— HARVARD UNIVERSITY —

Computer Science 175

PROBLEM SET 1.5

Due 30 September 2013, 11:59pm

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Michaels Tingley and Traver completed this problem set in tandem.

PROBLEM 4.1

PROBLEM 4.2

PROBLEM 4.3

Note that in both of these scenarios, we have to rotate by θ. So we have no choice but to set

$$R = \begin{pmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

Now, we'll discuss T in the equation $\vec{\boldsymbol{b}}^t = \vec{\boldsymbol{a}}^t TR$.

In this case

PROBLEM 4.4