Study Material for Week 2

In this section, you will learn about how Linear transformation provides a graphical view of matrix - vector multiplication and how it leads to the applications in computer graphics.

Lecture 4: Geometric Transformations in \mathbb{R}^2

• Geometry of Linear Operators on \mathbb{R}^2

If $T: \mathbb{R}^2 \to \mathbb{R}^2$ is the matrix operator whose standard matrix is $A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$, then

$$Y = \begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} ax_1 + bx_2 \\ cx_1 + dx_2 \end{bmatrix}.$$

It is natural question that Geometrically how can we view the obove transformation?

We may view entries in the matrices as components of vectors or as co-ordinates of points.

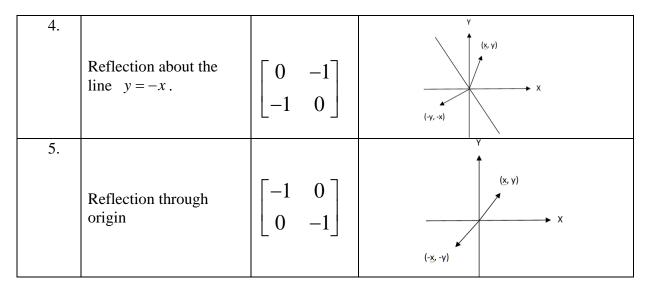
The important property of Linear Transformation useful in computer graphics is

Linear transformations map lines to lines, and hence polygons to polygons.

Reflections in the Plane

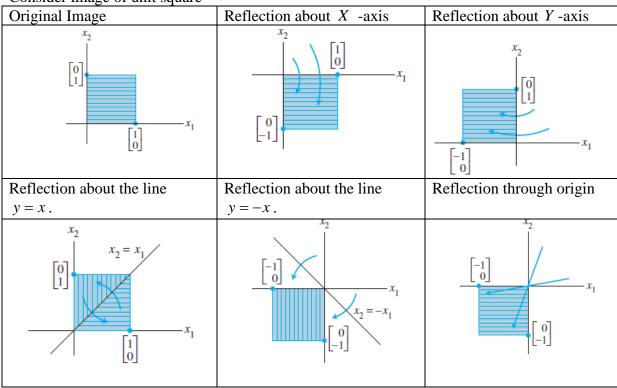
The transformations defined by the matrices listed below are called **reflections**.

Sr. No.	Operator	Matrix Representati on	Geometric Image
1.	Reflection about X - axis	$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$	(x, y) $(x, -y)$
2.	Reflection about <i>Y</i> - axis	$\begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}$	$(-x,y) \qquad (x,y)$
3.	Reflection about the line $y = x$.	$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$	(x, y) (x, y) (x, y) (x, y) (x, y) (x, y)

