

Back to linear transformations (for a moment)

①

Let $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ be a linear transformation.
domain codomain

"Range" of T = the set of all images $T(\vec{x})$ for any $\vec{x} \in \mathbb{R}^n$

"Kernel" of T = $\{ \vec{x} \in \mathbb{R}^n \mid T(\vec{x}) = \vec{0} \}$ - all vectors that are mapped to zero by T .

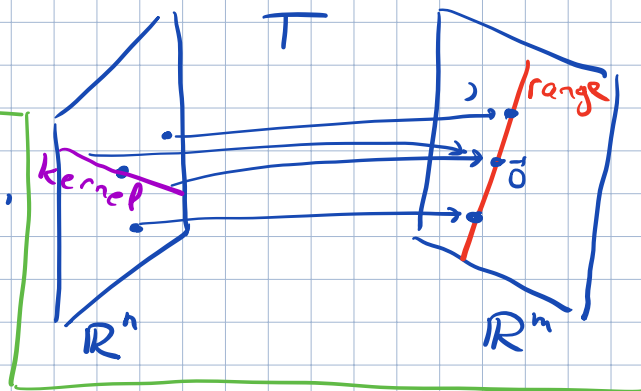
range(T) is a subspace of \mathbb{R}^m

ker(T) is a subspace of \mathbb{R}^n

Ex: For $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ a matrix transformation,
 $\vec{x} \mapsto A\vec{x}$

$$\text{range}(T) = \text{col}(A)$$

$$\text{and ker}(T) = \text{null}(A)$$



• $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ is "onto"

if $\text{range}(T) = \text{codomain}(T) (= \mathbb{R}^m)$

• T is "one-to-one" if
each $\vec{b} \in \text{range}(T)$

is the image of exactly one vector in the domain.

(equivalently, $\text{ker}(T) = \{ \vec{0} \}$ - zero subspace of \mathbb{R}^n)

Ex: A matrix transh $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ is onto if $A\vec{x} = \vec{b}$ consistent $\forall \vec{b}$
 $\vec{x} \mapsto A\vec{x}$
 \Leftrightarrow if A has a pivot in each row
 \Leftrightarrow if $\boxed{\text{rank}(A) = m}$

T is 1-1 $\Leftrightarrow \text{null}(A) = \{ \vec{0} \}$
 $\Leftrightarrow \text{nullity}(A) = 0$.

• We can consider linear transformations between subspaces,

$$T: \begin{matrix} S \\ \cap \\ \mathbb{R}^n \end{matrix} \rightarrow \begin{matrix} S' \\ \cap \\ \mathbb{R}^m \end{matrix}$$

Coordinate systems (Poole 6.3)

(2)

Thm Let $S \subset \mathbb{R}^n$ be a subspace and $\mathcal{B} = \{\vec{b}_1, \dots, \vec{b}_p\}$ a basis for S .
Then for every vector $\vec{v} \in S$, there is exactly one way to write \vec{v} as a linear combination of the basis vectors in \mathcal{B} :

$$\vec{v} = c_1 \vec{b}_1 + \dots + c_p \vec{b}_p. \quad (*)$$

Let $\vec{v} = c_1 \vec{b}_1 + \dots + c_p \vec{b}_p$ two ways to write \vec{v} as a lin. comb.,
 $\vec{v} = d_1 \vec{b}_1 + \dots + d_p \vec{b}_p$ with different coeffs.

subtracting, we get $\vec{0} = (c_1 - d_1) \vec{b}_1 + \dots + (c_p - d_p) \vec{b}_p$.

but \vec{b}_i 's are lin. indep. \Rightarrow all coeffs must be zero $\Rightarrow c_i = d_i, \dots, c_p = d_p$ \downarrow

def Coeff's c_1, \dots, c_p in (*) are called the coordinates of \vec{v} w.r.t. \mathcal{B} .

column vector $[\vec{v}]_{\mathcal{B}} = \begin{bmatrix} c_1 \\ \vdots \\ c_p \end{bmatrix}$ is called the coordinate vector of \vec{v} w.r.t. \mathcal{B} .

