

Sec 4.2 Matrix representations of Linear Transformations.

- Each $m \times n$ matrix A defines a linear transformation $L: \mathbb{R}^n \rightarrow \mathbb{R}^m$ as

$$L(\vec{x}) = A \cdot \vec{x} \quad \text{for } \vec{x} \in \mathbb{R}^n$$

We denote this map by L_A sometimes to indicate it corresponds to the matrix A .

Theorem. For any linear transformation $L: \mathbb{R}^n \rightarrow \mathbb{R}^m$, there exists an $m \times n$ matrix A such that

$$L(\vec{x}) = A \vec{x}, \quad \vec{x} \in \mathbb{R}^n.$$

A is called the (standard) matrix representation of L and

$$A = (L(\vec{e}_1), L(\vec{e}_2), \dots, L(\vec{e}_n)), \text{ where } \{\vec{e}_1, \dots, \vec{e}_n\} \text{ is the standard basis of } \mathbb{R}^n.$$

eg. Let $L: \mathbb{R}^3 \rightarrow \mathbb{R}^2$ be given as

$$L(\vec{x}) = (x_1 + x_2, x_2 + x_3)^T \quad \text{for } \vec{x} = (x_1, x_2, x_3)^T \in \mathbb{R}^3.$$

Find the matrix representation of L .

$$L\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \quad L\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \end{pmatrix}, \quad L\begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}, \quad A = \begin{bmatrix} 1 & 1 & 0 \\ 0 & 1 & 1 \end{bmatrix}$$

eg. Let $L: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ be given by

$$L \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} \frac{1}{2}x_1 - \frac{\sqrt{3}}{2}x_2 \\ \frac{\sqrt{3}}{2}x_1 + \frac{1}{2}x_2 \end{pmatrix} = \begin{bmatrix} \frac{1}{2} & -\frac{\sqrt{3}}{2} \\ \frac{\sqrt{3}}{2} & \frac{1}{2} \end{bmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$$

The matrix representation is $A = \begin{bmatrix} \frac{1}{2} & -\frac{\sqrt{3}}{2} \\ \frac{\sqrt{3}}{2} & \frac{1}{2} \end{bmatrix}$

Notice that $A = \begin{bmatrix} \cos \frac{\pi}{3} & -\sin \frac{\pi}{3} \\ \sin \frac{\pi}{3} & \cos \frac{\pi}{3} \end{bmatrix}$

The linear transformation L rotates each vector $\vec{x} \in \mathbb{R}^2$ by the angle $\frac{\pi}{3}$ counterclockwise.

- Matrix representation with respect to ordered bases.

Let $L: V \rightarrow W$ be a linear transformation

V has an ordered basis $\{v_1, \dots, v_n\}$

W has an ordered basis $\{w_1, \dots, w_m\}$

$\vec{a}_j = [L(v_j)]_{\{w_1, \dots, w_m\}} \in \mathbb{R}^m$ be the coordinate vector of $L(v_j)$

in W (with respect to w_1, \dots, w_m) for $j=1, 2, \dots, n$

$A = (\vec{a}_1, \vec{a}_2, \dots, \vec{a}_n)$ is called the matrix representation of L with respect to these two bases.

eg. Let $L: P_3 \rightarrow \mathbb{R}^3$ be defined by

$$L(a_0 + a_1x + a_2x^2) = (a_0, a_1, a_2)^T$$

Find the matrix representation of L with respect to the standard basis $\{1, x, x^2\}$ of P_3 and $\{\bar{e}_1, \bar{e}_2, \bar{e}_3\}$ of \mathbb{R}^3

$$L(1) = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, \quad L(x) = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}, \quad L(x^2) = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

The matrix representation of L is

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

eg. (HW 4th)

Let $L: P_3 \rightarrow P_2$ be defined by

$$L(p(x)) = p'(x) + p(1) \quad \text{for } p(x) \in P_3.$$

Consider the ordered bases $\{x^2, x, 1\}$ of P_3 and $\{2, 1-x\}$ of P_2 .

Find the matrix representation with respect to these bases.

Solution: $L(x^2) = 2x = 2 - 2(1-x)$

The coordinates of $L(x^2)$ are $\begin{pmatrix} 1 \\ -2 \end{pmatrix}$ w.r.t. $\{2, 1-x\}$.

$$L(x) = 1 = \frac{1}{2} \cdot 2 + 0 \cdot (1-x)$$

The coordinates are $\begin{pmatrix} \frac{1}{2} \\ 0 \end{pmatrix}$

$$L(4) = 1 = \frac{1}{2} \cdot 2 + 0 \cdot (1-x)$$

The coordinates are $\begin{pmatrix} \frac{1}{2} \\ 0 \end{pmatrix}$.

The matrix representation is

$$A = \begin{bmatrix} 1 & \frac{1}{2} & \frac{1}{2} \\ -2 & 0 & 0 \end{bmatrix}$$

$p(x) = x^2 + 2x - 3$ has coordinates $\begin{bmatrix} 1 \\ 2 \\ -3 \end{bmatrix}$ w.r.t. $\{x^2, x, 1\}$

Then $L(p(x))$ has coordinates.

$$A \cdot \begin{bmatrix} 1 \\ 2 \\ -3 \end{bmatrix} = \begin{bmatrix} 1 & \frac{1}{2} & \frac{1}{2} \\ -2 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \\ -3 \end{bmatrix} = \begin{bmatrix} \frac{1}{2} \\ -2 \end{bmatrix}$$