ matrix, and T is the matrix transformation for A: $T(x) = Ax$.

The matrix A is called the **standard matrix** for T.

> **Take-Away**
>
> Linear transformations are the same as matrix transformations.

Dictionary

Linear transformation $T\colon \mathbf{R}^n \to \mathbf{R}^m$	$\rightsquigarrow$	$m \times n$ matrix $A = \begin{pmatrix} \vert & \vert & & \vert \\ T(e_1) & T(e_2) & \cdots & T(e_n) \\ \vert & \vert & & \vert \end{pmatrix}$
$T(x) = Ax$ $T\colon \mathbf{R}^n \to \mathbf{R}^m$	$\leftsquigarrow$	$m \times n$ matrix A

Why is a linear transformation a matrix transformation?

Suppose for simplicity that $T\colon \mathbf{R}^3 \to \mathbf{R}^2$.

$$\begin{aligned}
T\begin{pmatrix} x \\ y \\ z \end{pmatrix} &= T\left(x\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + y\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} + z\begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \right) \\
&= T\big(xe_1 + ye_2 + ze_3\big) \\
&= xT(e_1) + yT(e_2) + zT(e_3) \\
&= \begin{pmatrix} | & | & | \\ T(e_1) & T(e_2) & T(e_3) \\ | & | & | \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} \\
&= A\begin{pmatrix} x \\ y \\ z \end{pmatrix}.
\end{aligned}$$

Before, we defined a **dilation** transformation $T\colon \mathbf{R}^2 \to \mathbf{R}^2$ by $T(x) = 1.5x$. What is its standard matrix?

$$\left.\begin{aligned} T(e_1) &= 1.5e_1 = \begin{pmatrix} 1.5 \\ 0 \end{pmatrix} \\ T(e_2) &= 1.5e_2 = \begin{pmatrix} 0 \\ 1.5 \end{pmatrix} \end{aligned}\right\} \implies A = \begin{pmatrix} 1.5 & 0 \\ 0 & 1.5 \end{pmatrix}.$$

Check:

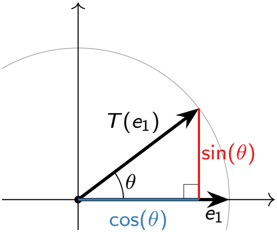
$$\begin{pmatrix} 1.5 & 0 \\ 0 & 1.5 \end{pmatrix}\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 1.5x \\ 1.5y \end{pmatrix} = 1.5\begin{pmatrix} x \\ y \end{pmatrix} = T\begin{pmatrix} x \\ y \end{pmatrix}.$$

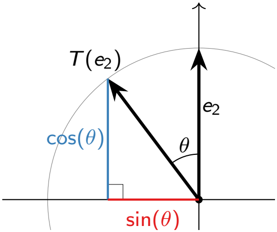
Question

What is the matrix for the linear transformation $T\colon \mathbf{R}^2 \to \mathbf{R}^2$ defined by

$$T(x) = x \text{ rotated counterclockwise by an angle } \theta?$$

(Check linearity...)

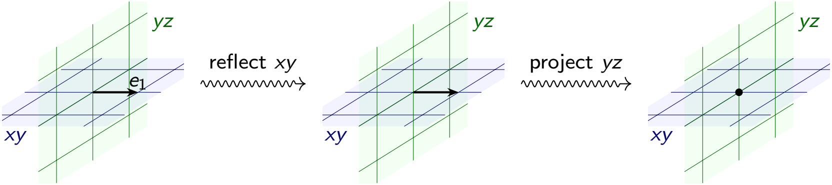




$$\left.\begin{aligned} T(e_1) &= \begin{pmatrix} \cos(\theta) \\ \sin(\theta) \end{pmatrix} \\ T(e_2) &= \begin{pmatrix} -\sin(\theta) \\ \cos(\theta) \end{pmatrix} \end{aligned}\right\} \implies A = \begin{pmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{pmatrix} \qquad \left(\begin{gathered} \theta = 90^\circ \implies \\ A = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \\ \text{from before} \end{gathered} \right)$$

Question

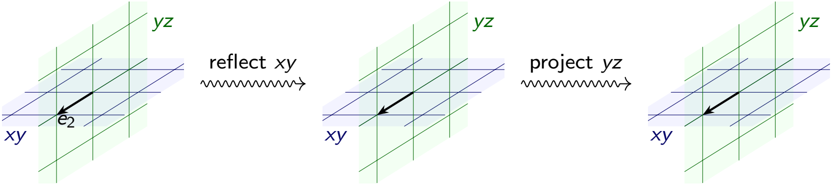
What is the matrix for the linear transformation $T\colon \mathbf{R}^3 \to \mathbf{R}^3$ that reflects through the xy-plane and then projects onto the yz-plane?



$$T(e_1) = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}.$$

Question

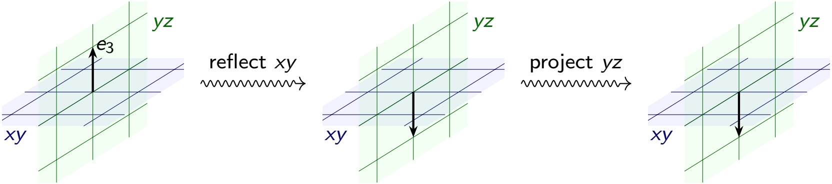
What is the matrix for the linear transformation $T\colon \mathbf{R}^3 \to \mathbf{R}^3$ that reflects through the xy-plane and then projects onto the yz-plane?



$$T(e_2) = e_2 = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}.$$

Question

What is the matrix for the linear transformation $T\colon \mathbf{R}^3 \to \mathbf{R}^3$ that reflects through the xy-plane and then projects onto the yz-plane?



$$T(e_3) = \begin{pmatrix} 0 \\ 0 \\ -1 \end{pmatrix}.$$

Question

What is the matrix for the linear transformation $T\colon \mathbf{R}^3 \to \mathbf{R}^3$ that reflects through the xy-plane and then projects onto the yz-plane?

