

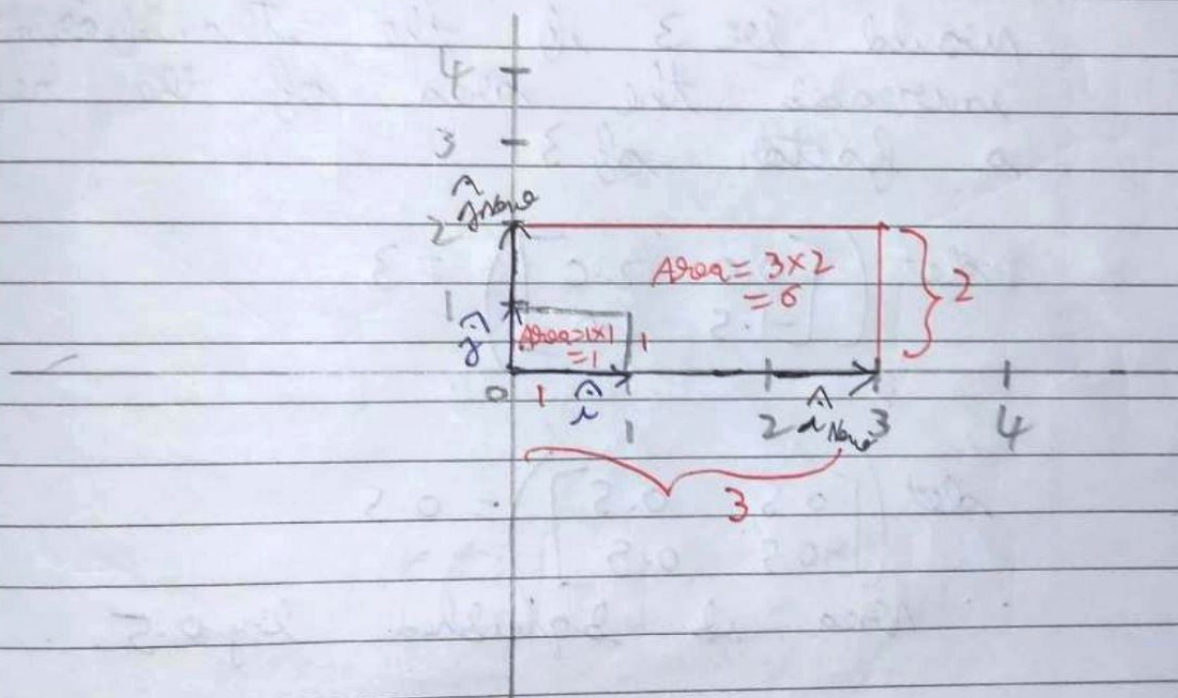
~~Chapter~~ Lecture - 6

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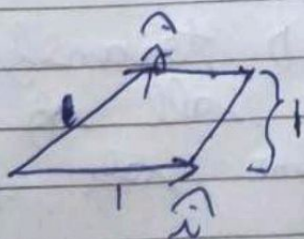
* The Determinant

Determinant of a matrix (i.e. transformation) tells us how much area is scaled/
~~area~~ squashed during the transformation

Ex: $\begin{bmatrix} 3 & 0 \\ 0 & 2 \end{bmatrix}$



Shear matrix: $\begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix}$



Area = $b \times h = 1 \times 1 = 1$ (Remains Same)

Whatever scaling / squishing happens to one square on the grid must happen to every square on the grid. Since grid lines have to remain parallel and evenly spaced. Hence we can determine the change for any grid square on the grid.

The determinant of a transformation would be 3 if the transformation increases the area of the region by a factor of 3

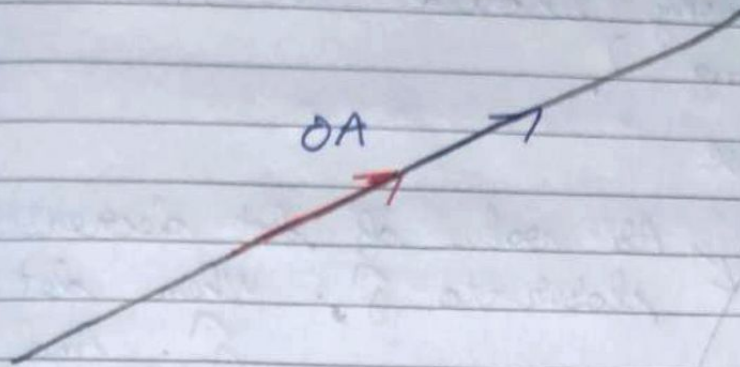
$$\det \begin{pmatrix} 0.0 & 2.0 \\ -1.5 & 1.0 \end{pmatrix} = 3$$

$$\det \begin{pmatrix} 0.5 & 0.5 \\ -0.5 & 0.5 \end{pmatrix} = 0.5$$

\therefore Area is squished by 0.5.