Ex: $\mathcal{E} = \{\vec{e}_1, \vec{e}_2, \vec{e}_3\}$ stand. basis for \mathbb{R}^3 . Find the coord. vector of

$$\vec{v} = \begin{bmatrix} 3 \\ -1 \\ 5 \end{bmatrix} \text{ w.r.t. } \mathcal{E}.$$

Sol:
$$\vec{v} = \begin{bmatrix} 3 \\ -1 \\ 5 \end{bmatrix} = 3 \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} + (-1) \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} + 5 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \Rightarrow [\vec{v}]_{\mathcal{E}} = \begin{bmatrix} 3 \\ -1 \\ 5 \end{bmatrix}.$$

$\vec{e}_1 \qquad \qquad \vec{e}_2 \qquad \qquad \vec{e}_3$

• Generally: for any $\vec{v} \in \mathbb{R}^n$, $[\vec{v}]_{\mathcal{E}} = \vec{v}$
 \leftarrow stand. basis in \mathbb{R}^n .

Ex: $\vec{v}_1 = \begin{bmatrix} 2 \\ 5 \\ 1 \end{bmatrix}, \vec{v}_2 = \begin{bmatrix} -1 \\ 0 \\ 3 \end{bmatrix}, \vec{x} = \begin{bmatrix} 1 \\ 10 \\ 11 \end{bmatrix}$

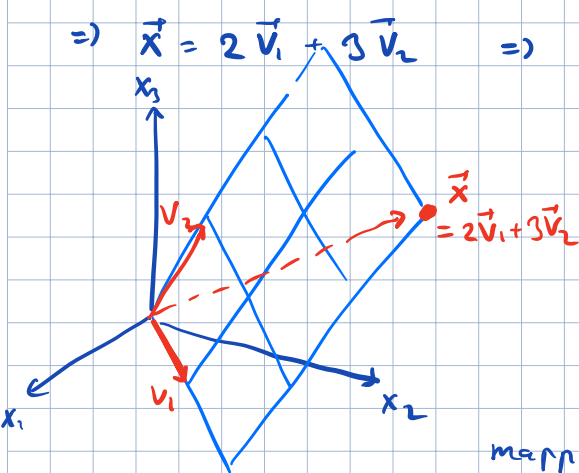
$B = \{\vec{v}_1, \vec{v}_2\}$ - basis for $S = \text{span}(\vec{v}_1, \vec{v}_2)$

- Q: a) is \vec{x} in S ?
 b) if yes, find $[\vec{x}]_B$

Sol: $\vec{x} \in S$ iff eq. $c_1 \vec{v}_1 + c_2 \vec{v}_2 = \vec{x}$ ^(***) is consistent.

Aug. Mat. $\left[\begin{array}{cc|c} 2 & -1 & 1 \\ 5 & 0 & 10 \\ 1 & 3 & 11 \end{array} \right] \rightarrow \left[\begin{array}{cc|c} 1 & 0 & 2 \\ 0 & 1 & 3 \\ 0 & 0 & 0 \end{array} \right] \Rightarrow$ (***) consistent,
 $c_1 = 2, c_2 = 3$ - solution

$\Rightarrow \vec{x} = 2\vec{v}_1 + 3\vec{v}_2 \Rightarrow [\vec{x}]_B = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$



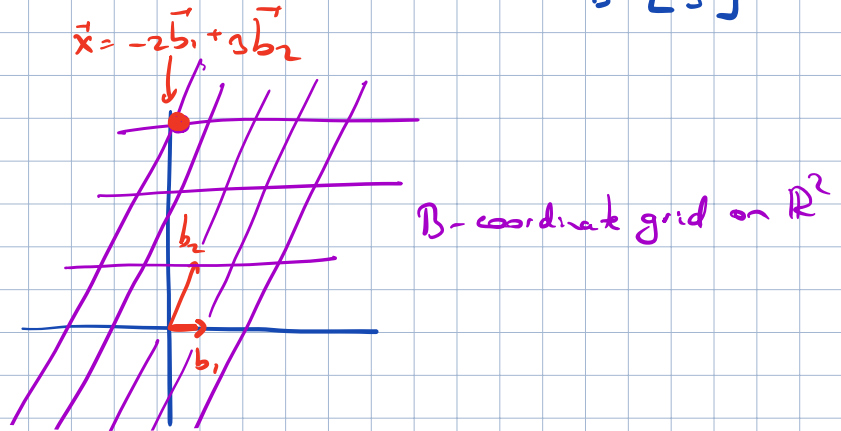
Basis B determines a coordinate system on S :
 points of S are in \mathbb{R}^3 but are determined by

$[\vec{x}]_B \in \mathbb{R}^2$

mapping $S \rightarrow \mathbb{R}^2$ $\vec{x} \mapsto [\vec{x}]_B$ is called the "coordinate mapping" - it is 1-1 and onto, i.e. an "isomorphism".

