

Recall: A Linear map (or transformation) of the Plane \mathbb{R}^2 is a function

$$L: \mathbb{R}^2 \longrightarrow \mathbb{R}^2$$

$$: v \longrightarrow L(v) \quad \text{s.t.}$$

$$(i) \quad L(u+v) = L(u) + L(v) \quad \forall u, v \in \mathbb{R}^2$$

$$\& (ii) \quad L(\tau u) = \tau L(u) \quad \forall u \in \mathbb{R}^2, \tau \in \mathbb{R}$$

so L is given by the rule:

$$L(x, y) = xL(1, 0) + yL(0, 1)$$

$$= x(a, c) + y(b, d)$$

$$= (ax + by, cx + dy)$$

(By writing $(x, y) = x(1, 0) + y(0, 1)$ & using (i) & (ii))

$$\text{so } L \longleftrightarrow \begin{pmatrix} a & b \\ c & d \end{pmatrix}$$

$a, b, c, d \in \mathbb{R}$ determined by $L(1, 0) = (a, c)$
 $L(0, 1) = (b, d)$

Note: $L(0, 0) = (a(0) + b(0), c(0) + d(0)) = (0, 0)$ always.

Ex: $L(x, y) = (2x + 3y, x - y)$ is Linear

$$(a = 2, b = 3, c = 1, d = -1)$$

$L(x, y) = (2xy, x + y)$ is Not

$L(x, y) = (7x + 3y, 4x + 5)$ is Not

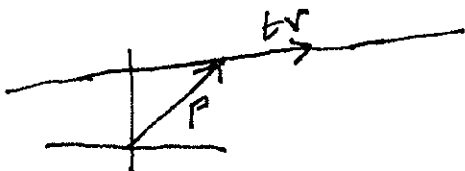
$$(L(0, 0) = (0, 5) \neq (0, 0))$$

We also saw that $L(P + tV) = L(P) + tL(V)$

$\Rightarrow L$ sends the line through P in direction V

to " " " $L(P)$ " " $L(V)$

(for $L(V) \neq (0, 0)$)



To RECAP on some of the Material covered
So far we do Questions 6 & 7 from a sample
online homework.

Q.6 Is the function $f: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ given by
 $f(x, y) = (2x + 2y, y - x)$ linear?

Recall we saw that if f is linear then

$f(x, y) = (ax + by, cx + dy)$ where
 $a, b, c, d \in \mathbb{R}$ defined by $f(1, 0) = (a, c)$
& $f(0, 1) = (b, d)$

So the above f is of this form with

$$a = 2, \quad b = 2, \quad c = -1 \quad \& \quad d = 1$$

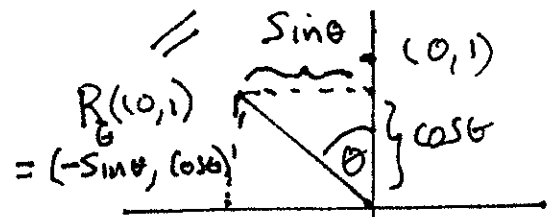
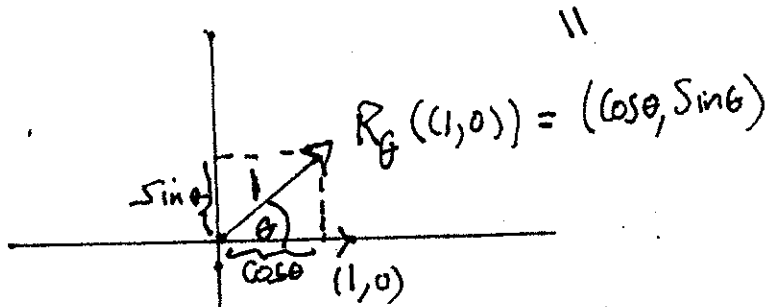
(Note! $y - x = -x + y$) & is therefore
linear.

Q.7 Let $f: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ be linear with
 $f(1, 0) = (3, 4) = (a, c) \Rightarrow a = 3, c = 4$
& $f(0, 1) = (1, 1) = (b, d) \Rightarrow b = 1, d = 1$
 $\therefore f(x, y) = (ax + by, cx + dy) = (3x + y, 4x + y)$
 $\Rightarrow f(2, 3) = (3(2) + 3, 4(2) + 3) = (9, 11)$

Other important linear maps are Rotations (R_θ) anti-clockwise about $(0,0)$ by an angle θ (sends lines through $(0,0)$ to " " " ")

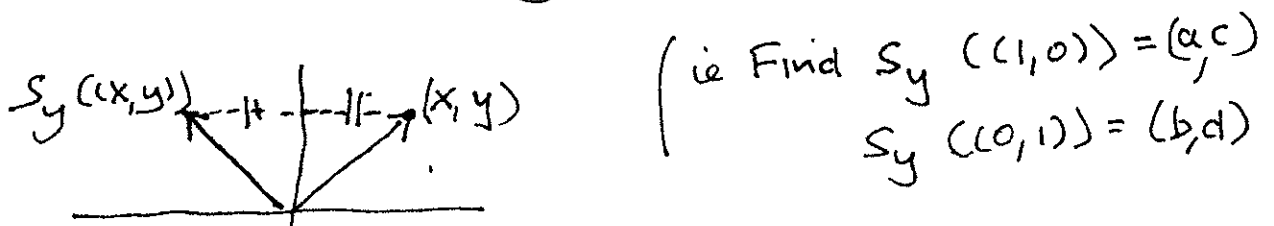
Lets Find its MATRIX i.e. need to find

$$R_\theta(1,0) := (a,c) \quad \& \quad R_\theta(0,1) := (b,d)$$



$$\therefore R_\theta \text{ has matrix } \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}$$

Exercise: Find the matrix for Reflection of the Plane in the y -axis (denoted S_y)



(ie Find $S_y(1,0) = (a,c)$
 $S_y(0,1) = (b,d)$)

MATRIX Algebra encodes in Algebra
 The geometry of Linear Transformations
 so e.g. can be coded on a computer
 e.g. Pixar uses matrices for Rotating
 & Projecting Images.

1. Addition of Matrices (Corresponds to addition of 2 Linear transformations)

Let $A = \begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{pmatrix}$, $B = \begin{pmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{pmatrix}$ again Linear so has a matrix

($A = (a_{ij})$, $B = (b_{ij})$ where a_{ij} is the entry or number in the i -th row & j -th column of A)

so the first subscript (i) tells you what row you're in & 2nd " (j) " " " Column " "

Defn: $A + B := \begin{pmatrix} a_{11} + b_{11} & a_{12} + b_{12} \\ a_{21} + b_{21} & a_{22} + b_{22} \end{pmatrix}$

eg. $A = \begin{pmatrix} 1 & 2 \\ 3 & -4 \end{pmatrix}$ $B = \begin{pmatrix} 3.5 & 2 \\ 0 & 1 \end{pmatrix}$

$A + B = \begin{pmatrix} 4.5 & 4 \\ 3 & -3 \end{pmatrix} = B + A$
Addition is commutative

& O (the zero matrix) is a special matrix

$O = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$ then $A + O = O + A = A$

for all matrices A

2. Multiplying a matrix by a number (\leftrightarrow Scaling a linear transformation)
 $r \in \mathbb{R}$

$A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$, $rA = \begin{pmatrix} ra & rb \\ rc & rd \end{pmatrix}$ eg. $A = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}$; $2A = \begin{pmatrix} 2 & 4 \\ 6 & 8 \end{pmatrix}$
 $r = 2$