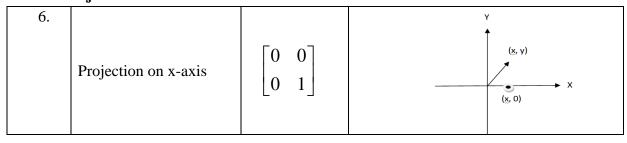


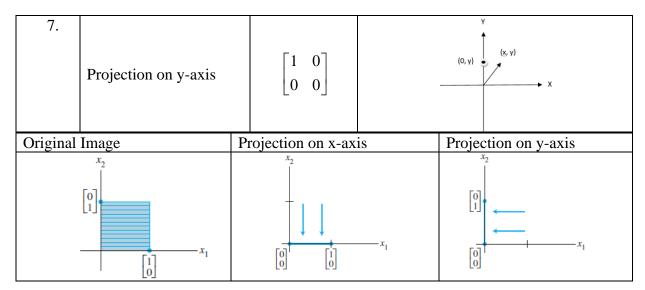
Geometric Representation of Unit Square

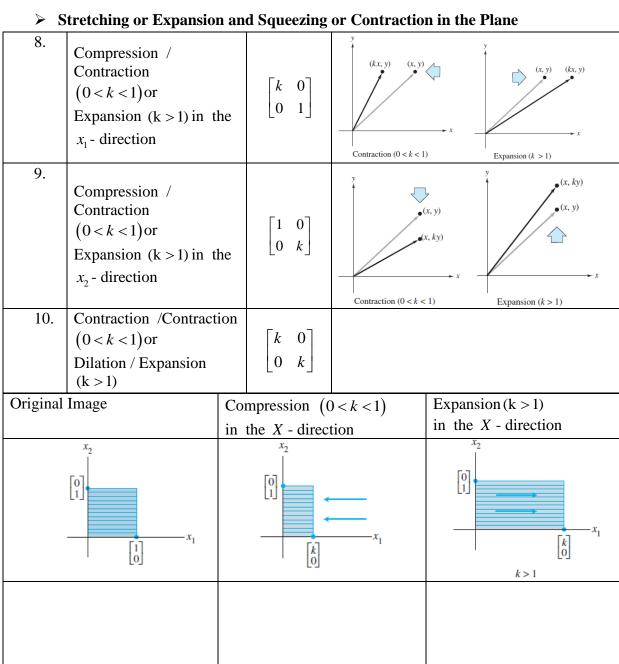
Consider image of unit square



> Projection onto axes





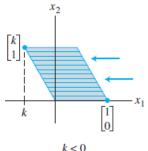


Compression $(0 < k < 1)$	Expansion $(k > 1)$	
in the <i>Y</i> - direction	in the <i>Y</i> - direction	
$\begin{bmatrix} 0 \\ k \end{bmatrix} \qquad x_1$		

> Shear in the Plane

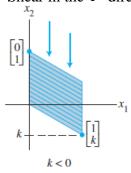
11.	Shear in the X -direction with factor k.	$\begin{bmatrix} 1 & k \\ 0 & 1 \end{bmatrix}$
12.	Shear in the Y -direction with factor k .	$\begin{bmatrix} 1 & 0 \\ k & 1 \end{bmatrix}$

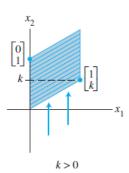
Horizontal Shear : Shear in the X -direction with factor k.



 $\begin{bmatrix} k \\ 1 \end{bmatrix}$ k > 0

Vertical Shear: Shear in the Y-direction with factor k.





Rotation

13.	Counterclock-wise/ Anticlockwise Rotation through an angle θ .	$\begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix}$	$(-\sin\theta,\cos\theta) \qquad \qquad Y \qquad X' \qquad \qquad (\cos\theta,\sin\theta) \qquad \qquad$
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Examples

1. Find a transformation from \mathbb{R}^2 to \mathbb{R}^2 that first shears in x_1 direction by a factor of 3 and

then reflects about y = x.

The standard shear matrix in x_1 direction by a factor of 3 is $A_1 = \begin{bmatrix} 1 & 3 \\ 0 & 1 \end{bmatrix}$.

The standard matrix of reflection about y = x is $A_2 = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$.

Hence the required matrix is $A_2A_1 = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 3 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 1 & 3 \end{bmatrix}$.

2. Find a transformation from \mathbb{R}^2 to \mathbb{R}^2 that first reflects about y = x and then shears by a factor of 3 in x_1 direction.

The standard shear matrix in x_1 direction by a factor of 3 is $A_1 = \begin{bmatrix} 1 & 3 \\ 0 & 1 \end{bmatrix}$.

The standard matrix of reflection about y = x is $A_2 = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$.

Thus the required transformation is $A_1 A_2 = \begin{bmatrix} 1 & 3 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} = \begin{bmatrix} 3 & 1 \\ 1 & 0 \end{bmatrix}$.

3. Find a transformation from \mathbb{R}^2 to \mathbb{R}^2 that first reflects about y = x, followed by rotate in anticlockwise direction through an angle 45^0 .

The standard matrix of reflection about y = x is $A_1 = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$.

