

# Linear Algebra for Computer Science

## Lecture 6

### Examples of Linear Maps Composition of Linear Maps



# Identity Transformation

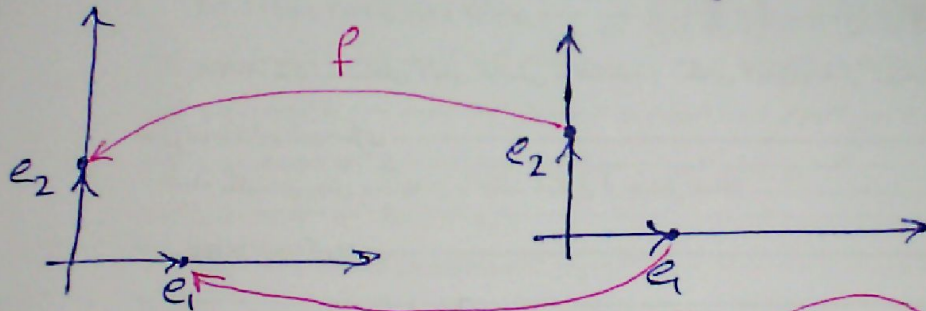


Def. Identity Map

تکانه  
مانی

$$f(x) = x$$

$$f(\alpha x + \beta y) = \alpha x + \beta y = \alpha f(x) + \beta f(y)$$



$$f\left(\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}\right) = \begin{bmatrix} f(e_1) & f(e_2) \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$1 \times n$   $n \times 1$

$M$

$M$  Transformation matrix

# Identity Transformation



$$f\left(\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}\right) = \begin{bmatrix} f(e_1) & f(e_2) \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$f: \mathbb{R}^n \rightarrow \mathbb{R}^n$   $M$   $M$  Transformation matrix

$$M = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = I_n \quad \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = I_4 \rightarrow \text{identity matrix}$$

$I = \text{np.eye}(n)$    
  $\text{هوا}$

$$\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

# Scaling

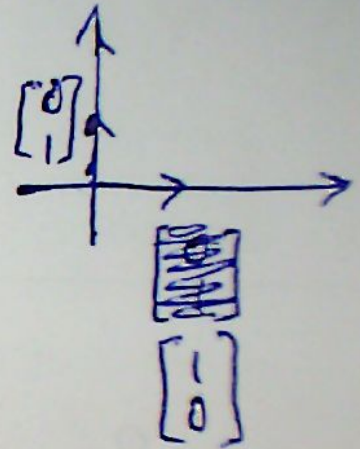
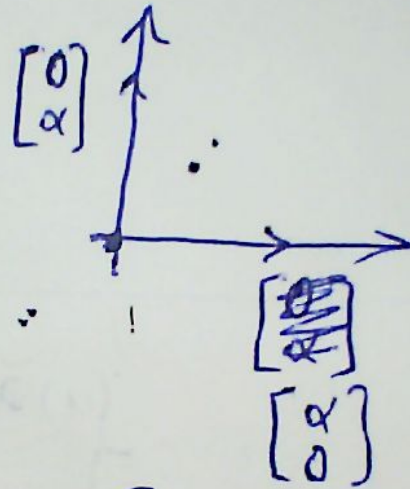


scaling (uniform)