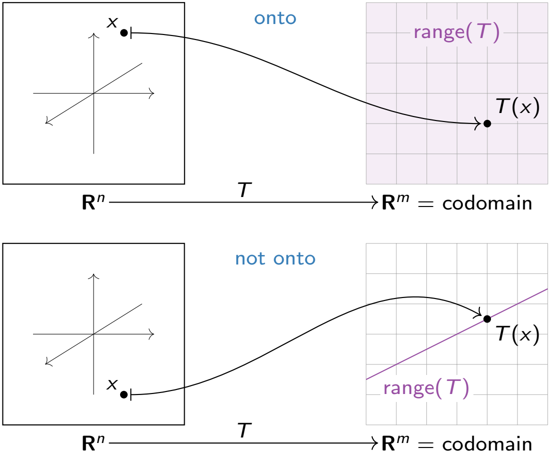
$$\left.\begin{aligned} T(e_1) &= \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \\ T(e_2) &= \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} \\ T(e_1) &= \begin{pmatrix} 0 \\ 0 \\ -1 \end{pmatrix} \end{aligned}\right\} \implies A = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & -1 \end{pmatrix}.$$

Other Geometric Transformations

There is a long list of geometric transformations of $\mathbf{R}^2$ in §1.9 of Lay. (Reflections over the diagonal, contractions and expansions along different axes, shears, projections, ...) Please look them over.

Definition

A transformation $T\colon \mathbf{R}^n \to \mathbf{R}^m$ is **onto** (or **surjective**) if the range of T is equal to $\mathbf{R}^m$ (its codomain). In other words, each b in $\mathbf{R}^m$ is the image of *at least one* x in $\mathbf{R}^n$: every possible output has an input. Note that *not* onto means there is some b in $\mathbf{R}^m$ which is not the image of any x in $\mathbf{R}^n$.



Characterization of Onto Transformations

Theorem

Let $T\colon \mathbf{R}^n \to \mathbf{R}^m$ be a linear transformation with matrix A. Then the following are equivalent:

- T is onto
- $T(x) = b$ has a solution for every b in $\mathbf{R}^m$
- $Ax = b$ is consistent for every b in $\mathbf{R}^m$
- The columns of A span $\mathbf{R}^m$
- A has a pivot in every row

Question

If $T\colon \mathbf{R}^n \to \mathbf{R}^m$ is onto, what can we say about the relative sizes of n and m?

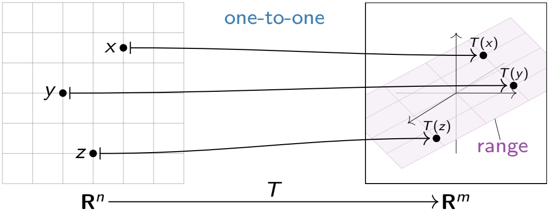
Answer: T corresponds to an $m \times n$ matrix A. In order for A to have a pivot in every row, it must have *at least as many* columns as rows: $m \leq n$.

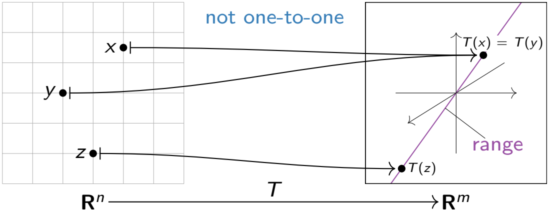
$$\begin{pmatrix} 1 & 0 & \star & 0 & \star \\ 0 & 1 & \star & 0 & \star \\ 0 & 0 & 0 & 1 & \star \end{pmatrix}$$

For instance, $\mathbf{R}^2$ is "too small" to map *onto* $\mathbf{R}^3$.

Definition

A transformation $T: \mathbf{R}^n \to \mathbf{R}^m$ is **one-to-one** (or **into**, or **injective**) if different vectors in $\mathbf{R}^n$ map to different vectors in $\mathbf{R}^m$. In other words, each b in $\mathbf{R}^m$ is the image of *at most one* x in $\mathbf{R}^n$: different inputs have different outputs. Note that *not* one-to-one means different vectors in $\mathbf{R}^n$ have the same image.





Characterization of One-to-One Transformations

Theorem

Let $T\colon \mathbf{R}^n \to \mathbf{R}^m$ be a linear transformation with matrix A. Then the following are equivalent:

- T is one-to-one
- $T(x) = b$ has one or zero solutions for every b in $\mathbf{R}^m$
- $Ax = b$ has a unique solution or is inconsistent for every b in $\mathbf{R}^m$
- $Ax = 0$ has a unique solution
- The columns of A are linearly independent
- A has a pivot in every column.

Question

If $T\colon \mathbf{R}^n \to \mathbf{R}^m$ is one-to-one, what can we say about the relative sizes of n and m?

Answer: T corresponds to an $m \times n$ matrix A. In order for A to have a pivot in every column, it must have *at least as many* rows as columns: $n \leq m$.

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{pmatrix}$$

For instance, $\mathbf{R}^3$ is "too big" to map *into* $\mathbf{R}^2$.