

Week 4 - Lecture 7

January 24th, 2020

$$\frac{1}{2} \times \frac{1}{2}$$

Ex: let $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ be a linear transformation

$$\frac{1}{4}$$

$$T\left(\begin{pmatrix} a \\ b \end{pmatrix}\right) = \begin{pmatrix} a-b \\ b-a \end{pmatrix} \text{ order is } \begin{pmatrix} a \\ b \end{pmatrix} \text{ so switch } a \text{ and } b \begin{pmatrix} a-b \\ -a+b \end{pmatrix}$$

$$\frac{1}{2} \times \frac{2}{1}$$

$$\begin{pmatrix} a-b \\ -a+b \end{pmatrix}$$

$$a) T = \begin{pmatrix} 1 & -1 \\ -1 & 1 \end{pmatrix} = \begin{pmatrix} 1 & -1 \\ -1 & 1 \end{pmatrix}$$

b) Find matrix A corresponding to T ($\mathbb{R}^2 \rightarrow \mathbb{R}^2$ should be 2×2)

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

c) use A to find

$$T\left(\begin{pmatrix} 0 \\ -3 \end{pmatrix}\right), T\left(\begin{pmatrix} 2 \\ 0 \end{pmatrix}\right), T\left(\begin{pmatrix} 1 \\ -2 \end{pmatrix}\right), T\left(\begin{pmatrix} 0 \\ 0 \end{pmatrix}\right), T\left(\begin{pmatrix} -3 \\ 4 \end{pmatrix}\right)$$

$$V_1 \rightarrow T\left(\begin{pmatrix} 0 \\ -3 \end{pmatrix}\right) \stackrel{\text{same as}}{=} A \begin{bmatrix} 0 \\ -3 \end{bmatrix} = \begin{bmatrix} 1 & -1 \\ -1 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ -3 \end{bmatrix} = \begin{pmatrix} (1 \times 0) + (-1 \times -3) = (0+3) = 3 \\ (-1 \times 0) + (1 \times -3) = (0-3) = -3 \end{pmatrix}$$

$$V_2 \rightarrow T\left(\begin{pmatrix} 2 \\ 0 \end{pmatrix}\right) = A \begin{bmatrix} 2 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 & -1 \\ -1 & 1 \end{bmatrix} \begin{bmatrix} 2 \\ 0 \end{bmatrix} = \begin{pmatrix} 2 \\ -2 \end{pmatrix}$$

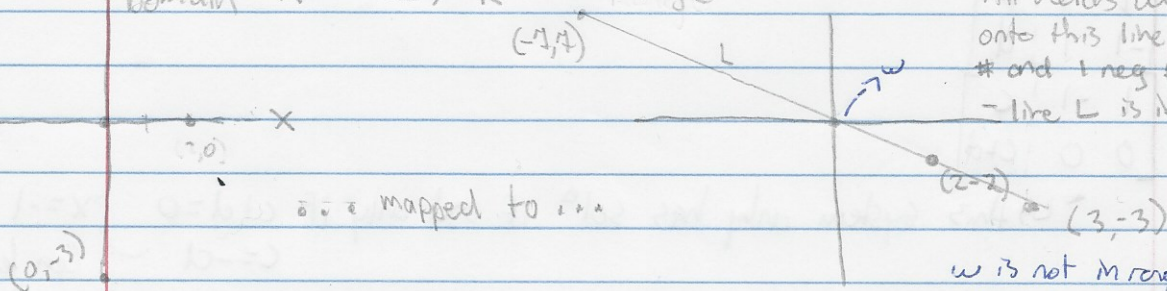
$$V_3 \rightarrow T\left(\begin{pmatrix} 1 \\ -2 \end{pmatrix}\right) = \begin{pmatrix} 1 & -1 \\ -1 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ -2 \end{pmatrix} = \begin{pmatrix} 3 \\ -3 \end{pmatrix}$$

$$V_4 \rightarrow T\left(\begin{pmatrix} 0 \\ 0 \end{pmatrix}\right) = \begin{pmatrix} 1 & -1 \\ -1 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