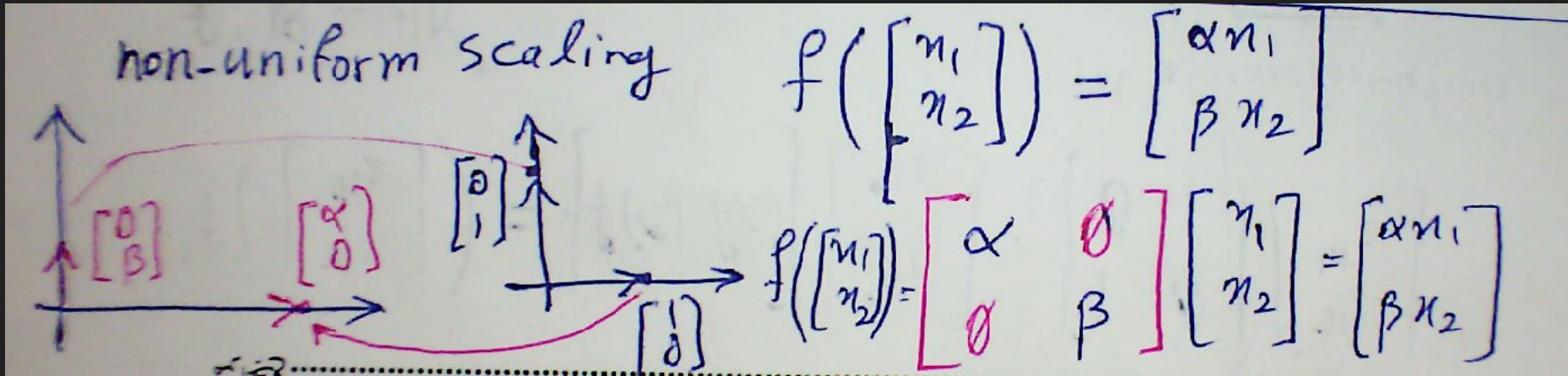
$$f(\mathbf{x}) = \alpha \mathbf{x}$$

$$f(\mathbf{x}) = \begin{bmatrix} \alpha & 0 \\ 0 & \alpha \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$= \alpha \mathbf{I} \mathbf{x} = \alpha \mathbf{x} = \begin{bmatrix} \alpha x_1 \\ \alpha x_2 \end{bmatrix}$$



# Non-uniform Scaling



# Non-uniform Scaling



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$$f\left(\begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}\right) = \begin{bmatrix} \alpha_1 x_1 \\ \alpha_2 x_2 \\ \vdots \\ \alpha_n x_n \end{bmatrix} = \begin{bmatrix} \alpha_1 & \emptyset & \emptyset & \emptyset \\ \emptyset & \alpha_2 & \emptyset & \emptyset \\ \emptyset & \emptyset & \dots & \emptyset \\ \emptyset & \emptyset & \emptyset & \alpha_n \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$$

ماتریس قطری

diagonal matrix

# Rotation



rotation  $+90$

rotate  $(+90)$

$f(e_1) = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$

$f(e_2) = \begin{bmatrix} -1 \\ 0 \end{bmatrix}$

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

$\begin{bmatrix} \cos\alpha & -\sin\alpha \\ \sin\alpha & \cos\alpha \end{bmatrix} \text{rot}(\alpha)$

$f\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = \begin{bmatrix} \cos\alpha & -\sin\alpha \\ \sin\alpha & \cos\alpha \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$



# Rotation



$$f\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = \underbrace{\begin{bmatrix} \cos\alpha & -\sin\alpha \\ \sin\alpha & \cos\alpha \end{bmatrix}}_R \begin{bmatrix} x \\ y \end{bmatrix}$$

ماتریس چرخش

Rotation  
matrix

$R$

orthogonal matrix ( $R^{-1} = R^T$ )

$$R^T R = R R^T = I$$

$$\det(R) = 1$$

# Reflection



Reflection  
Mirroring (آینه کاری)

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

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$\alpha \neq \theta$

$$\begin{bmatrix} \cos\theta & -\sin\theta \\ -\sin\theta & \cos\theta \end{bmatrix}$$

$$\begin{bmatrix} \cos\theta & \sin\theta \\ \sin\theta & -\cos\theta \end{bmatrix}$$

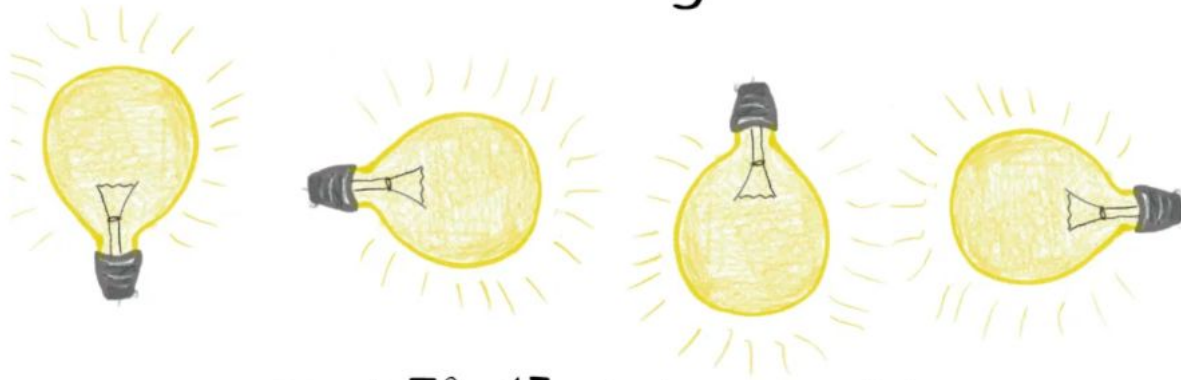
$$-\cos^2 - \sin^2 = -\cos^2 - \sin^2 = \det(M) = -1$$

# Reflection



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How many matrices does it take  
to screw in a light bulb?