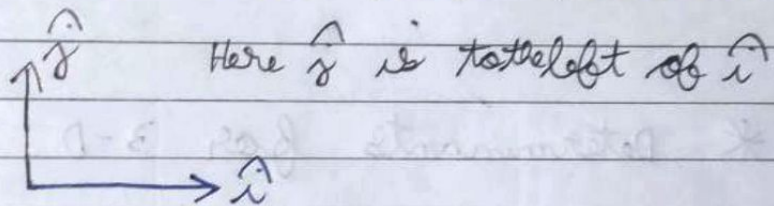
$$\det \begin{pmatrix} 4 & 2 \\ 2 & 1 \end{pmatrix} = 0$$

Determinant of a 2D transformation is 0, if it squashes all of area onto a single line or point. (\because Area = 0)

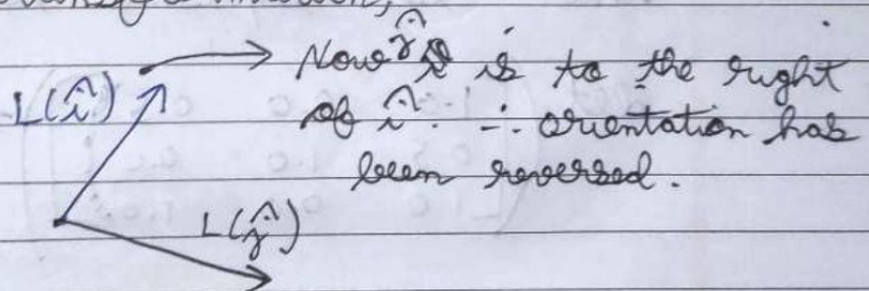


But determinants can be -ve too

In -ve, determinants, the '-' sign indicates that the orientation has been reversed.



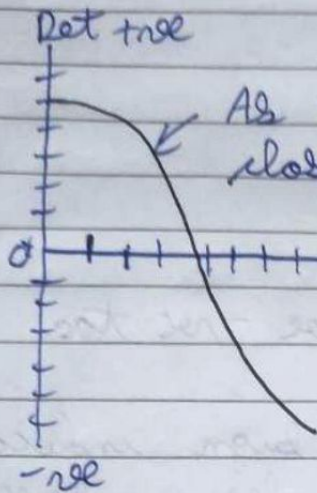
After transformation,



Suppose Determinant = -5
Here '-' indicates changed orientation and 5 means scaling (increase) of area by factor of 5.

Det = -0.5
0.5 still indicates squashing of area by 0.5.

But why should we mean orientation flipping?



As value of det decreases ~~to 0~~, \hat{i} comes closer to \hat{j} . When $\det = 0$, \hat{i} overlaps \hat{j} . And then $\det = -ve$, orientation changes, \hat{i} moves away from \hat{j} and det increases in magnitude again.

* Determinants for 3-D.

→ In 3-D, determinants give us the volume that is squished or scaled.

$$\det \begin{pmatrix} 1.0 & 0.0 & 0.5 \\ 0.5 & 1.0 & 0.0 \\ 1.0 & 0.0 & 1.0 \end{pmatrix} = \text{Volume of parallelepiped}$$

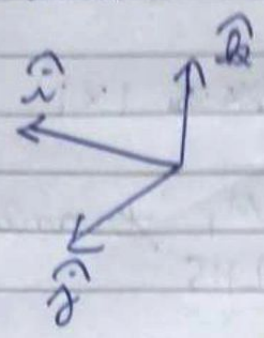
→ $\det = 0$ means all of space is squished squished to a single plane, line or point.

This means that,

$$\det \begin{pmatrix} 1.0 & 0.0 & 1.0 \\ 0.5 & 1.0 & 1.5 \\ 1.0 & 0.0 & 1.0 \end{pmatrix} = 0$$

Columns must be linearly dependent

→ If determinant < 0 , what does it mean?



Right Hand Thumb Rule (RHTR)

Step 1: Represent the basis vectors with RHTR before transformation.

Step 2: If after transformation, we are still able to do that, then $\det > 0$ and orientation hasn't changed.

Step 3: If we are not able to do that and we now need to represent them using left hand, then $\det < 0$ and orientation has changed.

* Computing determinant

→ $\det \begin{bmatrix} a & b \\ c & d \end{bmatrix} = ad - bc$

→ $\det \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} = a \det \begin{bmatrix} e & f \\ h & i \end{bmatrix} - b \det \begin{bmatrix} d & f \\ g & i \end{bmatrix} + c \det \begin{bmatrix} d & e \\ g & h \end{bmatrix}$

Q. $\det(M_1 M_2) = \det(M_1) \det(M_2)$?

Let Initial area = ~~1x1~~ 1×1

If after M_2 and M_1 transformations,
 $\text{area} = c \times d = \text{LHS}$

Now on RHS,

$\det(M_1) = c$, $\det(M_2) = d$

$\therefore \text{area} = d \times c = cd = \text{RHS}$

$\therefore \text{LHS} = \text{RHS}$

$\therefore \det(M_1 M_2) = \det(M_1) \det(M_2)$