

Last time:

• Size bounds on spanning / lin. ind. sets of \mathbb{R}^n .

• def. of linear maps: a map $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ is linear if

linearity ↙

$$\begin{cases} (1) & T(\vec{v}_1 + \vec{v}_2) = T(\vec{v}_1) + T(\vec{v}_2) & \forall \vec{v}_1, \vec{v}_2 \in \mathbb{R}^n \\ (2) & T(c \cdot \vec{v}) = c \cdot T(\vec{v}) & \forall c \in \mathbb{R}, \vec{v} \in \mathbb{R}^n. \end{cases}$$

implies

$$T(\underbrace{c_1 \vec{v}_1 + c_2 \vec{v}_2 + \dots + c_k \vec{v}_k}_{\text{new output}}) = c_1 \underbrace{T(\vec{v}_1)}_{\text{known outputs}} + c_2 \underbrace{T(\vec{v}_2)}_{\text{known outputs}} + \dots + c_k \underbrace{T(\vec{v}_k)}_{\text{known outputs}}$$

for all $c_1, c_2, \dots, c_k \in \mathbb{R}, \vec{v}_1, \dots, \vec{v}_k \in \mathbb{R}^n$.

useful for producing new outputs from old ones

An important spanning set of \mathbb{R}^n : $\left\{ e_1 = \begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}, e_2 = \begin{bmatrix} 0 \\ 1 \\ \vdots \\ 0 \end{bmatrix}, \dots, e_n = \begin{bmatrix} 0 \\ \vdots \\ 1 \end{bmatrix} \right\}$

Today. - Testing linearity / Formulas of linear maps

- "Linear maps are the same as matrix multiplications"

0. Linear maps must send $\vec{0}$ to $\vec{0}$.

Prop. 0: Let $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ be a linear map. Then $T(\vec{0}) = \vec{0}$.

Pf: Since $\vec{0} = \vec{0} + \vec{0}$ in \mathbb{R}^n , we have

$$T(\vec{0}) = T(\vec{0} + \vec{0}) \stackrel{\text{lin.}}{=} T(\vec{0}) + T(\vec{0}) = 2T(\vec{0}) \quad (*)$$

$$\Rightarrow T(\vec{0}) = \vec{0} \text{ in } \mathbb{R}^m.$$

(e.g. $m=3$. $T(\vec{0}) = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$.)

(*) : $\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 2x \\ 2y \\ 2z \end{bmatrix}$.)

Ex. (Diff) We saw that the formal diff map

$D: P_3 \rightarrow P_2$, $at^3 + bt^2 + ct + d \mapsto 3at^2 + 2bt + c$ is linear.

Note that $D(\vec{0}) = \vec{0}$.

1. Formulas of linear maps

Example. Determine if the following maps $T: \mathbb{R}^n \rightarrow \mathbb{R}^n$ is linear.

(1). $T: \mathbb{R} \rightarrow \mathbb{R}$, $T(x) = 2x \quad \forall x \in \mathbb{R}$ $\left(x \mapsto 2x \right)$

Let's check the axioms.

(i)
$$\begin{aligned} T(x+y) &= 2(x+y) = 2x + 2y \\ T(x) + T(y) &= 2x + 2y \end{aligned} \quad \left. \vphantom{\begin{aligned} T(x+y) &= 2(x+y) = 2x + 2y \\ T(x) + T(y) &= 2x + 2y \end{aligned}} \right\} \Rightarrow T(x+y) = T(x) + T(y) \quad \forall x, y \in \mathbb{R}.$$

(ii)
$$\begin{aligned} T(c \cdot x) &= 2cx \\ cT(x) &= c \cdot (2x) = 2cx \end{aligned} \quad \left. \vphantom{\begin{aligned} T(c \cdot x) &= 2cx \\ cT(x) &= c \cdot (2x) = 2cx \end{aligned}} \right\} \Rightarrow T(cx) = cT(x) \quad \forall c \in \mathbb{R}, x \in \mathbb{R}.$$

By (i), (ii), T is linear.

$$12). T: \mathbb{R} \rightarrow \mathbb{R}, \quad x \mapsto 2x+3.$$

Method 1. Check additive property:

$$(i) \quad T(x+y) = 2(x+y) + 3 = 2x + 2y + 3$$

$$T(x) + T(y) = (2x+3) + (2y+3) = 2x + 2y + 6$$

} they are not equal,

So T doesn't respect addition, therefore T is not linear.