$$V_5 \rightarrow T\left(\begin{pmatrix} -3 \\ 4 \end{pmatrix}\right) = \begin{pmatrix} 1 & -1 \\ -1 & 1 \end{pmatrix} \begin{pmatrix} -3 \\ 4 \end{pmatrix} = \begin{pmatrix} -4 \\ 7 \end{pmatrix}$$

linear transformation that we have is

Domain $\mathbb{R}^2 \xrightarrow{T} \mathbb{R}^2$ Range



difference between multiplying and matrices

Corresponding Matrix

- All vectors in this line are in range

- All vectors we chose will map onto this line and are 1 pos # and 1 neg #

- line L is in range of T vectors

w is not in range of T of $A(\cdot)$ and will not get mapped

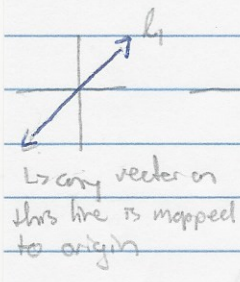
What is kernel

$$\text{Ker}(T) = \left\{ \begin{pmatrix} a \\ b \end{pmatrix} \in \mathbb{R}^2 \mid T \begin{pmatrix} a \\ b \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \right\}$$

$$\left\{ \begin{pmatrix} a \\ b \end{pmatrix} \in \mathbb{R}^2 \mid \begin{pmatrix} a-b \\ b-a \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \right\}$$

↳ set of all a, and b's such that $a-b=0, b-a=0$, means all a and b's such that $a=b$

$$= \left\{ \begin{pmatrix} a \\ b \end{pmatrix} \in \mathbb{R}^2 \mid a=b \right\} \text{ if } a=b=0 \text{ then } a-b=0, b-a=0$$



Use matrices to solve kernel, solve homogeneous matrix

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

$$\begin{array}{cc|c} 1 & -1 & 0 \\ -1 & 1 & 0 \end{array} \begin{array}{l} R_1 \\ R_1 + R_2 \end{array}$$

$$\begin{array}{cc|c} 1 & -1 & 0 \\ 0 & 0 & 0 \end{array}$$

pivot free

$$x - y = 0 \rightarrow x = y$$

$$y = 0 \rightarrow y = y$$

if we want to check if vector $v = \begin{pmatrix} c \\ d \end{pmatrix}$ is in the range of T, we need to check if $[A|v]$ has any solution

$$\begin{bmatrix} 1 & -1 \\ -1 & 1 \end{bmatrix} \begin{pmatrix} c \\ d \end{pmatrix}$$

↳ which vectors have solⁿ in range

$$\begin{array}{cc|c} 1 & -1 & c \\ -1 & 1 & d \\ 1 & -1 & c \\ 0 & 0 & c+d \end{array}$$

↳ this system only has solⁿ if and only if $c+d=0$

$$x = -1$$

$$c = -d$$

(see last page)

(A to T to system to solve) whether it's a linear transformation?

-one to one is same as onto
for square matrices

Def: let $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ be a linear transformation

① if for every vector $w \in \mathbb{R}^m$ there exists at least $v \in \mathbb{R}^n$ such that $T(v) = w$

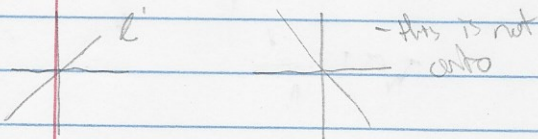
\therefore we say T is "onto" - no vector is mapped to 0 except 0 vector

- image & range are basically equivalent

② if for every vector $w \in \mathbb{R}^m$ there exists at most one $v \in \mathbb{R}^n$ such that $T(v) = w$

\therefore we say T is "one-to-one"

we say it's "onto" if it covers everything here



$$\begin{aligned} v_1, v_3 \text{ sth} \\ T(v_1) = w \\ T(v_3) = w \end{aligned}$$

this ex is not 1:1

this particular vector is
map of Z in domain

-image is always sitting inside range

Ex: let $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ be given by

$$T(e_1) = \begin{pmatrix} 1 \\ 2 \end{pmatrix}, T(e_2) = \begin{pmatrix} 2 \\ 4 \end{pmatrix}, T(e_3) = \begin{pmatrix} 3 \\ 0 \end{pmatrix}$$

