

A function $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ is called a linear transformation if

- $T(u+v) = T(u) + T(v)$ for all $u, v \in \mathbb{R}^n$
- $T(cu) = cT(u)$ for all $c \in \mathbb{R}$ and $u \in \mathbb{R}^n$.

Claim there exists a matrix $A \in \mathbb{R}^{m \times n}$ such that $T(x) = Ax$.
Standard basis of \mathbb{R}^n ... let $x \in \mathbb{R}^n$

$$x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = x_1 e_1 + x_2 e_2 + \dots + x_n e_n$$

where $e_i \in \mathbb{R}^n$ is the vector with all zero entries except the i th entry which is 1.

Thus

$$\begin{aligned} T(x) &= T(x_1 e_1 + x_2 e_2 + \dots + x_n e_n) = T(x_1 e_1) + T(x_2 e_2) + \dots + T(x_n e_n) \\ &= x_1 T(e_1) + x_2 T(e_2) + \dots + x_n T(e_n) \end{aligned}$$

What is Ae_1 ? Example

$$Ae_1 = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 4 \\ 7 \end{bmatrix} (1) + \begin{bmatrix} 2 \\ 5 \\ 8 \end{bmatrix} (0) + \begin{bmatrix} 3 \\ 6 \\ 9 \end{bmatrix} (0) = \begin{bmatrix} 1 \\ 4 \\ 7 \end{bmatrix}$$

$$Ae_2 = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 4 \\ 7 \end{bmatrix} (0) + \begin{bmatrix} 2 \\ 5 \\ 8 \end{bmatrix} (1) + \begin{bmatrix} 3 \\ 6 \\ 9 \end{bmatrix} (0) = \begin{bmatrix} 2 \\ 5 \\ 8 \end{bmatrix}$$

$$\begin{aligned}
 T(x) &= T(x_1 e_1 + x_2 e_2 + \dots + x_n e_n) = T(x_1 e_1) + T(x_2 e_2) + \dots + T(x_n e_n) \\
 &= \underbrace{x_1 T(e_1)} + \underbrace{x_2 T(e_2)} + \dots + \underbrace{x_n T(e_n)} \\
 &= \begin{bmatrix} \vdots & \vdots & \vdots & \vdots \\ T(e_1) & T(e_2) & \dots & T(e_n) \\ \vdots & \vdots & \vdots & \vdots \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}
 \end{aligned}$$

Therefore .

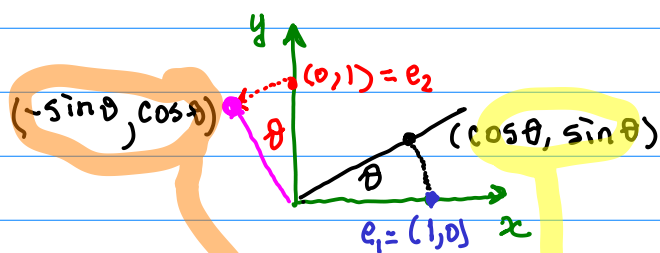
$$T(x) = Ax \quad \text{where} \quad A = \begin{bmatrix} \vdots & \vdots & \vdots & \vdots \\ T(e_1) & T(e_2) & \dots & T(e_n) \\ \vdots & \vdots & \vdots & \vdots \end{bmatrix}$$

Conclusion: All linear transformations can be seen as matrix-vector multiplication... what's interesting is the two properties

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

is all that's needed for this to work.

Example: Rotation by θ



definition of $\cos \theta$ and $\sin \theta$ are the points on the unit circle.

$$R = \begin{bmatrix} Re_1 & \vdots & Re_2 \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

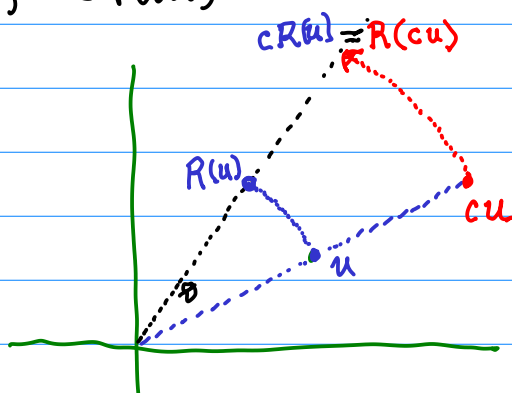
provided rotation is a linear transformation

Is rotation linear? Need to show

$$R(u+v) = R(u) + R(v) \quad \text{also} \quad R(cu) = cR(u)$$

Claim $R(cu) = cR(u)$

just a picture



Claim $R(u+v) = R(u) + R(v)$

think about this at home...

Row operations are linear transformations...

Elimination step

$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \quad r_1 \leftarrow r_1 + 2r_2$$

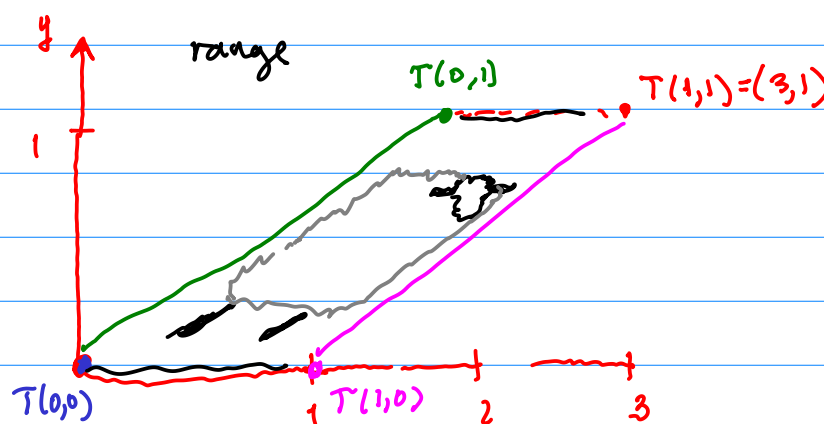
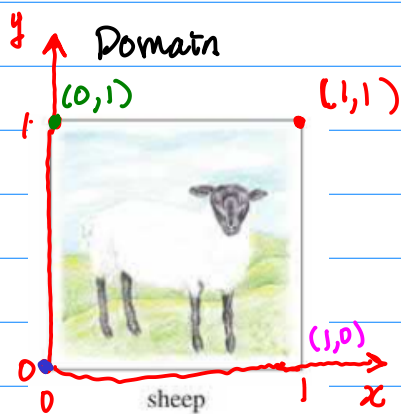
$$T(0,1) = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$

