

## 1 Summary

1. Linear Transformations from  $\mathfrak{R}^n$  to  $\mathfrak{R}^m$ .
2. Matrix of a given transformation.
3. Subspaces associated to a Linear Transformation.
4. Injective (one-to-one) and Surjective (onto) transformations.
5. Transformation with desired properties.

## 2 A Linear Transformation.

1. A Linear Transformation extends the idea of a function so that the domain is  $\mathfrak{R}^n$  rather than just the field of real numbers.

The word “Linear” also means that it has the simplest possible formula consisting of ordinary linear functions.

2. **Def.27: A Linear Transformation** is a map  $L : \mathfrak{R}^n \rightarrow \mathfrak{R}^m$  satisfying two properties:

- (a)  $L(v + w) = L(v) + L(w)$  for all  $v, w \in \mathfrak{R}^n$  and
- (b)  $L(cv) = cL(v)$  for all  $v \in \mathfrak{R}^n$  and  $c \in \mathfrak{R}$ .

3. The map defined by  $L\left(\begin{pmatrix} x \\ y \end{pmatrix}\right) = \begin{pmatrix} x + y \\ x - y \\ 2x + 3y \end{pmatrix}$  defines a Linear Transformation from  $\mathfrak{R}^2$  to  $\mathfrak{R}^3$ .

4. **Verification of the definition.** This is checked from definition thus: Let  $v = \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$  and  $w = \begin{pmatrix} w_1 \\ w_2 \end{pmatrix}$ . Then  $L(v + w)$  equals:

$$L\left(\begin{pmatrix} v_1 + w_1 \\ v_2 + w_2 \end{pmatrix}\right) = \begin{pmatrix} v_1 + w_1 + v_2 + w_2 \\ v_1 + w_1 - v_2 - w_2 \\ 2v_1 + 2w_1 + 3v_2 + 3w_2 \end{pmatrix}$$

which simplifies:

$$\begin{pmatrix} v_1 + v_2 \\ v_1 - v_2 \\ 2v_1 + 3v_2 \end{pmatrix} + \begin{pmatrix} w_1 + w_2 \\ w_1 - w_2 \\ 2w_1 + 3w_2 \end{pmatrix} = L(v) + L(w).$$

- 5.

$$L(cv) = L\left(\begin{pmatrix} cv_1 \\ cv_2 \end{pmatrix}\right) = \begin{pmatrix} cv_1 + cv_2 \\ cv_1 - cv_2 \\ 2cv_1 + 3cv_2 \end{pmatrix} = cL(v).$$

**When does the definition fail?** The reason that the calculations work is that the formulas are [homogeneous linear expressions](#) in the coordinates of the vectors in  $\mathfrak{R}^n$ .

6. Thus

$$S\left(\begin{pmatrix} x \\ y \end{pmatrix}\right) = \begin{pmatrix} x + y + 1 \\ x - y \\ 2x + 3y \end{pmatrix} \text{ and } T\left(\begin{pmatrix} x \\ y \end{pmatrix}\right) = \begin{pmatrix} x + y \\ xy \\ 2x + 3y \end{pmatrix}$$

both fail the definition.

This should be checked.

### 3 Matrix of a Linear Transformation.

1. Here is an example of a map guaranteed to give a Linear Transformation. Let  $A$  be a matrix with real entries having  $m$  rows and  $n$  columns.

**Def.28: The transformation  $T_A$ .**

Define the map  $T_A : \mathfrak{R}^n \rightarrow \mathfrak{R}^m$  by the formula  $T_A(X) = AX$ .

2. Then the following calculation shows that  $T_A$  is a Linear Transformation.

$$T_A(v + w) = A(v + w) = Av + Aw = T_A(v) + T_A(w)$$

and

$$T_A(cv) = A(cv) = cAv = cT_A(v).$$

This can be called as the **Linear Transformation defined by  $A$** .

#### 3. How to find the Matrix of a Linear Transformation?

- (a) We first need some notation.

**Notation:** Define a vector  $e_i^n$  to be a column with  $n$  entries which are all zero except the  $i$ -th entry is 1.

- (b) Thus for  $n = 3$  we have:

$$e_1^3 = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, e_2^3 = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}, e_3^3 = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}.$$

While working with  $\mathfrak{R}^n$  for a fixed  $n$ , we often drop the superscript  $n$  to simplify our display.

#### 4. The matrix calculated.

Given a map  $L : \mathfrak{R}^n \rightarrow \mathfrak{R}^m$ , we calculate the  $n$  columns

$$v_1 = L(e_1^n), v_2 = L(e_2^n), \dots, v_n = L(e_n^n).$$

Let  $A$  be the matrix with  $n$  columns  $v_1, v_2, \dots, v_n$  in order.

5. Then the theorem is:  $L$  is a Linear Transformation iff  $L(X) = AX$  for all  $X \in \mathfrak{R}^n$ .

In other words,  $L = T_A$ .

