

Chapter 2 Section 2

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The letter L can be represented by the vectors $(0, 2)$ and $(1, 0)$.



The following problems ask for a linear transformation of the letter L. In the following problems, give the matrix of the transformation and plot the result.

Problem 1. Scale L by a factor of $\frac{1}{2}$

Solution. The matrix of the transformation is

$$\begin{bmatrix} 0.5 & 0.0 \\ 0.0 & 0.5 \end{bmatrix}$$

After the scaling, the L looks like this



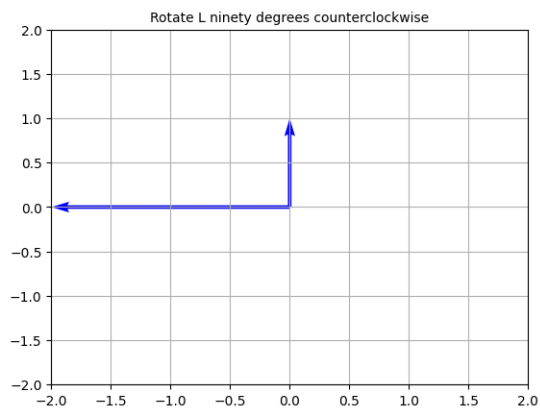
Note that in creating this shape, we scaled both vectors that make up the L.

Problem 2. *Rotate L ninety degrees counterclockwise*

Solution. *The matrix of the transformation is*

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

After the rotation, the L looks like this

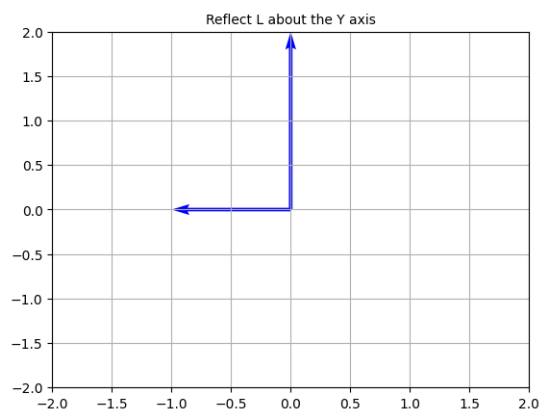


Problem 3. *Reflect L about the Y axis*

Solution. *The matrix of the transformation is*

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

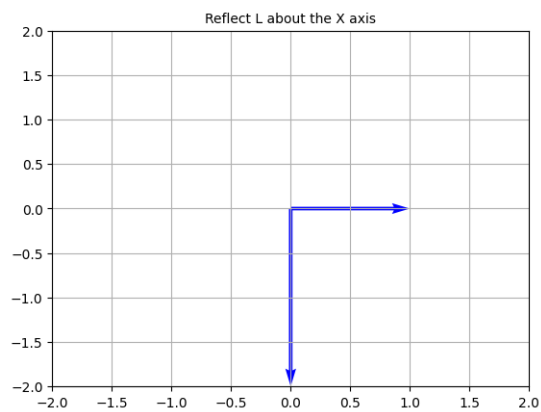
The plot looks like this



Problem 4. *Reflect L about the X axis*

Solution. *The matrix of the transformation is*

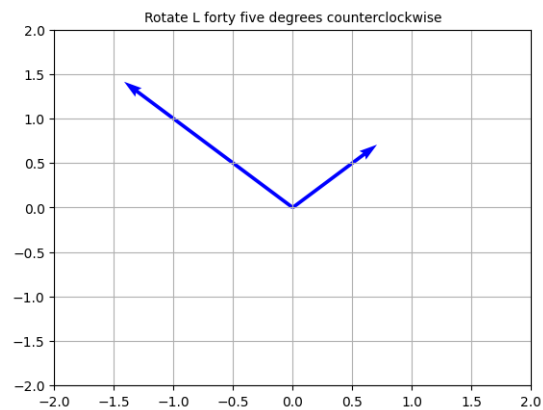
$$\begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix}$$



Problem 5. *Rotate L forty five degrees counterclockwise*

Solution. *The matrix of the transformation is*

$$\begin{bmatrix} \cos(\frac{\pi}{4}) & -1 * \sin(\frac{\pi}{4}) \\ \sin(\frac{\pi}{4}) & \cos(\frac{\pi}{4}) \end{bmatrix}$$



Problem 6. Find the orthogonal projection of L onto the x -axis

Solution. The matrix of the transformation is

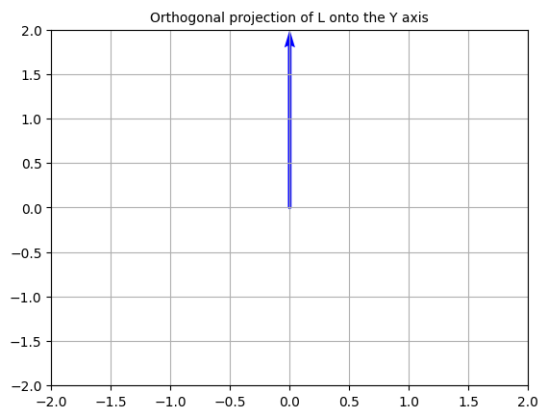
$$\begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$$



Problem 7. Find the orthogonal projection of L onto the y -axis

Solution. The matrix of the transformation is

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



Problem 8. Find the matrix P of the orthogonal projection onto the line L spanned by $\vec{w} = \begin{pmatrix} 3 \\ 4 \end{pmatrix}$

