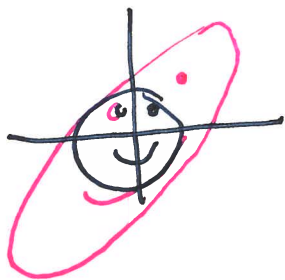
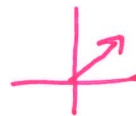


9/14/22

Last time

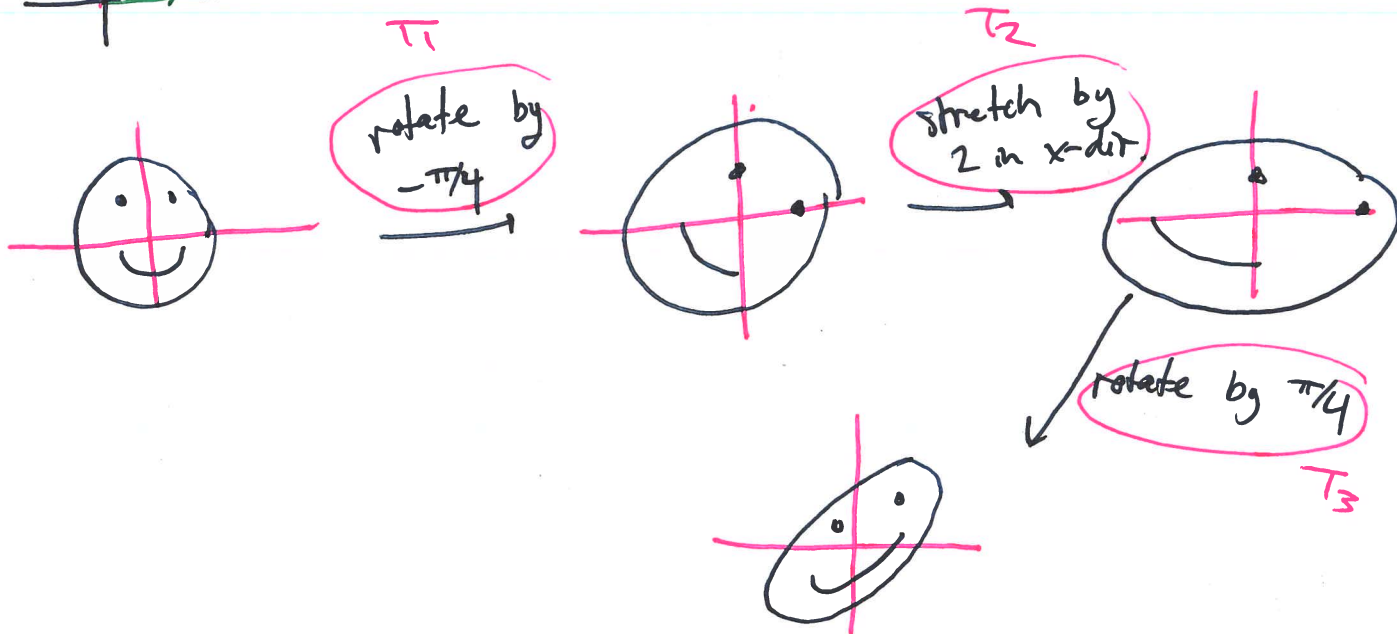
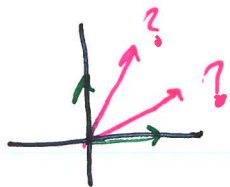


$T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$ stretches by a factor of 2 in the diagonal direction (in the direction of the vector $[1, 1]$)



Q Matrix for T ?

Usual way: $T([1, 0]) = ?$ $T([0, 1]) = ?$



$$T = T_3 \circ T_2 \circ T_1$$

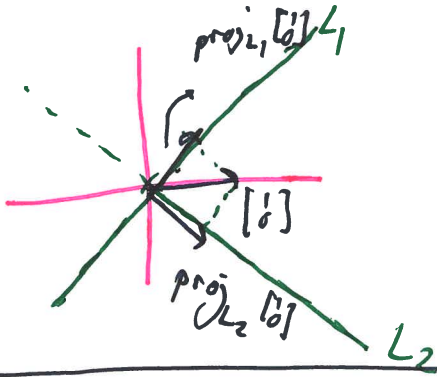
Matrix for T is:

$$\begin{bmatrix} \cos \pi/4 & -\sin \pi/4 \\ \sin \pi/4 & \cos \pi/4 \end{bmatrix} \cdot \begin{bmatrix} 2 & 0 \\ 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} \cos \pi/4 & -\sin \pi/4 \\ \sin \pi/4 & \cos \pi/4 \end{bmatrix} \vec{x}$$

$$= \begin{bmatrix} 3/2 & 1/2 \\ 1/2 & 3/2 \end{bmatrix}$$

A2 $T\left(\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) = ?$

$T\left(\begin{bmatrix} 0 \\ 1 \end{bmatrix}\right) = ?$

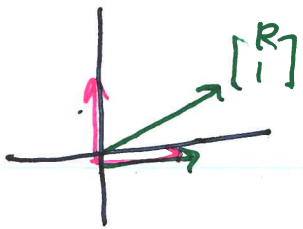


$$T\left(\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) = 2 \text{proj}_{L_1}\left[\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right] + \text{proj}_{L_2}\left[\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right].$$

etc.

More 2.3 practice.

