

## Day 20 Linear transformation and matrix multiplication

Today and next time we will cover Section 2.3 in the textbook. Recall that for a linear transformation  $T : V \rightarrow W$

- $T$  is determined by what it does to the basis elements.
- After we choose a basis for  $V$  and a basis for  $W$ ,  $T$  is described by a matrix  $A$ .

The matrix of a linear transformation  $T : V \rightarrow W$  is built as follows:

1. Fix a basis  $\alpha = \{\mathbf{v}_1, \dots, \mathbf{v}_n\}$  of  $V$  and a basis  $\beta = \{\mathbf{w}_1, \dots, \mathbf{w}_m\}$  of  $W$ .
2. For each  $i$ , write  $T(\mathbf{v}_i)$  as a linear combination of the  $\mathbf{w}_j$  and put the coordinates into a column vector:

$$T(\mathbf{v}_i) = \begin{pmatrix} a_{1i} \\ a_{2i} \\ \vdots \\ a_{mi} \end{pmatrix}$$

3. Build the matrix  $A$  whose columns are  $T(\mathbf{v}_1), T(\mathbf{v}_2)$ , etc. :

$$A = [T]_{\alpha}^{\beta} = \begin{pmatrix} a_{11} & a_{12} & \cdots & a_{1m} \\ a_{21} & a_{22} & \cdots & a_{2m} \\ \vdots & & \vdots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nm} \end{pmatrix}$$

This is called the *matrix of  $n$   $T$  with respect to the bases  $\alpha$  and  $\beta$* .

The point of the matrix is that it gives a simple way of computing, as described in this theorem.

**Theorem 0.1.** *Suppose that  $T$  is a linear transformation with matrix  $A$  with respect to bases  $\alpha$  and  $\beta$ . Then the image of*

$$\mathbf{v} = x_1\mathbf{v}_1 + \cdots + x_n\mathbf{v}_n$$

*is*

$$T\mathbf{v} = y_1\mathbf{w}_1 + \cdots + y_m\mathbf{w}_m$$

*where the  $y_j$ 's are obtained by matrix multiplication  $\mathbf{y} = A\mathbf{x}$ :*

$$\begin{pmatrix} a_{11} & a_{12} & \cdots & a_{1m} \\ a_{21} & a_{22} & \cdots & a_{2m} \\ \vdots & & \vdots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nm} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} y_1 \\ y_2 \\ \vdots \\ y_m \end{pmatrix}$$

For linear transformations  $T : \mathbb{R}^n \rightarrow \mathbb{R}^m$ , we can use the standard bases. The procedure for finding the matrix is then easy:

1. Write  $T \begin{pmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{pmatrix}$  as a column vector.

2. Do the same for the other basis vectors.
3. Assemble these column vectors into a matrix  $A$ .

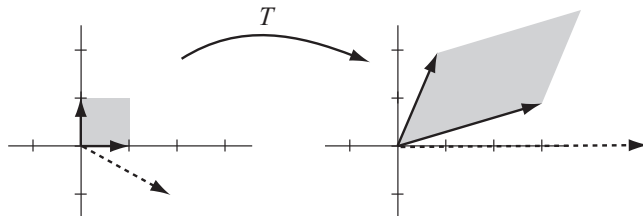
Then the transformation is given by matrix multiplication by  $A$ .

**Example 1.** Let  $T : \mathbb{R}^2 \rightarrow \mathbb{R}^2$  be the linear transformation that takes  $(1, 0)$  to  $(3, 1)$  and  $(0, 1)$  to  $(1, 2)$ . In column form

$$T \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 3 \\ 1 \end{pmatrix} \quad \text{and} \quad T \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

so the matrix of  $T$  is  $A = \begin{pmatrix} 3 & 1 \\ 1 & 2 \end{pmatrix}$ . To find where  $T$  takes the vector  $\begin{pmatrix} 2 \\ -1 \end{pmatrix}$  we calculate

$$T \begin{pmatrix} 2 \\ -1 \end{pmatrix} = \begin{pmatrix} 3 & 1 \\ 1 & 2 \end{pmatrix} \begin{pmatrix} 2 \\ -1 \end{pmatrix} = \begin{pmatrix} 5 \\ 0 \end{pmatrix}.$$



**Example 2.** What is the matrix of the linear transformation  $T \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 4x - 2y \\ -x + 7y \end{pmatrix}$ ?

Solution: taking  $x = 1$  and  $y = 0$ , then  $x = 0$  and  $y = 1$  we obtain:

$$T \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 4 \\ -1 \end{pmatrix} \quad \text{and} \quad T \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} -2 \\ 7 \end{pmatrix} \quad \text{so the matrix is} \quad A = \begin{pmatrix} 4 & -2 \\ -1 & 7 \end{pmatrix}.$$

## Examples of six types of linear transformations $T : \mathbb{R}^2 \rightarrow \mathbb{R}^2$ .

1. Dilation by factor of 3 horizontally, factor of 5 vertically:  $D = \begin{pmatrix} 3 & 0 \\ 0 & 5 \end{pmatrix}$ .
2. Rotation counterclockwise by  $90^\circ$ :  $R_{90} = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}$  and by angle  $\theta$ :  $R_\theta = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$ .
3. The reflection across the  $x$ -axis:  $R_x = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$ .
4. A *shear* that fixes the first basis vector  $\mathbf{e}_1$  and moves  $\mathbf{e}_2$  to  $\mathbf{e}_1 + \mathbf{e}_2$ :  $S = \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix}$ .
5. The orthogonal projection onto the  $x$ -axis:  $P = \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}$ .
6. The *embedding*  $E : \mathbb{R}^2 \rightarrow \mathbb{R}^3$  that takes  $\mathbb{R}^2$  into the  $xy$ -plane:  $E : \begin{pmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{pmatrix}$ .