The standard matrix of rotation in anticlockwise direction through an angle 45° is

$$A_2 = \begin{bmatrix} \cos 45^0 & -\sin 45^0 \\ \sin 45^0 & \cos 45^0 \end{bmatrix} = \begin{bmatrix} 1/\sqrt{2} & -1/\sqrt{2} \\ 1/\sqrt{2} & 1/\sqrt{2} \end{bmatrix}.$$

Thus the required transformation is $A_2A_1 = \begin{bmatrix} 1/\sqrt{2} & -1/\sqrt{2} \\ 1/\sqrt{2} & 1/\sqrt{2} \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} = \begin{bmatrix} -1/\sqrt{2} & 1/\sqrt{2} \\ 1/\sqrt{2} & 1/\sqrt{2} \end{bmatrix}.$

Result

Recall: 1. Elementary Matrix - A matrix obtained by a single row or column transformation on a identity matrix is known as a elementary matrix. For example

$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \overrightarrow{R_1 + 2R_2} \begin{bmatrix} 1 & 2 \\ 0 & 1 \end{bmatrix}, \text{ obtained so is a elementary matrix.}$$

$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \overrightarrow{R_1 + 2R_2} \begin{bmatrix} 1 & 2 \\ 0 & 1 \end{bmatrix} \overrightarrow{R_{12}} \begin{bmatrix} 0 & 1 \\ 1 & 2 \end{bmatrix}, \text{ the matrix in second operation is not a elementary}$$

matrix.

- 2. The matrix obtained by performing elementary transformation on a matrix, can be expressed as a product of elementary matrix and a matrix itself.
- 3. A elementary row operation is represented by left multiplication and a elementary column transformation by right multiplication.

e.g. Consider
$$A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$$
. Perform $R_1 + 2R_2$, $A \sim \begin{bmatrix} 7 & 10 \\ 3 & 4 \end{bmatrix}$. $\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \overrightarrow{R_1 + 2R_2}$ $E_1 = \begin{bmatrix} 1 & 2 \\ 0 & 1 \end{bmatrix}$. Thus, $\begin{bmatrix} 7 & 10 \\ 3 & 4 \end{bmatrix} = E_1 A = \begin{bmatrix} 1 & 2 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} = \begin{bmatrix} 1+6 & 2+8 \\ 0+3 & 0+4 \end{bmatrix}$. Perform $C_1 + C_2$ on A , $A \sim \begin{bmatrix} 3 & 2 \\ 7 & 4 \end{bmatrix}$. $\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \overrightarrow{C_1 + C_2}$ $E_2 = \begin{bmatrix} 1 & 0 \\ 1 & 1 \end{bmatrix}$. $AE_2 = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} 3 & 4 \\ 7 & 10 \end{bmatrix}$.

But note that
$$E_2 A = \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} = \begin{bmatrix} 7 & 10 \\ 4 & 6 \end{bmatrix} \neq \begin{bmatrix} 3 & 2 \\ 7 & 4 \end{bmatrix}$$
.

Theorem : If $T: \mathbb{R}^2 \to \mathbb{R}^2$ is multiplication by an invertible matrix A, then the geometric effect of T is the appropriate succession of shears, compressions, expansions and reflections.

Proof: Since A is invertible, it can be reduced to identity matrix by a finite sequence of elementary row transformation. An elementary row operations can be performed by multiplying on the left by elementary matrix and so there exist elementary matrices

$$E_1, E_2, ..., E_k$$
 such that $E_k \cdots E_2 E_1 A = I$. Therefore $A = E_1^{-1} E_2^{-1} \cdots E_n^{-1} I = E_1^{-1} E_2^{-1} \cdots E_n^{-1}$.

1. Express the following matrix as a product of elementary matrices. Describe the effect of multiplication by the given matrix in terms of compression, expression,

reflection and shear.
$$A = \begin{bmatrix} 1 & 4 \\ 2 & 9 \end{bmatrix}$$
.