Ex: $B = \left\{ \begin{bmatrix} 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \end{bmatrix} \right\}$ basis for \mathbb{R}^2 . Find $\vec{x} \in \mathbb{R}^2$ with $[\vec{x}]_B = \begin{bmatrix} -2 \\ 3 \end{bmatrix}$

Sol: $\vec{x} = -2\vec{b}_1 + 3\vec{b}_2 = \begin{bmatrix} 1 \\ 6 \end{bmatrix}$



Coordinates in \mathbb{R}^n

Ex: ^{basis} $B = \left\{ \begin{bmatrix} 2 \\ 1 \\ b_1 \end{bmatrix}, \begin{bmatrix} -1 \\ 1 \\ b_2 \end{bmatrix} \right\}$ for \mathbb{R}^3 , $\vec{x} = \begin{bmatrix} 4 \\ 5 \end{bmatrix}$ Q: find $[\vec{x}]_B$

Sol: $c_1 \vec{b}_1 + c_2 \vec{b}_2 = \vec{x} \Leftrightarrow \begin{bmatrix} \vec{b}_1 & \vec{b}_2 \end{bmatrix} \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} = \begin{bmatrix} \vec{x} \\ 4 \\ 5 \end{bmatrix}$

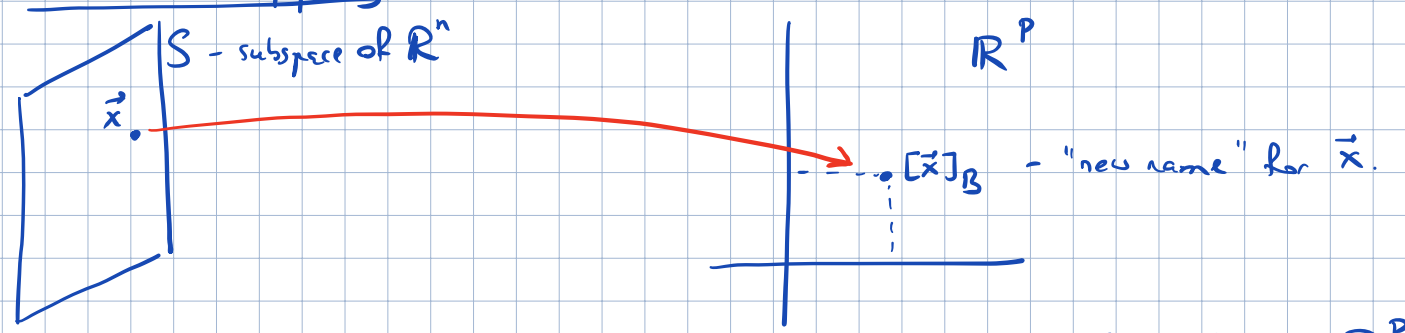
P_B - matrix changing B-coordinates of \vec{x} to stand. coordinates.

solution: $[\vec{x}]_B = \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} = P_B^{-1} \vec{x} = \begin{bmatrix} 3 \\ 2 \end{bmatrix}$

For any basis B for \mathbb{R}^n , let $P_B = [\vec{b}_1, \dots, \vec{b}_n]$.

Then $\vec{x} = c_1 \vec{b}_1 + \dots + c_n \vec{b}_n \Leftrightarrow \vec{x} = \underbrace{P_B}_{\text{change-of-coordinates matrix from } B \text{ to } \mathcal{E}} [\vec{x}]_B \Rightarrow [\vec{x}]_B = \underbrace{P_B^{-1}}_{\text{matrix of "coordinate mapping" } \vec{x} \rightarrow [\vec{x}]_B} \vec{x}$.

Coordinate mapping



Let B be a basis for S . Then the coordinate mapping $[\]_B: S \rightarrow \mathbb{R}^p$
 $\vec{x} \mapsto [\vec{x}]_B$
 is a 1-1 lin. transf. from S onto \mathbb{R}^p .

A linear mapping $T: S \rightarrow S'$ which is 1-1 and onto
 $\mathbb{R}^n \quad \mathbb{R}^m$ subspaces

is called an isomorphism.

Every vector calculation in S is repeated in S' and vice versa,
 so S and S' are "the same".

Thus, a subspace S with a basis of p vectors is indistinguishable from \mathbb{R}^p .