

1/30/26 Collect HW

Last time main result:

Theorem

If $T: \mathbb{R}^m \rightarrow \mathbb{R}^n$ satisfies the linearity property (*) then it is a linear transformation defined by the $n \times m$ matrix

$$A = \left[T(\vec{e}_1) \mid T(\vec{e}_2) \mid \dots \mid T(\vec{e}_m) \right]$$

Another

Question (which we'll come back to later):

if $T: \mathbb{R}^m \rightarrow \mathbb{R}^n$ is a linear transformation, does there exist a lin. transformation $T^{-1}: \mathbb{R}^n \rightarrow \mathbb{R}^m$ that "undoes" T (ie inverse)?

So if $T(\vec{x}) = \vec{y}$, we always have $T^{-1}(\vec{y}) = \vec{x}$?

If so, and if A defines T , what matrix defines T^{-1} ? We'll call it A^{-1} .

We'll just start by looking at the case $m=n=2$, but we'll come back to the general question.

See discussion in beginning of §2.1 (see p. 43)

Ex $A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$

$$T\left(\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}\right) = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} x_1 + 2x_2 \\ 3x_1 + 4x_2 \end{bmatrix} = \begin{bmatrix} y_1 \\ y_2 \end{bmatrix}$$

$$x_1 + 2x_2 = y_1 \quad \rightsquigarrow \quad x_1 + 2x_2 = y_1$$

$$3x_1 + 4x_2 = y_2 \quad \rightsquigarrow \quad 0x_1 - 2x_2 = -3y_1 + y_2$$

$$\rightsquigarrow \quad x_1 + 2x_2 = y_1$$

$$0x_1 + x_2 = \frac{3}{2}y_1 - \frac{1}{2}y_2$$

$$\leadsto x_1 + 0x_2 = -2y_1 + y_2$$

$$0x_1 + x_2 = \frac{3}{2}y_1 - \frac{1}{2}y_2$$

$$x_1 = -2y_1 + y_2$$

$$x_2 = \frac{3}{2}y_1 - \frac{1}{2}y_2$$

So T^{-1} is defined by

$$A^{-1} = \begin{bmatrix} -2 & 1 \\ 3/2 & -1/2 \end{bmatrix}$$

(this is defined for
every y_1, y_2)

we say A is invertible, and its inverse is $A^{-1} = \begin{bmatrix} -2 & 1 \\ 3/2 & -1/2 \end{bmatrix}$.

$$\text{e.g. } A \begin{bmatrix} 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 4 \\ 10 \end{bmatrix}$$

$$\text{and } A^{-1} \begin{bmatrix} 4 \\ 10 \end{bmatrix} = \begin{bmatrix} -2 & 1 \\ 3/2 & -1/2 \end{bmatrix} \begin{bmatrix} 4 \\ 10 \end{bmatrix} = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$

But you can't always do this:

$$\text{Ex } A = \begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix}$$

$$\text{So } T \left(\begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \right) = \begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} x_1 + 2x_2 \\ 2x_1 + 4x_2 \end{bmatrix} = \begin{bmatrix} y_1 \\ y_2 \end{bmatrix}$$

$$\Rightarrow x_1 + 2x_2 = y_1$$

$$2x_1 + 4x_2 = y_2$$

Foreshadowing:

$$AA^{-1} = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} -2 & 1 \\ 3/2 & -1/2 \end{bmatrix}$$

(2x2) (2x2) = 2x2

$$= \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \text{ and you can}$$

$$\text{check } A^{-1}A = \begin{bmatrix} -2 & 1 \\ 3/2 & -1/2 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$$

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

we'll do matrix mult. very soon.

Solve this system

$$x_1 + 2x_2 = y_1$$

$$0 + 0 = -2y_1 + y_2$$

(only defined for special y_1, y_2 , namely satisfying $-2y_1 + y_2 = 0$)

e.g. $A \begin{bmatrix} -2 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$ and $A \begin{bmatrix} -4 \\ 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$

so there can't be an A^{-1} sending $\begin{bmatrix} 0 \\ 0 \end{bmatrix}$ to both $\begin{bmatrix} -2 \\ 1 \end{bmatrix}$ and $\begin{bmatrix} -4 \\ 2 \end{bmatrix}$!

(since T^{-1} is supposed to be a function)

Ex (from book)

Consider the vectors $\begin{bmatrix} 0 \\ 2 \end{bmatrix}$, $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$

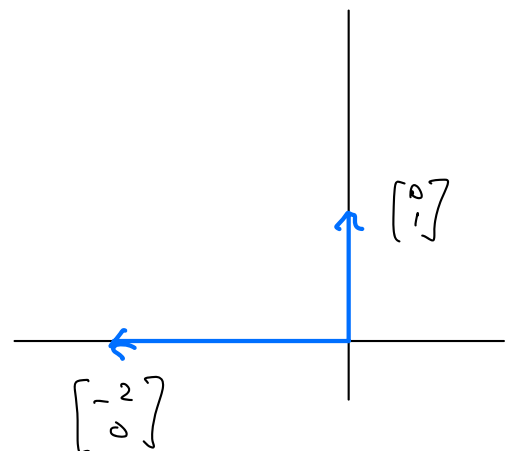
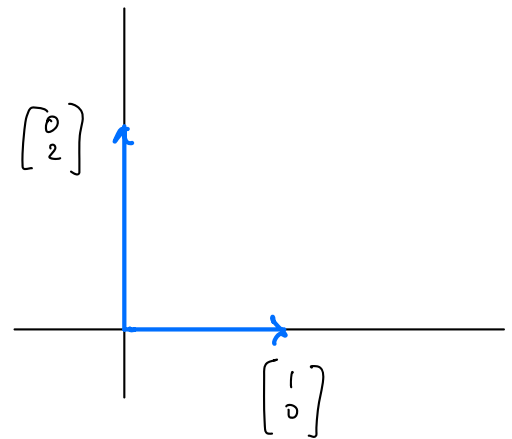
what does the lin transf T given by the matrix $\begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$ do to these two vectors?