- given linear transformation depends on

a) is T onto

b) is T 1:1

- transformation is defined by 3 vectors

Matrix

$$A = \{T(e_1), T(e_2), T(e_3)\} = \begin{bmatrix} 1 & 2 & 3 \\ 2 & 4 & 0 \end{bmatrix}$$

RREF

$$\begin{bmatrix} 1 & 2 & 3 \\ 0 & 0 & 0 \end{bmatrix}$$

★ A) Not "onto" because second row does not have leading 1
 \hookrightarrow if we want to be onto, each row has to have leading 1

★ B) No if it wants to be 1:1 each column has to have leading 1

Next Example

① check if the linear transformation $T \left(\begin{bmatrix} x \\ y \\ z \end{bmatrix} \right) = \begin{bmatrix} x+y+z \\ x-y \\ y+z \\ x-y \end{bmatrix}$ is

$T: \mathbb{R}^3 \rightarrow \mathbb{R}^4$

① onto?

② one-to-one?

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

$$\begin{bmatrix} 1 & 1 & 1 & R_1 \\ 0 & -2 & -1 & R_2 - R_1 \\ 0 & 1 & 1 & R_3 \\ 0 & -2 & -1 & R_4 - R_1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 & 1 & R_1 \\ 0 & 1 & 1/2 & R_2 \\ 0 & 0 & 1/2 & R_3 - R_2 \\ 0 & 0 & 0 & R_4 + 2R_2 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 & 1 & R_1 \\ 0 & 1 & 1/2 & -1/2 R_2 \\ 0 & 1 & 1 & R_2 \\ 0 & -2 & -1 & R_3 \end{bmatrix}$$

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

\rightarrow is it onto? No because last row does not have a leading 1

\rightarrow is it 1:1? Yes, every column has a leading 1

Check if $T: \mathbb{R}^3 \rightarrow \mathbb{R}^2$

$$T \begin{pmatrix} a \\ b \\ c \end{pmatrix} = \begin{pmatrix} a + 2b + 3c \\ a - b + c \end{pmatrix}$$

$$\begin{array}{ccc|c} 1 & 2 & 3 & R_1 \\ 1 & -1 & 1 & R_2 \end{array}$$

$$\begin{array}{ccc|c} 1 & 2 & 3 & R_1 \\ 0 & -3 & -2 & R_2 - R_1 \end{array}$$

① onto? yes, each row has a leading

② 1:1? No, the third column does not have a leading

$$\begin{array}{ccc|c} 1 & 2 & 3 & R_1 \\ 0 & 1 & \frac{2}{3} & -\frac{1}{3}R_2 \end{array}$$

$$\begin{array}{ccc|c} 1 & 0 & \frac{5}{3} & R_1 - 2R_2 \\ 0 & 1 & \frac{2}{3} & \end{array}$$

* Note: let $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$

if $n < m$, T can not be onto

n, m refer to plane x, y, z

if $n > m$, T can not be 1:1

↳ something big to something smaller have to be mapped to same vector

in terms of matrix form

$$A = \begin{bmatrix} 1 & 0 & \dots \\ 0 & 1 & \dots \\ \vdots & \vdots & \vdots \\ 0 & 0 & \dots \end{bmatrix} \quad \begin{array}{l} m = \text{rows} \\ n = \text{columns} \end{array}$$

$m \times n$

if $n < m$, for sure there are rows (at least 1) without a leading 1

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

if $n > m$, for sure there are columns (at least 1) without a leading 1

let $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ be a linear transformation then the following are equivalent

1) T is one-to-one if and only if $T(x) = 0$, has only trivial solⁿ

$$\text{Kernel}(T) = 0$$

- each column

- each column of RREF has leading 1

T is onto if and only if - range of $(-T)$ is everything $= \mathbb{R}^m$

- $Ax = b$ has solⁿ (s) for every $b \in \mathbb{R}^m$

- each row of RREF has leading 1

if we can find any random vector in image
we can find mapped vector
means always solⁿ