Just  $\begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$ , but you might  
have to apply it repeatedly.

# Shearing



horizontal shear

$e_1 \rightarrow e_1$

$$f\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = \begin{bmatrix} 1 & \alpha \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x + \alpha y \\ y \end{bmatrix}$$

vertical

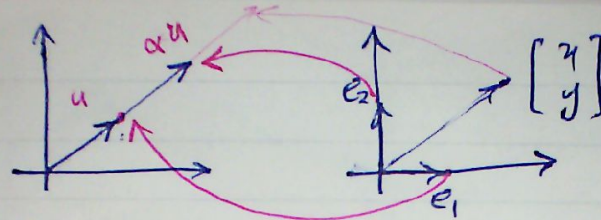
general

shearing preserves area

$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \rightarrow \begin{bmatrix} 1 \\ \alpha \end{bmatrix}$

$\begin{bmatrix} 0 \\ 1 \end{bmatrix} \rightarrow \begin{bmatrix} \alpha \\ 1 \end{bmatrix}$

# Degenerate Transformations



$$f\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = f\left(x\begin{bmatrix} 1 \\ 0 \end{bmatrix} + y\begin{bmatrix} 0 \\ 1 \end{bmatrix}\right) \\ = x f\left(\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) + y f\left(\begin{bmatrix} 0 \\ 1 \end{bmatrix}\right)$$

$$= x \vec{u} + y(\alpha \vec{u})$$

$$= x \vec{u} + (y\alpha) \vec{u}$$

$$f\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = \underbrace{(x + y\alpha)}_{\beta} \vec{u} = \beta \vec{u}$$

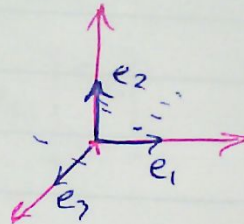
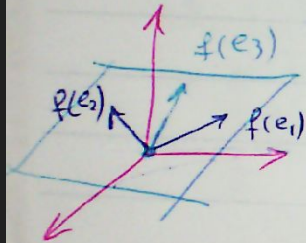
↪ degenerate  
transformation

# Degenerate Transformations



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$$f\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = \begin{bmatrix} \alpha \\ \alpha u \end{bmatrix} = \begin{bmatrix} p & \alpha p \\ q & \alpha q \end{bmatrix}$$
$$u = \begin{bmatrix} p \\ q \end{bmatrix} \rightarrow \text{degenerate}$$



$$M = \begin{bmatrix} f(e_1) & f(e_2) & f(e_3) \end{bmatrix} =$$

degenerate

$$\alpha f(e_1) + \beta f(e_2)$$

# Composition of Linear Maps



$f, g$  are linear  $h = g \circ f$

$$f: \mathbb{R}^m \rightarrow \mathbb{R}^n$$

$$g: \mathbb{R}^n \rightarrow \mathbb{R}^p$$

$$f: V \rightarrow U$$

$$g: U \rightarrow W$$

$$h(x) = g(f(x))$$

ترکیب توابع  
composition

$$(g \circ f)(x) = g(f(x))$$

$$(g \circ f)(\alpha x + \beta y) = g(f(\alpha x + \beta y))$$
$$= g(\alpha f(x) + \beta f(y))$$

$$= \alpha g(f(x)) + \beta g(f(y))$$

$$(g \circ f)(\alpha x + \beta y) = \alpha (g \circ f)(x) + \beta (g \circ f)(y)$$

VI  
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# Composition of Linear Maps



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$$\begin{aligned} f: \mathbb{R}^2 &\rightarrow \mathbb{R}^2 & f(x) &= Ax & (f \circ g)(x) &= Mx & M &= ? \\ g: \mathbb{R}^2 &\rightarrow \mathbb{R}^2 & g(x) &= Bx & & & & \\ & & & & & & & \uparrow \\ & & & & & & & M = BA \end{aligned}$$