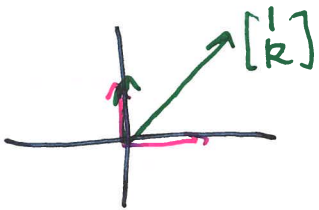
One more type of linear ~~transform~~ transform: shear



Matrix: $\begin{bmatrix} 1 & k \\ 0 & 1 \end{bmatrix}$ (horizontal shear)



Matrix: $\begin{bmatrix} 1 & 0 \\ k & 1 \end{bmatrix}$ (vertical shear)



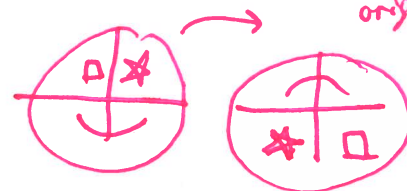
For the matrices A in Exercises 33 through 42, compute $A^2 = AA$, $A^3 = AAA$, and A^4 . Describe the pattern that emerges, and use this pattern to find A^{1001} . Interpret your answers geometrically, in terms of rotations, reflections, shears, and orthogonal projections.

33. $\begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}$ 34. $\begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix}$ 35. $\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$
36. $\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$ 37. $\begin{bmatrix} 1 & 0 \\ -1 & 1 \end{bmatrix}$ 38. $\frac{1}{2} \begin{bmatrix} -1 & -\sqrt{3} \\ \sqrt{3} & -1 \end{bmatrix}$
39. $\frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ -1 & 1 \end{bmatrix}$ 40. $\begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$
41. $\frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$ 42. $\frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$

In Exercises 43 through 48, find a 2×2 matrix A with the given properties. Hint: It helps to think of geometrical examples.

43. $A \neq I_2, A^2 = I_2$ 44. $A^2 \neq I_2, A^4 = I_2$
45. $A^2 \neq I_2, A^3 = I_2$
46. $A^2 = A$, all entries of A are nonzero.
47. $A^3 = A$, all entries of A are nonzero.
48. $A^{10} = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix}$

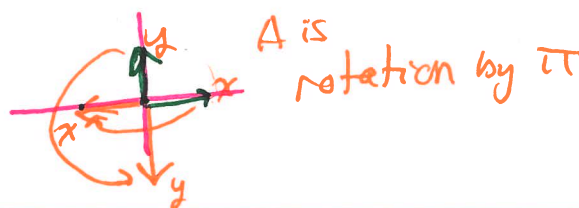
rot 180° = refl across origin



$$33. \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}^2 = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}^3 = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}$$

$$\begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}^{1001} = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}$$

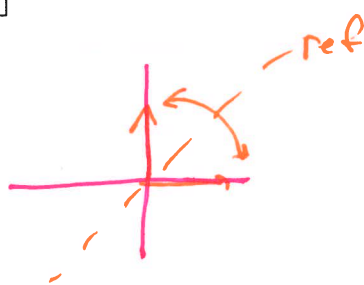


$\Rightarrow A^2 = \text{rotation by } 2\pi = \text{id}$

$$35. \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}^2 = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

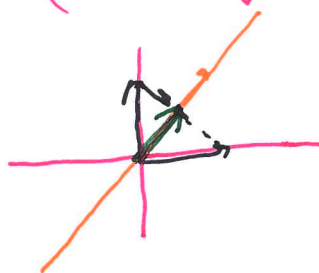
$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}^3 = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}^{1001} = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$



$$42. \left(\frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \right)^2 = \frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$$

$$\left(\frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \right)^{1001} = \frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$$

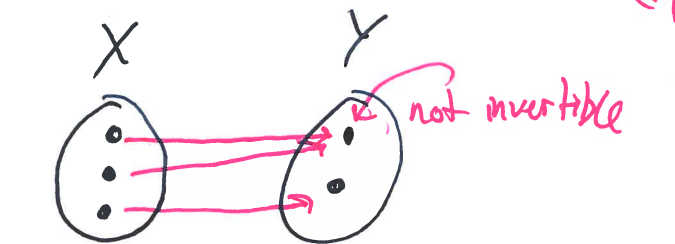
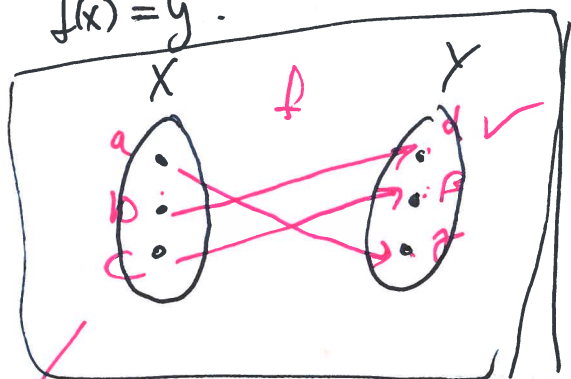


"idempotent": $A^2 = A$

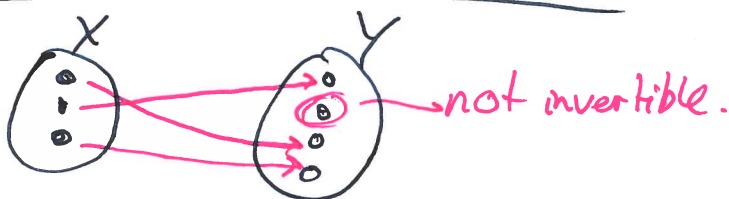
§2.4 Inverse transformations

A function $f: X \rightarrow Y$ is called invertible if for all $y \in Y$ there exists a unique $x \in X$ such that

$$f(x) = y.$$



\equiv "bijection"



$$\begin{aligned} f(a) &= \alpha, \\ f(b) &= \beta \\ f(c) &= \gamma \end{aligned}$$

We can define the inverse function of f :

$$f^{-1}: Y \rightarrow X$$

$$f^{-1}(\alpha) = b, \quad f^{-1}(\beta) = c, \quad f^{-1}(\gamma) = a$$

$$\text{In general, } f(x) = y \iff f^{-1}(y) = x$$