## Homework 20

1. Let  $T : \mathbb{R}^2 \rightarrow \mathbb{R}^2$  be the linear transformation that takes  $\mathbf{e}_1 = (1, 0)$  to  $3\mathbf{e}_1 + 4\mathbf{e}_2$  and takes  $\mathbf{e}_2 = (0, 1)$  to  $-2\mathbf{e}_1 + 5\mathbf{e}_2$ . What is the matrix for  $T$  with respect to the (standard) basis  $\{\mathbf{e}_1, \mathbf{e}_2\}$ ?
2. Let  $R : \mathbb{R}^2 \rightarrow \mathbb{R}^2$  be counterclockwise rotation about the origin by  $60^\circ$ .
  - (a) What is  $R(\mathbf{e}_1)$ ? What is  $R(\mathbf{e}_2)$ ?

- (b) What is the matrix of  $R$  with respect to the standard basis?  
 (c) What is the image  $R(\mathbf{v})$  of the vector  $\mathbf{v} = (1, 1)$ ?
3. Let  $P : \mathbb{R}^3 \rightarrow \mathbb{R}^3$  be the orthogonal projection onto the  $yz$  plane, given by  $P(x, y, z) = (0, y, z)$ .
- (a) What are  $P(\mathbf{e}_1)$ ,  $P(\mathbf{e}_2)$  and  $P(\mathbf{e}_3)$ ?  
 (b) What is the matrix of  $L$  with respect to the standard basis?  
 (c) What is the image  $P(\mathbf{v})$  of the vector  $\mathbf{v} = (1, 2, -1)$ ?
4. Do the following matrix multiplications:

$$(a) \begin{pmatrix} 2 & -3 & 8 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 3 \\ 2 \\ 4 \end{pmatrix}$$

$$(b) \begin{pmatrix} 1 & -2 \\ 3 & 5 \end{pmatrix} \begin{pmatrix} 2 \\ -6 \end{pmatrix}$$

$$(c) \begin{pmatrix} 2 & 4 & 6 \\ 1 & 3 & 5 \\ -1 & 0 & 2 \end{pmatrix} \begin{pmatrix} 1 \\ -3 \\ 4 \end{pmatrix}$$

$$(d) \begin{pmatrix} -1 & 0 & 2 & 1 \\ 0 & 1 & 1 & 2 \\ -1 & 0 & 2 & 4 \\ 0 & -2 & 0 & 7 \end{pmatrix} \begin{pmatrix} 3 \\ 0 \\ -1 \\ 1 \end{pmatrix}$$

5. Sketch the image of the unit square under the linear transformation  $T : \mathbb{R}^2 \rightarrow \mathbb{R}^2$  whose matrix is

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

6. Find the matrix of the orthogonal projection  $P : \mathbb{R}^3 \rightarrow \mathbb{R}^3$  onto the  $z$ -axis.
7. (a) Using the formula given in Example 2 at the top of this page, find the matrix of the rotation  $R : \mathbb{R}^2 \rightarrow \mathbb{R}^2$  about the origin by  $30^\circ$ .  
 (b) This rotation takes  $\begin{pmatrix} 4 \\ 9 \end{pmatrix}$  to what vector?
8. Let  $L = \{y = -x\}$  be the “anti-diagonal” line in  $\mathbb{R}^2$ .
- (a) Find the matrix of the reflection  $R$  through  $L$ .  
 (b) Where does  $R$  take the vector  $\begin{pmatrix} -2 \\ 5 \end{pmatrix}$ ?
9. Find a non-zero  $2 \times 2$  matrix  $A$  such that  $A\mathbf{v}$  is perpendicular to  $\begin{pmatrix} 1 \\ 2 \end{pmatrix}$  for all  $\mathbf{v} \in \mathbb{R}^2$ . *Hint: Find one perpendicular vector  $\mathbf{w}$ , write down the formula for the projection onto  $\mathbf{w}$ , and apply this formula to the basis vectors. Check by calculating  $A \begin{pmatrix} x \\ y \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 2 \end{pmatrix}$ .*
10. Find the matrices of the following transformations from  $\mathbb{R}^3$  to  $\mathbb{R}^3$ .
- (a) The reflection across the  $xz$ -plane.  
 (b) The rotation about the  $z$ -axis through an angle  $\theta$  counterclockwise as viewed from the positive  $z$ -axis.  
 (c) Reflection across the plane  $y = z$ .
11. Let  $D$  be the dilation in Example 1 at the top of this page. Show that  $D$  takes the unit circle  $x^2 + y^2 = 1$  to an ellipse. Sketch the ellipse. *Hint: What is the image of  $\begin{pmatrix} x \\ y \end{pmatrix}$ ?*
12. Let  $T : P_3 \rightarrow P_3$  be the linear transformation that takes a polynomial  $p(x) = ax^3 + bx^2 + cx + d$  to  $p(x-2)$ . What is the matrix for  $T$  with respect to the basis  $\{x^3, x^2, x, 1\}$  of  $P_3$ ? (Be sure to keep the basis elements in this order.)