A can be reduced to identity as follows:
$$\begin{bmatrix} 1 & 4 \\ 2 & 9 \end{bmatrix} \xrightarrow{R_2 - 2R_1} \begin{bmatrix} 1 & 4 \\ 0 & 1 \end{bmatrix} \xrightarrow{R_1 - 4R_2} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

Two row operations can be performed on the left successively by

$$E_1 = \begin{bmatrix} 1 & 0 \\ -2 & 1 \end{bmatrix}, \quad E_2 = \begin{bmatrix} 1 & -4 \\ 0 & 1 \end{bmatrix}. \text{ Therefore } E_2 E_1 A = I \text{ . } A = E_1^{-1} E_2^{-1} = \begin{bmatrix} 1 & 0 \\ 2 & 1 \end{bmatrix} \begin{bmatrix} 1 & 4 \\ 0 & 1 \end{bmatrix}.$$

It follows that the effect of multiplication by A

- i) Shearing by a factor 4 in the x_1 direction.
- ii) Followed by shearing by a factor 2 in the x_2 direction.
- 2. Express the following matrix as a product of elementary matrices. Describe the effect of multiplication by the given matrix in terms of compression, expression, reflection and

shear.
$$A = \begin{bmatrix} 4 & -3 \\ 3 & -2 \end{bmatrix}$$
.

A can be reduce to identity as follows:

$$\begin{bmatrix} 4 & -3 \\ 3 & -2 \end{bmatrix} \xrightarrow{R_1 - R_2} \begin{bmatrix} 1 & -1 \\ 3 & -2 \end{bmatrix} \xrightarrow{R_2 - 3R_1} \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} \xrightarrow{R_1 + R_2} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

Three row operations can be performed on the left successively by

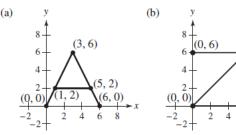
$$\begin{split} E_1 = & \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix}, \quad E_2 = \begin{bmatrix} 1 & 0 \\ -3 & 1 \end{bmatrix}, \quad E_3 = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix}. \text{ Therefore } \quad E_3 E_2 E_1 A = I \ . \\ A = & E_1^{-1} E_2^{-1} E_3^{-1} = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 3 & 1 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} \ . \end{split}$$

Hence the effect of multiplication is

- i) Shearing by a factor 1 in the negative x_1 direction.
- ii) Shearing by a factor 3 in the negative x_2 direction.
- iii) Shearing by a factor 1 in the x_1 direction.

Problem Session

- Express the matrix as a product of the elementary matrices, and Q. 1 then describe the effect of multiplication by the given matrix A in terms of compressions, expansions, reflections and shears
 - 1) $A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$ 2) $A = \begin{bmatrix} -1 & 2 \\ 2 & -1 \end{bmatrix}$ 3) $A = \begin{bmatrix} 1 & 3 \\ 5 & 2 \end{bmatrix}$
- Give a geometric description of the linear transformation defined by Q. 2 the matrix product.
- Sketch the image of the rectangle with vertices at (0,0), (0,2), Q. 3 (1,2) and (1,0) under the specified transformation.
 - 1) reflection in the -axis
 - T(x, y) = (x, y/2).
 - T(x, y) = (2x, y).3)
- 4) T(x, y) = (x + y, y)
- T(x, y) = (x, y + 2x)
- 6) T(x, y) = (x + 4y, y)
- Sketch each of the images with the given vertices under the Q. 4 specified transformations.



- T(x, y) = (x + y, y)1)
- T(x, y) = (x, x + y).2)
- 3) $T(x, y) = \left(2x, \frac{1}{2}y\right)$
- $T(x, y) = \left(\frac{1}{2}x, 2y\right)$ 4)
- Q. 5 Identify the transformation and graphically represent the transformation for an arbitrary vector in the plane.
 - 1) T(x, y) = (x, y/2)
- T(x, y) = (x/4, y)2)
- T(x, y) = (4x, y)3)
- T(x, y) = (x, 2y)4)
- 5)
- T(x, y) = (x + 3y, y) 6) T(x, y) = (x, 2y)
- 7) T(x, y) = (x + 3y, y)
- 8) T(x, y) = (x, 4x + y)