#### 6. Spaces associated with a Linear Transformation..

Given any matrix  $A$  with  $m$  rows and  $n$  columns, we have two natural sets associated with it.

**Def.29: Column and Null spaces of a Matrix.**

- (a)  $Col(A) = \{AX \mid X \in \mathfrak{R}^n\}$ .
- (b)  $Nul(A) = \{X \mid AX = 0 \text{ and } X \in \mathfrak{R}^n\}$ .

7. We now consider a Linear Transformation  $L : \mathfrak{R}^n \rightarrow \mathfrak{R}^m$ .

**Def.30: Kernel and Image of a Linear Transformation.**

- (a)  $Image(L) = \{L(X) \mid X \in \mathfrak{R}^n\}$ .
- (b)  $Ker(L) = \{X \mid L(X) = 0 \text{ and } X \in \mathfrak{R}^n\}$ .

8. We shall later define subspaces and show that  $Col A$  is a subspace of  $\mathfrak{R}^m$  and  $Nul A$  is a subspace of  $\mathfrak{R}^n$ .

## 4 Relationship with properties of a Linear Transformation.

1. **Def.31: Injective or One-to-one transformation.** A function is said to be one-to-one, if it maps different elements to different elements. For a linear transformation  $L$ , it is enough to check  $L(v) \neq 0$  if  $v \neq 0$ .

In other words if  $Ker(L)$  contains only the zero vector. In this case, we call the transformation to be **injective** or **one-to-one**.

2. **Def.32: Surjective or onto transformation.** A function is said to be onto if every element of the target space is an image of some element.

For a linear transformation  $L : \mathbb{R}^n \rightarrow \mathbb{R}^m$ , the target space is  $\mathbb{R}^m$  and thus the condition reduces to  $Image(L) = \mathbb{R}^m$ . In this case, we call the transformation to be **surjective** or **onto**.

## 5 The criteria for Injectivity and Surjectivity.

1. When  $L = T_A$ , we know that  $Ker(L) = Nul(A)$  and so we have  $L = T_A$  is injective iff  $Nul(A) = 0$ , or  $rank(A) = colnum(A) = n$ .
2. When  $L = T_A$ , we also know that  $Image(L) = Col(A)$  and so we have  $L = T_A$  is surjective iff  $Col(A) = \mathbb{R}^m$ , or  $rank(A) = rownum(A) = m$ .
3. **A Fundamental Fact:** The rank of a matrix with  $m$  rows and  $n$  columns: It is obvious that  $rank(A)$  is less than or equal to  $\min(m, n)$ .
4. This gives some easy but **important conclusions** which are well worth memorizing!
5. Let  $A$  be a matrix with  $rownum(A) = m$  and  $colnum(A) = n$ . Let  $L = T_A$ . Then  $rank(A) \leq \min(m, n)$ .
6. If  $n > m$ , then  $rank(A) < n = colnum(A)$  and hence  $Nul(A)$  is non zero. Consequently,  $Ker(L) \neq 0$  and  $L$  cannot be injective.
7. If  $m > n$ , then  $rank(A) < m = rownum(A)$  and hence  $Col(A)$  is smaller than  $\mathbb{R}^m$ . Consequently,  $Image(L) \neq \mathbb{R}^m$  and hence  $L$  cannot be surjective.
8. If  $n = m$  then  $rank(A)$  may be equal to this common value or may be smaller.

We discuss this next.

9. **Observations continued.**

If  $rank(A)$  equals this common value  $n = m$ , then the map  $L$  is both surjective and injective.

**Def.33: Isomorphism.** The Linear transformation  $L$  is said to be an isomorphism if it is both surjective and injective. In this case, it is a one-to-one onto map from  $\mathbb{R}^n$  to  $\mathbb{R}^n$ .

10. If  $rank(A) < n = colnum(A)$ , then  $L = T_A$  is **not injective**.
11. If  $rank(A) < m = rownum(A)$ , then  $L = T_A$  is **not surjective**.

12. **Creating a Suitable Linear Transformation.**

We now show how to use the matrix of a transformation to create a Linear Transformation with a desired property.

13. Suppose we want  $L : \mathbb{R}^3 \rightarrow \mathbb{R}^3$  to rotate all vectors about the  $z$ -axis.
14. Recall that the vectors  $e_1^3, e_1^3, e_1^3$  are along the  $x, y, z$  axes respectively.

15. It is clear that we want

$$L(e_1^3) = e_2^3, L(e_2^3) = -e_1^3, L(e_3^3) = e_3^3.$$

16. Thus  $L = T_A$  where  $A = \begin{pmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix}$ .

17. Now, we can find the rotated image of any desired vector, say  $L \left( \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \right) = \begin{pmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} -1 \\ 1 \\ 1 \end{pmatrix}$ .