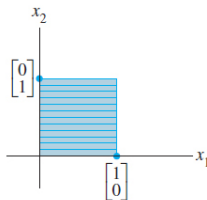
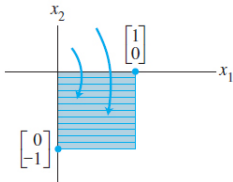


Geometrical transformations

Certain matrix transformations are used to transform the unit square into different shapes. The following table shows some of such transformations.

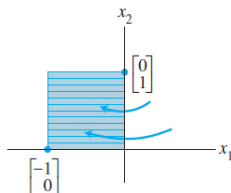


Transformation	Image of the Unit Square	Standard Matrix
Reflection through the x_1 -axis		$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$



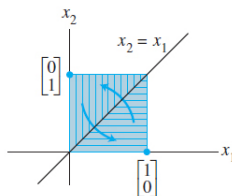
Geometrical transformations

Reflection through
the x_2 -axis



$$\begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}$$

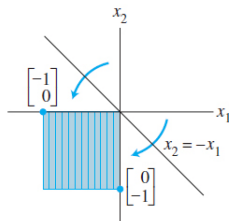
Reflection through
the line $x_2 = x_1$



$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

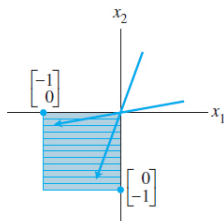
Geometrical transformations

Reflection through
the line $x_2 = -x_1$



$$\begin{bmatrix} 0 & -1 \\ -1 & 0 \end{bmatrix}$$

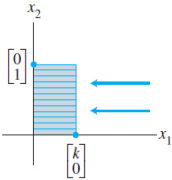
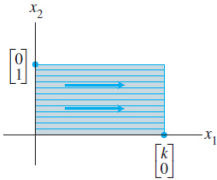
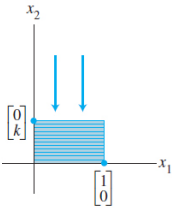
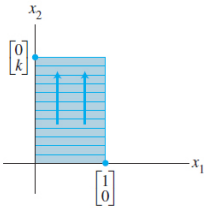
Reflection through
the origin



$$\begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}$$

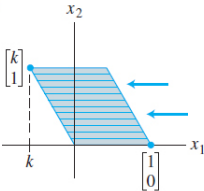
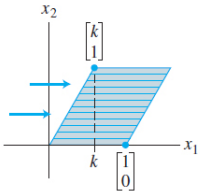
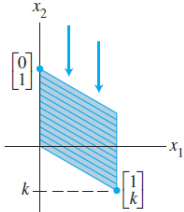
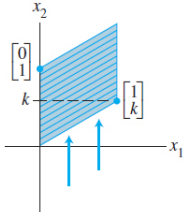
Geometrical transformations

TABLE 2 Contractions and Expansions

Transformation	Image of the Unit Square		Standard Matrix
Horizontal contraction and expansion	 <p>$0 < k < 1$</p>	 <p>$k > 1$</p>	$\begin{bmatrix} k & 0 \\ 0 & 1 \end{bmatrix}$
Vertical contraction and expansion	 <p>$0 < k < 1$</p>	 <p>$k > 1$</p>	$\begin{bmatrix} 1 & 0 \\ 0 & k \end{bmatrix}$

Geometrical transformations

TABLE 3 Shears

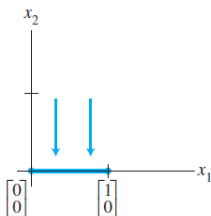
Transformation	Image of the Unit Square	Standard Matrix
Horizontal shear	<div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;">  <p>$k < 0$</p> </div> <div style="text-align: center;">  <p>$k > 0$</p> </div> </div>	$\begin{bmatrix} 1 & k \\ 0 & 1 \end{bmatrix}$
Vertical shear	<div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;">  <p>$k < 0$</p> </div> <div style="text-align: center;">  <p>$k > 0$</p> </div> </div>	$\begin{bmatrix} 1 & 0 \\ k & 1 \end{bmatrix}$

Geometrical transformations

TABLE 4 Projections

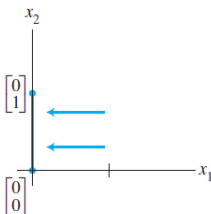
Transformation	Image of the Unit Square	Standard Matrix
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Projection onto
the x_1 -axis



$$\begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$$

Projection onto
the x_2 -axis



$$\begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix}$$