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

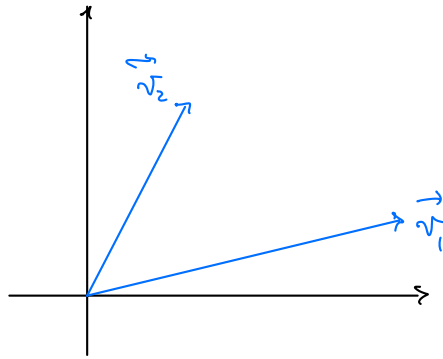
$$T\left(\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

result:

So it rotates the picture by 90° counterclockwise!



Ex let $\vec{v}_1, \vec{v}_2 \in \mathbb{R}^2$ be as in this picture:



let $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ be a lin transf with the property that

$$T(\vec{v}_1) = \frac{1}{2} \vec{v}_1$$

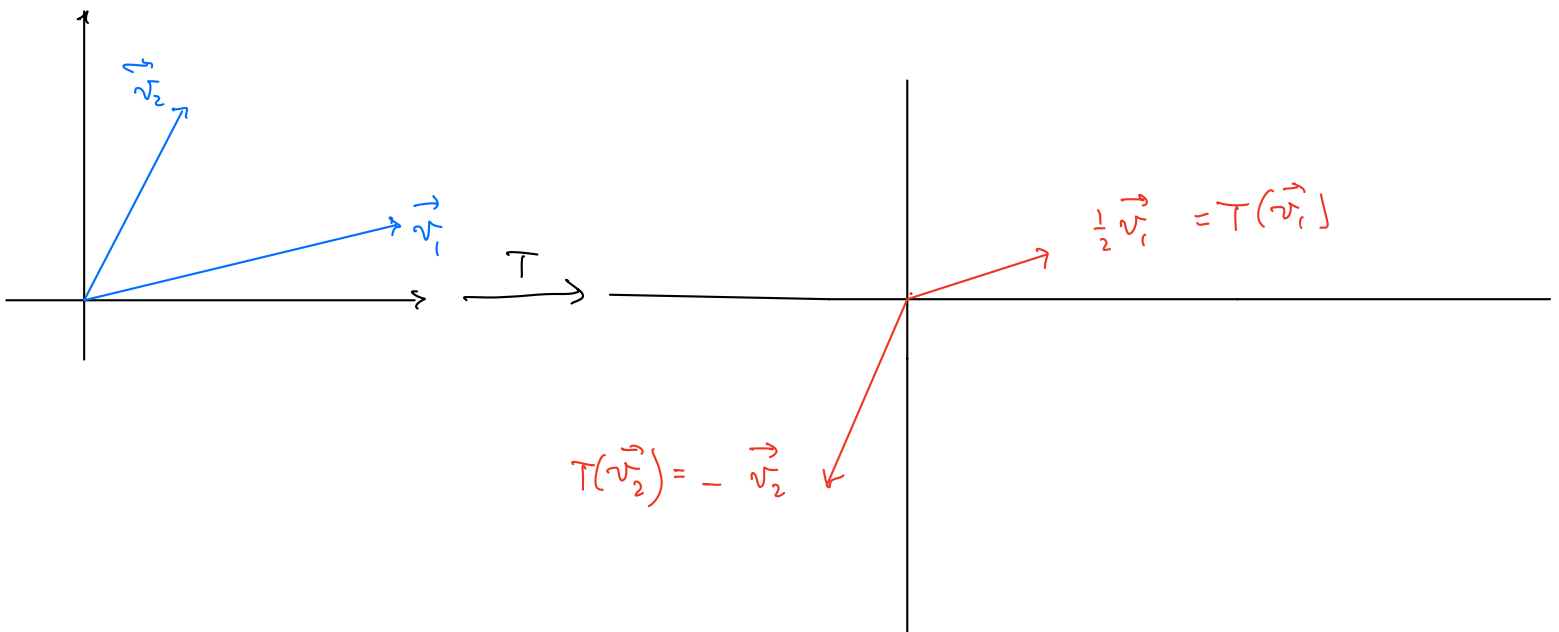
$$T(\vec{v}_2) = -\vec{v}_2$$

Sketch $T(\vec{v}_1)$, $T(\vec{v}_2)$ and $T(3\vec{v}_1 + 2\vec{v}_2)$.

First some algebra

$$T(3\vec{v}_1 + 2\vec{v}_2) = 3T(\vec{v}_1) + 2T(\vec{v}_2)$$

$$= \frac{3}{2} \vec{v}_1 - 2\vec{v}_2$$



$$T(3\vec{v}_1 + 2\vec{v}_2) = 3T(\vec{v}_1) + 2T(\vec{v}_2)$$

