scale 1 2 times in y direction

$$\frac{y}{x}$$

$$\vec{3} \cdot \vec{x} = \begin{bmatrix} x, \\ y, \end{bmatrix}$$

$$\overrightarrow{X'} = \begin{bmatrix} X_2 \\ y_2 \end{bmatrix}$$

$$\widehat{\Phi}$$
.  $\overrightarrow{X'} = \begin{bmatrix} X_2 \\ y \end{bmatrix} = \begin{bmatrix} X_2 \\ y \end{bmatrix}$ 

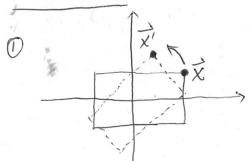
$$X_1 + 0 \cdot y_1 = X_1 + 2 \cdot y_1 = 0$$

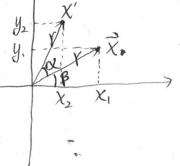
$$\widehat{\Phi}. \ \overrightarrow{X'} = \begin{bmatrix} X_2 \\ y_2 \end{bmatrix} = \begin{bmatrix} 1 \cdot X_1 + 0 \cdot y_1 \\ 0 \cdot X_1 + 2 \cdot y_1 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} X_1 \\ y_1 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 2 \end{bmatrix} \overrightarrow{X}$$

(5). 
$$f(\vec{x}_{\bullet}) = \vec{x}'$$

(5). 
$$f(\vec{x}_{\bullet}) = \vec{x}'$$
 what is  $f(\cdot)$ ?  $f(\cdot)$ 

Rotation





3). 
$$\vec{X} = \begin{bmatrix} X_1 \\ y_1 \end{bmatrix}$$
  $\vec{X}' = \begin{bmatrix} X_2 \\ y_2 \end{bmatrix}$ 

3. 
$$\vec{X} = \begin{bmatrix} x_1 \\ y_1 \end{bmatrix}$$
  $\vec{X}' = \begin{bmatrix} x_2 \\ y_2 \end{bmatrix}$   $\vec{X}_1 = r \cos \beta$   $\vec{X}_2 = r \cos (\alpha + \beta)$   $\vec{X}_2 = r \sin (\alpha + \beta)$ 

(5).  $X_2 = r \cos(\alpha + \beta) = r \cos \alpha \cos \beta - r \sin \alpha \sin \beta$ =X, cos X - Y, sind

$$y_2 = r \sin(\alpha + \beta) = r \sin(\alpha \cos \beta) + r \cos(\alpha \sin \beta)$$
  
=  $x_1 \sin(\alpha + \beta) + y_2 \cos(\alpha + \beta)$ 

$$\begin{bmatrix} X_2 \\ y_2 \end{bmatrix} = \begin{bmatrix} \cos x \cdot X_1 - \sin x \cdot y \\ \sin x \cdot X_1 + \cos x \cdot y \end{bmatrix}$$