Method 2. $T(0) = 2 \cdot 0 + 3 = 3 \neq 0$, so T is not linear by Prop. 0.

Rmk.: It's an unfortunate fact that people often call a function $f: \mathbb{R} \rightarrow \mathbb{R}$, $x \mapsto ax+b$ a linear function for all constants a, b , but f is a linear transformation in the lin. alg. sense only if $b=0$.

(3) $T: \mathbb{R} \rightarrow \mathbb{R}$ $x \mapsto x^2$ Ex: Show that T also violates (ii).

Try Prop 0? $T(0) = 0^2 = 0$. So we can't quickly conclude that T is not linear.

Additive property?

$$\begin{aligned} T(x+y) &= (x+y)^2 = x^2 + y^2 + 2xy \\ T(x) + T(y) &= x^2 + y^2 \end{aligned} \quad \left. \vphantom{\begin{aligned} T(x+y) &= (x+y)^2 = x^2 + y^2 + 2xy \\ T(x) + T(y) &= x^2 + y^2 \end{aligned}} \right\} \begin{array}{l} \text{not } \underline{\text{always}} \text{ equal.} \\ \text{eg. when } x=y=1. \end{array}$$

So T doesn't respect addition, therefore it's not linear.

Another way to write the soln: (Use a counter-example.) For $x=y=1$,

$$\begin{aligned} \text{we have } T(x+y) &= T(1+1) = T(2) = 4 \quad \text{while} \quad T(x) + T(y) = x^2 + y^2 \\ &= 1^2 + 1^2 = 2, \text{ so } T(x+y) \neq T(x) + T(y) \text{ and } T \text{ is not linear.} \end{aligned}$$

$$(4) \quad T: \mathbb{R} \rightarrow \mathbb{R}^2, \quad x \mapsto \begin{bmatrix} 2x \\ x^2 \end{bmatrix} = \begin{bmatrix} T_1(x) \\ T_2(x) \end{bmatrix} \begin{array}{l} \text{linear} \\ \text{not linear} \end{array}$$

Soln: $T(x+y) = \begin{bmatrix} 2(x+y) \\ (x+y)^2 \end{bmatrix} = \begin{bmatrix} 2x+2y \\ x^2+y^2+2xy \end{bmatrix} \checkmark$

$$T(x) + T(y) = \begin{bmatrix} 2x \\ x^2 \end{bmatrix} + \begin{bmatrix} 2y \\ y^2 \end{bmatrix} = \begin{bmatrix} 2x+2y \\ x^2+y^2 \end{bmatrix} \checkmark$$

not equal

Since $(x+y)^2 \neq x^2+y^2$ in general, $T(x+y) \neq T(x) + T(y)$ in general.

$T_2(x) \ni$ not linear

Therefore $T \ni$ not linear.

Intuition: "exponents" are bad.

$$(5). \quad T: \mathbb{R}^3 \rightarrow \mathbb{R}^3, \quad \begin{bmatrix} x \\ y \\ z \end{bmatrix} \mapsto \begin{bmatrix} 3x - y \\ y + z \\ 2x - z \end{bmatrix}.$$

