

Assignment 2

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Download all python codes from

https://github.com/Bharat437/Matrix_Theory/tree/master/Assignment2/Codes

and latex-tikz codes from

https://github.com/Bharat437/Matrix_Theory/tree/master/Assignment2

In (2.0.5), the left matrix rotates a vector by angle $+\theta$. Obviously the right matrix rotates a vector by angle $-\theta$. Then the product of matrices is identity matrix.

$$= \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} = \mathbf{I} \quad (2.0.6)$$

Hence it is simplified.

1 QUESTION

simplify

$$\cos \theta \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix} + \sin \theta \begin{pmatrix} \sin \theta & -\cos \theta \\ \cos \theta & \sin \theta \end{pmatrix}$$

2 EXPLANATION

$$\cos \theta \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix} + \sin \theta \begin{pmatrix} \sin \theta & -\cos \theta \\ \cos \theta & \sin \theta \end{pmatrix} \quad (2.0.1)$$

$$= \cos \theta \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix} + \sin \theta \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix} \quad (2.0.2)$$

$$= \left(\cos \theta \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} + \sin \theta \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \right) \times \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix} \quad (2.0.3)$$

$$= \left(\begin{pmatrix} \cos \theta & 0 \\ 0 & \cos \theta \end{pmatrix} + \begin{pmatrix} 0 & -\sin \theta \\ \sin \theta & 0 \end{pmatrix} \right) \times \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix} \quad (2.0.4)$$

$$= \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix} \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix} \quad (2.0.5)$$