~~$(f \circ g)(x) = f(g(x)) = f(Bx) = A(Bx) = (AB)x$~~

$$(g \circ f)(x) = g(f(x)) = g(Ax) = B(Ax) = (BA)x$$



# Composition of Linear Maps



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مثال

$$f: \mathbb{R}^m \rightarrow \mathbb{R}^n$$

$$g: \mathbb{R}^n \rightarrow \mathbb{R}^p$$

$$h = (g \circ f): \mathbb{R}^m \rightarrow \mathbb{R}^p$$

$$f(x) = Ax \quad A \in \mathbb{R}^{n \times m}$$

$$g(x) = Bx \quad B \in \mathbb{R}^{p \times n}$$

$$h(x) = Mx \quad M \in \mathbb{R}^{p \times m}$$

$$P \begin{array}{|c|} \hline M \\ \hline \end{array} \begin{array}{c} m \\ \hline \end{array} = P \begin{array}{|c|} \hline B \\ \hline \end{array} \begin{array}{c} n \\ \hline \end{array} \begin{array}{c} h \\ x \end{array} \begin{array}{|c|} \hline A \\ \hline \end{array} \begin{array}{c} m \\ \hline \end{array}$$

# Composition of Linear Maps



$g(x) = \begin{bmatrix} v_1 & v_2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$   
 $g(x) = Bx$   
 $(g \circ f)(x) = Mx \stackrel{?}{=} (BA)x$   
 $B(Ax)$

$f(x) = \begin{bmatrix} u_1 & u_2 \end{bmatrix} x$   
 $f(x) = Ax$   
 $\vec{u}_1 = \begin{bmatrix} u_{11} \\ u_{21} \end{bmatrix}$

$(g \circ f)(e_1) = g(f(e_1)) = g(\vec{u}_1) = g \begin{bmatrix} u_{11} \\ u_{21} \end{bmatrix}$   
 $g(u_{11} \begin{bmatrix} 1 \\ 0 \end{bmatrix} + u_{21} \begin{bmatrix} 0 \\ 1 \end{bmatrix}) = u_{11} \vec{v}_1 + u_{21} \vec{v}_2$

$u_2 = \begin{bmatrix} u_{12} \\ u_{22} \end{bmatrix}$

$(g \circ f)(e_2) = u_{12} \vec{v}_1 + u_{22} \vec{v}_2$

VII  
 صبر آفر

# Composition of Linear Maps



$$u_2 = \begin{bmatrix} u_{12} \\ u_{22} \end{bmatrix}$$

$$(g \circ f)(e_2) = u_{12} \vec{v}_1 + u_{22} \vec{v}_2$$

$$\begin{bmatrix} u_1 & u_2 \end{bmatrix} = \begin{bmatrix} u_{11} & u_{12} \\ u_{21} & u_{22} \end{bmatrix}$$

$$(g \circ f) \left( \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \right) = \begin{bmatrix} u_{11} \vec{v}_1 + u_{21} \vec{v}_2 & u_{12} \vec{v}_1 + u_{22} \vec{v}_2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\begin{bmatrix} u_{11} \begin{bmatrix} v_{11} \\ v_{21} \end{bmatrix} + u_{21} \begin{bmatrix} v_{212} \\ v_{22} \end{bmatrix} \end{bmatrix}$$

$$\begin{bmatrix} u_{12} \begin{bmatrix} v_{11} \\ v_{21} \end{bmatrix} + u_{22} \begin{bmatrix} v_{212} \\ v_{22} \end{bmatrix} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\begin{bmatrix} u_{11} v_{11} + u_{21} v_{12} & u_{12} v_{11} + u_{22} v_{12} \\ u_{11} v_{21} + u_{21} v_{22} & u_{12} v_{21} + u_{22} v_{22} \end{bmatrix} = \begin{bmatrix} u_{11} & u_{12} \\ u_{21} & u_{22} \end{bmatrix} \begin{bmatrix} v_{11} & v_{12} \\ v_{21} & v_{22} \end{bmatrix}$$

$$= \begin{bmatrix} v_{11} & v_{12} \\ v_{21} & v_{22} \end{bmatrix} \begin{bmatrix} u_{11} & u_{12} \\ u_{21} & u_{22} \end{bmatrix}$$