$$T(1,0) = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$A = \begin{bmatrix} 1 & 2 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 2 \\ 0 & 1 \end{bmatrix}$$

Matrix corresponding to elimination step...

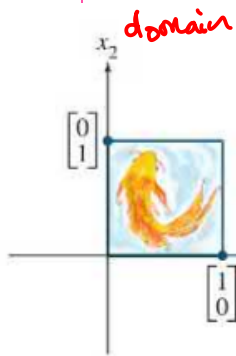
$$T(x,y) = A \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x+2y \\ y \end{bmatrix}$$



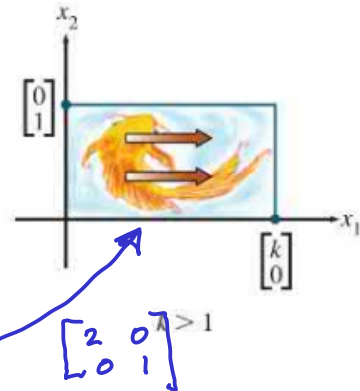
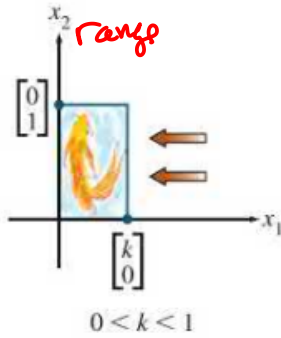
Scaling row operation...

TABLE 2 Contractions and Expansions

Transformation	Image of the Unit Square	Standard Matrix
Horizontal contraction and expansion		$\begin{bmatrix} k & 0 \\ 0 & 1 \end{bmatrix}$ $r_1 \leftarrow kr_1$
Vertical contraction and expansion		$\begin{bmatrix} 1 & 0 \\ 0 & k \end{bmatrix}$ $r_2 \leftarrow kr_2$

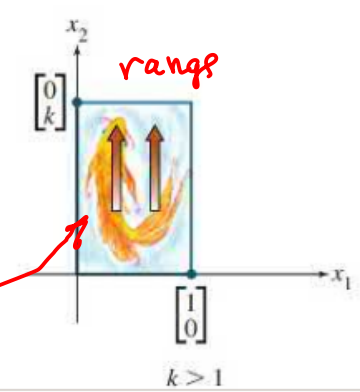
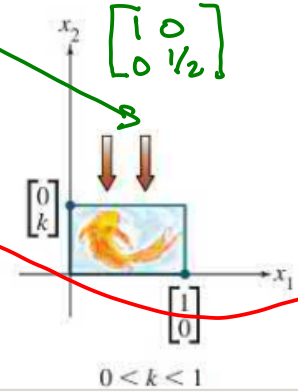


$$\begin{bmatrix} 1/2 & 0 \\ 0 & 1 \end{bmatrix}$$



Vertical contraction and expansion

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

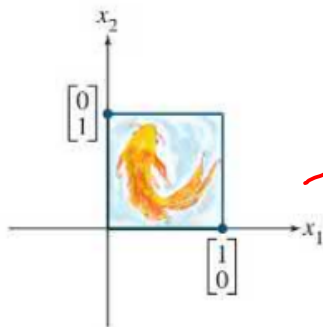


$$\begin{bmatrix} 1 & 0 \\ 0 & 2 \end{bmatrix}$$

Elimination row swap

$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \quad r_1 \leftrightarrow r_2$$

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



Reflection through the line $x_2 = x_1$

$$T(x,y) = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

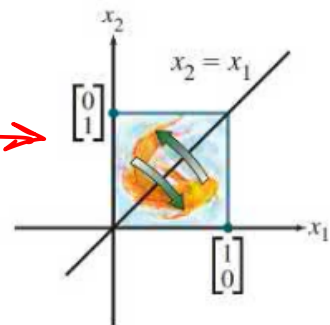
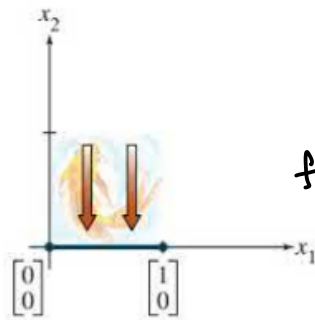


TABLE 4 Projections

Transformation	Image of the Unit Square	Standard Matrix
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Projection onto the x_1 -axis

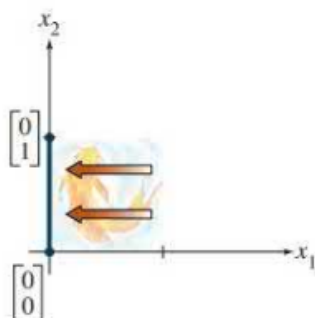


$$\begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$$

not scaling by 0 because that's not allowed...

flattening the fish onto the x -axis instead call it a projection

Projection onto the x_2 -axis



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

Why is scaling by zero to a elementary row operation?
 Because that's not invertible. That is ...
 you can't divide by zero to undo a projection.