Additive property: Ex. $T\left(\begin{bmatrix} x \\ y \\ z \end{bmatrix} + \begin{bmatrix} x' \\ y' \\ z' \end{bmatrix}\right) = T\left(\begin{bmatrix} x+x' \\ y+y' \\ \dots \end{bmatrix}\right) = \begin{bmatrix} 3(x+x') - (y+y') \\ \dots \\ \dots \end{bmatrix}$

$$T\left(\begin{bmatrix} x \\ y \\ z \end{bmatrix}\right) + T\left(\begin{bmatrix} x' \\ y' \\ z' \end{bmatrix}\right) = \begin{bmatrix} 3x - y \\ \vdots \\ \vdots \end{bmatrix} + \begin{bmatrix} 3x' - y' \\ \vdots \\ \vdots \end{bmatrix} = \begin{bmatrix} 3x - y + 3x' - y' \\ \vdots \\ \vdots \end{bmatrix}$$

Scaling: $T\left(c \begin{bmatrix} x \\ y \\ z \end{bmatrix}\right) = T\left(\begin{bmatrix} cx \\ cy \\ cz \end{bmatrix}\right) = \begin{bmatrix} 3cx - cy \\ cy + cz \\ 2cx - cz \end{bmatrix}$

$$c T\left(\begin{bmatrix} x \\ y \\ z \end{bmatrix}\right) = c \begin{bmatrix} 3x - y \\ y + z \\ 2x - z \end{bmatrix} = \begin{bmatrix} 3cx - cy \\ cy + cz \\ 2cx - cz \end{bmatrix}$$

Since T respects add. and scalar mult, T is linear.

Ex: The map $T_1: \mathbb{R}^2 \rightarrow \mathbb{R}^3$, $\begin{bmatrix} x \\ y \end{bmatrix} \mapsto \begin{bmatrix} 0 \\ 2x \\ 3x-y \end{bmatrix}$ is linear,

While the map $T_2: \mathbb{R}^2 \rightarrow \mathbb{R}^3$, $\begin{bmatrix} x \\ y \end{bmatrix} \mapsto \begin{bmatrix} \sin x \\ 2y \\ 2\pi xy \end{bmatrix}$ is not.

Note: Every map $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ must send an input $\begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix}$ to

an output of the form $\begin{bmatrix} T_1(x_1, \dots, x_n) \\ \vdots \\ T_m(x_1, \dots, x_n) \end{bmatrix} \rightarrow T_1, T_2, \dots, T_m$ are the "component maps" and together they are equivalent to T .

Conjecture: T is linear $\iff T_1, T_2, \dots, T_m$ all take linear comb. of the entries in the input vector.

2. Linear maps \equiv matrix multiplication

Fact 1. (that we can already prove) "Matrix multiplication are linear maps".

Let M be an $m \times n$ matrix. Then the map $T_M: \mathbb{R}^n \rightarrow \mathbb{R}^m, \vec{v} \mapsto M \cdot \vec{v}$

(eg: $M = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}$)

(eg: $T_M: \mathbb{R}^3 \rightarrow \mathbb{R}^2 \quad \begin{bmatrix} x \\ y \\ z \end{bmatrix} \mapsto \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix}$.

By the properties of matrix-vector products:

$\begin{bmatrix} x+y+3z \\ 4x+5y+6z \end{bmatrix}$)

(i) $T_M(\vec{v} + \vec{w}) = \boxed{M(\vec{v} + \vec{w}) = M \cdot \vec{v} + M \cdot \vec{w}} = T_M(\vec{v}) + T_M(\vec{w})$

(ii) $T_M(c\vec{v}) = \boxed{M(c\vec{v}) = c(M \cdot \vec{v})} = c T_M(\vec{v})$

By (i), (ii), T_M is linear.

Fact 2. (New) "Linear maps are all matrix multiplications".

eg $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$, $\begin{bmatrix} x \\ y \end{bmatrix} \mapsto \begin{bmatrix} 2x-y \\ 3x \end{bmatrix}$ is linear (Ex: prove it);

Note that $T\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = \begin{bmatrix} 2 & -1 \\ 3 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$, so T is "multiplication by the matrix $\begin{bmatrix} 2 & -1 \\ 3 & 0 \end{bmatrix}$ ".

Thm. This generalizes. We'll have the precise statement next time.