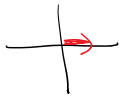
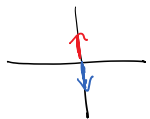


### 3.6 Linear Transformations Cont'd

Ex:  $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$   
 Reflects a vector in x-axis  
 Find  $[T]$



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

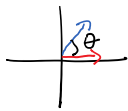


$$T\left(\begin{bmatrix} 0 \\ 1 \end{bmatrix}\right) = \begin{bmatrix} 0 \\ -1 \end{bmatrix}$$

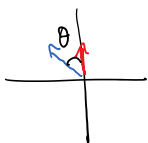
$$[T] = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

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

Ex:  $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$   
 Rotates a vector by angle  $\theta$  (counterclockwise)  
 Find  $[T]$



$$T\left(\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) = \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix}$$



$$T\left(\begin{bmatrix} 0 \\ 1 \end{bmatrix}\right) = \begin{bmatrix} -\sin \theta \\ \cos \theta \end{bmatrix}$$

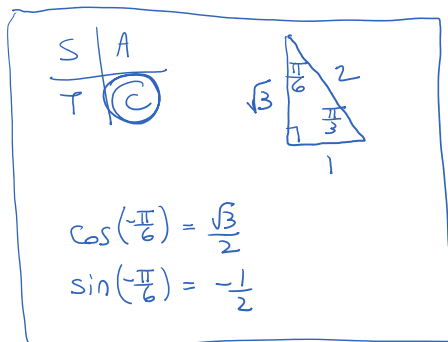
$$[T] = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

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

⊛ Know this

Ex: Rotate  $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$  by  $30^\circ$  clockwise

$$[T] = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix} \theta = -30^\circ$$

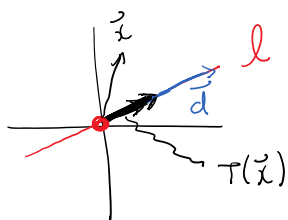


$$= \frac{1}{2} \begin{bmatrix} \sqrt{3} & 1 \\ -1 & \sqrt{3} \end{bmatrix}$$

$$T\left(\begin{bmatrix} 1 \\ 1 \end{bmatrix}\right) = \frac{1}{2} \begin{bmatrix} \sqrt{3} & 1 \\ -1 & \sqrt{3} \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$= \frac{1}{2} \begin{bmatrix} \sqrt{3}+1 \\ -1+\sqrt{3} \end{bmatrix}$$

Ex:  $T: \mathbb{R}^2 \rightarrow \mathbb{R}^2$  projects a vector on the line through the origin with  $\vec{d} = \begin{bmatrix} a \\ b \end{bmatrix}$   
Find  $[T]$



$$T\left(\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) = \text{proj}_{\vec{d}} \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad \vec{d} = \begin{bmatrix} a \\ b \end{bmatrix}$$

$$= \frac{\vec{d} \cdot \begin{bmatrix} 1 \\ 0 \end{bmatrix}}{\|\vec{d}\|^2} \vec{d}$$

$$= \frac{a}{a^2+b^2} \begin{bmatrix} a \\ b \end{bmatrix} \quad \leftarrow$$

$$= \frac{1}{a^2+b^2} \begin{bmatrix} a^2 \\ ab \end{bmatrix}$$

$$T\left(\begin{bmatrix} 0 \\ 1 \end{bmatrix}\right) = \text{proj}_{\vec{d}} \begin{bmatrix} 0 \\ 1 \end{bmatrix} \quad \vec{d} = \begin{bmatrix} a \\ b \end{bmatrix}$$

$$= \frac{\vec{d} \cdot \begin{bmatrix} 0 \\ 1 \end{bmatrix}}{\|\vec{d}\|^2} \vec{d}$$

$$= \frac{b}{a^2+b^2} \begin{bmatrix} a \\ b \end{bmatrix}$$

$$= \frac{1}{a^2+b^2} \begin{bmatrix} ab \\ b^2 \end{bmatrix}$$

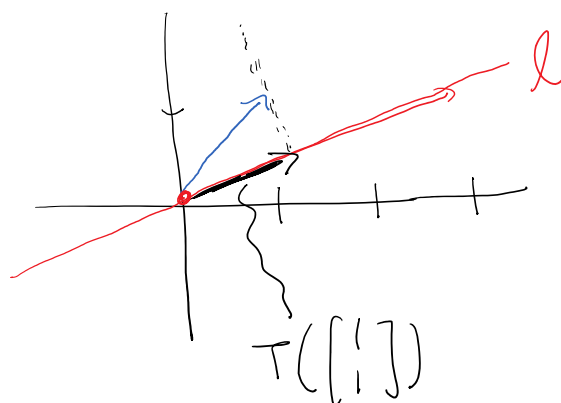
$$[T] = \frac{1}{a^2+b^2} \begin{bmatrix} a^2 & ab \\ ab & b^2 \end{bmatrix} \quad (\star) \quad \text{Know this}$$

Ex: Project  $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$  onto the line through the origin  
with  $\vec{d} = \begin{bmatrix} 3 \\ 1 \end{bmatrix}$

$$[T] = \frac{1}{a^2+b^2} \begin{bmatrix} a^2 & ab \\ ab & b^2 \end{bmatrix} \quad \begin{matrix} a=3 \\ b=1 \end{matrix}$$

$$= \frac{1}{10} \begin{bmatrix} 9 & 3 \\ 3 & 1 \end{bmatrix}$$

$$\begin{aligned} T\left(\begin{bmatrix} 1 \\ 1 \end{bmatrix}\right) &= \frac{1}{10} \begin{bmatrix} 9 & 3 \\ 3 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \\ &= \frac{1}{10} \begin{bmatrix} 12 \\ 4 \end{bmatrix} \quad \text{or} \quad \begin{bmatrix} 6/5 \\ 2/5 \end{bmatrix} \end{aligned}$$



Suppose we apply  $T_1$  then  $T_2$  to  $\vec{x}$

Notation:  $T_2(T_1(\vec{x}))$  or  $(T_2 \circ T_1)(\vec{x})$

Calculation:  $[T_2][T_1]\vec{x}$