

SECTION 3.2.1 HOMOMORPHISMS/LINEAR MAPS

1. **Review** For vector spaces  $V$  and  $W$ , the function  $f : V \rightarrow W$  is called an *isomorphism* if

$f$  is 1-1, onto, and for every  $r_1, r_2 \in \mathbb{R}$  and  $\vec{v}_1, \vec{v}_2 \in V$

$$\underline{f(r_1\vec{v}_1 + r_2\vec{v}_2) = r_1f(\vec{v}_1) + r_2f(\vec{v}_2)}$$

2. **Review** For vector spaces  $V$  and  $W$ , the function  $f : V \rightarrow W$  is called a *homomorphism* or *linear map*

if for every  $r_1, r_2 \in \mathbb{R}$  and  $\vec{v}_1, \vec{v}_2 \in V$ ,  $f(r_1\vec{v}_1 + r_2\vec{v}_2) = r_1f(\vec{v}_1) + r_2f(\vec{v}_2)$

3. **Examples:**

(a)  $f : \mathcal{P}_2 \rightarrow \mathbb{R}^2$  defined as  $f(ax^2 + bx + c) = \begin{pmatrix} a \\ b+c \end{pmatrix}$  (or  $ax^2 + bx + c \mapsto \begin{pmatrix} a \\ b+c \end{pmatrix}$ )

Pick  $a_1x^2 + b_1x + c_1, a_2x^2 + b_2x + c_2 \in \mathcal{P}_2$  and  $r_1, r_2 \in \mathbb{R}$ .

$$\begin{aligned} \text{LHS} &= f(r_1(a_1x^2 + b_1x + c_1) + r_2(a_2x^2 + b_2x + c_2)) = f((r_1a_1 + r_2a_2)x^2 + (r_1b_1 + r_2b_2)x + r_1c_1 + r_2c_2) \\ &= \begin{pmatrix} r_1a_1 + r_2a_2 \\ r_1b_1 + r_2b_2 + r_1c_1 + r_2c_2 \end{pmatrix} \end{aligned}$$

← These are equal. →

$$\text{RHS} = r_1f(a_1x^2 + b_1x + c_1) + r_2f(a_2x^2 + b_2x + c_2) = r_1 \begin{pmatrix} a_1 \\ b_1 + c_1 \end{pmatrix} + r_2 \begin{pmatrix} a_2 \\ b_2 + c_2 \end{pmatrix} = \begin{pmatrix} r_1a_1 + r_2a_2 \\ r_1(b_1 + c_1) + r_2(b_2 + c_2) \end{pmatrix}$$

(b) The projection  $\pi : \mathbb{R}^3 \rightarrow \mathbb{R}^2$  defined by  $\begin{pmatrix} x \\ y \\ z \end{pmatrix} \mapsto \begin{pmatrix} x \\ y \end{pmatrix}$

Pick  $\begin{pmatrix} x_1 \\ y_1 \\ z_1 \end{pmatrix}, \begin{pmatrix} x_2 \\ y_2 \\ z_2 \end{pmatrix} \in \mathbb{R}^3$ ,  $r_1, r_2 \in \mathbb{R}$ .

$$\pi\left(r_1 \begin{pmatrix} x_1 \\ y_1 \\ z_1 \end{pmatrix} + r_2 \begin{pmatrix} x_2 \\ y_2 \\ z_2 \end{pmatrix}\right) = \begin{pmatrix} r_1x_1 + r_2x_2 \\ r_1y_1 + r_2y_2 \end{pmatrix}; \quad r_1\pi\left(\begin{pmatrix} x_1 \\ y_1 \\ z_1 \end{pmatrix}\right) + r_2\pi\left(\begin{pmatrix} x_2 \\ y_2 \\ z_2 \end{pmatrix}\right) = \begin{pmatrix} r_1x_1 + r_2x_2 \\ r_1y_1 + r_2y_2 \end{pmatrix}$$

↑ These are equal. ↓

↙ Domain ↘  
↙ Codomain ↘

(c) The zero homomorphism  $z : \mathbb{R}^4 \rightarrow \mathcal{M}_{2 \times 2}$

$$z\left(\begin{pmatrix} x \\ y \\ z \\ w \end{pmatrix}\right) = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}. \quad (\text{z maps every vector to the zero vector of the codomain.})$$

$$z(r_1\vec{v}_1 + r_2\vec{v}_2) = \vec{0}; \quad r_1z(\vec{v}_1) + r_2z(\vec{v}_2) = r_1\vec{0} + r_2\vec{0} = \vec{0}.$$

4. Lemma 1.6:

If  $f: V \rightarrow W$  is a homomorphism, then  $f(\vec{0}_V) = \vec{0}_W$ .

~~5. Lemma 1.7:~~

6. Theorem 1.9: A homomorphism  $f: V \rightarrow W$  can be defined by the image of the basis  $B$  of  $V$ .

7. Consequence of Theorem 1.9: Define a homomorphism  $h$  from  $\mathcal{P}_2$  to  $\mathcal{M}_{2 \times 2}$  by defining  $h$  on a basis of  $\mathcal{P}_2$  and demonstrating how  $h$  operates on an arbitrary element of  $\mathcal{P}_2$ .

Pick  $B = \langle 1, x, x^2 \rangle$ . Define  $h(1) = \begin{bmatrix} 1 & 1 \\ 0 & 0 \end{bmatrix}$ ,  $h(x) = \begin{bmatrix} 2 & 0 \\ 0 & 1 \end{bmatrix}$ ,  $h(x^2) = \begin{bmatrix} 0 & 0 \\ 0 & -1 \end{bmatrix}$   
(Pick anything ...)

$$\begin{aligned} \text{Now } h(2-3x+4x^2) &= h(2(1)-3(x)+4(x^2)) = 2h(1) - 3h(x) + 4h(x^2) \\ &= 2 \begin{bmatrix} 1 & 1 \\ 0 & 0 \end{bmatrix} - 3 \begin{bmatrix} 2 & 0 \\ 0 & 1 \end{bmatrix} + 4 \begin{bmatrix} 0 & 0 \\ 0 & -1 \end{bmatrix} = \begin{bmatrix} 2 & 2 \\ 0 & 0 \end{bmatrix} + \begin{bmatrix} -6 & 0 \\ 0 & -3 \end{bmatrix} + \begin{bmatrix} 0 & 0 \\ 0 & -4 \end{bmatrix} = \begin{bmatrix} -4 & 2 \\ 0 & -7 \end{bmatrix} \end{aligned}$$

8. Definition 1.12

A homomorphism  $f: V \rightarrow V$  is called a linear transformation.  
 $\underbrace{\quad \quad \quad}_{\text{same vector space.}}$

Ex]  $f: \mathbb{R}^3 \rightarrow \mathbb{R}^3$  by  $(x, y, z) \mapsto (2x+y, z, z)$

Are any of these 1-1, onto?