Solution.

$$\begin{aligned} P &= \frac{1}{w_1^2 + w_2^2} \begin{bmatrix} w_1^2 & w_1 w_2 \\ w_1 w_2 & w_2^2 \end{bmatrix} \\ &= \frac{1}{25} \begin{bmatrix} 9 & 12 \\ 12 & 16 \end{bmatrix} \\ &= \begin{bmatrix} 0.36 & 0.48 \\ 0.48 & 0.64 \end{bmatrix} \end{aligned}$$

Problem 9. Let V be the plane defined by $2x_1 + x_2 - 2x_3 = 0$ and let $\vec{x} = \begin{bmatrix} 5 \\ 4 \\ -2 \end{bmatrix}$. Find $\text{ref}_V \vec{x}$.

Solution. The vector $\vec{v} = \begin{bmatrix} 2 \\ 1 \\ -2 \end{bmatrix}$ is perpendicular to the plane V .

We can get the unit vector \vec{u} perpendicular to the plane by

$$\begin{aligned} \vec{u} &= \frac{1}{\|\vec{v}\|} \vec{v} \\ &= \frac{1}{\sqrt{2^2 + 1^2 + (-2)^2}} \begin{bmatrix} 2 \\ 1 \\ -2 \end{bmatrix} \\ &= \frac{1}{3} \begin{bmatrix} 2 \\ 1 \\ -2 \end{bmatrix} \end{aligned}$$

We can now use the formula

$$\begin{aligned}
 \text{ref}_V \vec{x} &= \text{proj}_V \vec{x} - \text{proj}_L \vec{x} \\
 &= \vec{x} - 2 \text{proj}_L \vec{x} \\
 &= \vec{x} - 2(\vec{x} \cdot \vec{u})\vec{u} \\
 &= \begin{bmatrix} 5 \\ 4 \\ -2 \end{bmatrix} - 2 \left(\begin{bmatrix} 5 \\ 4 \\ -2 \end{bmatrix} \cdot \frac{1}{3} \begin{bmatrix} 2 \\ 1 \\ -2 \end{bmatrix} \right) \frac{1}{3} \begin{bmatrix} 2 \\ 1 \\ -2 \end{bmatrix} \\
 &= \begin{bmatrix} 5 \\ 4 \\ -2 \end{bmatrix} - 4 \begin{bmatrix} 2 \\ 1 \\ -2 \end{bmatrix} \\
 &= \begin{bmatrix} 5 \\ 4 \\ -2 \end{bmatrix} - \begin{bmatrix} 8 \\ 4 \\ -8 \end{bmatrix} \\
 &= \begin{bmatrix} -3 \\ 0 \\ 6 \end{bmatrix}
 \end{aligned}$$

The reflection of the vector \vec{x} over the plane V is the vector

$$\text{ref}_V \vec{x} = \begin{bmatrix} -3 \\ 0 \\ 6 \end{bmatrix}$$

Problem 10. Give the matrix of a counterclockwise rotation through $\frac{\pi}{6}$.

Solution. The matrix of a counterclockwise rotation through $\frac{\pi}{6}$ is

$$\begin{aligned}
 &\begin{bmatrix} \cos\left(\frac{\pi}{6}\right) & -\sin\left(\frac{\pi}{6}\right) \\ \sin\left(\frac{\pi}{6}\right) & \cos\left(\frac{\pi}{6}\right) \end{bmatrix} \\
 &= \begin{bmatrix} \frac{\sqrt{3}}{2} & -\frac{1}{2} \\ \frac{1}{2} & \frac{\sqrt{3}}{2} \end{bmatrix}
 \end{aligned}$$

Problem 11. Let $T(\vec{x})$ be the linear transformation

$$\begin{aligned} T(\vec{x}) &= \begin{bmatrix} a & -b \\ b & a \end{bmatrix} \vec{x} \\ &= \begin{bmatrix} a & -b \\ b & a \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \end{aligned}$$

How does the linear transformation $T(\vec{x})$ affect the letter L ? Remember that our letter L is composed of vectors $\begin{bmatrix} 0 \\ 2 \end{bmatrix}$ and $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$.

Solution. The vector $\begin{bmatrix} a \\ b \end{bmatrix}$ can be written in polar coordinates as

$$\begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} r \cos(\theta) \\ r \sin(\theta) \end{bmatrix}$$

We can substitute these polar coordinates into the linear transformation, and write it as

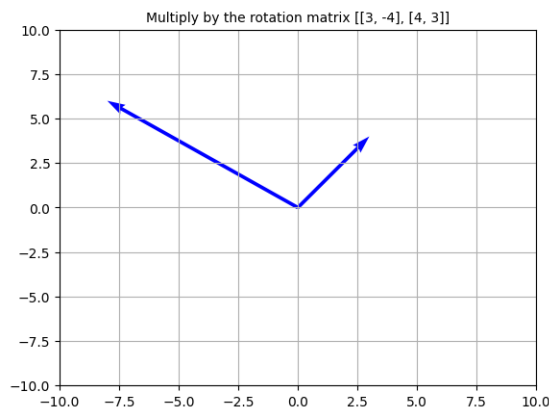
$$\begin{aligned} T(\vec{x}) &= \begin{bmatrix} a & -b \\ b & a \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \\ &= \begin{bmatrix} r \cos(\theta) & -r \sin(\theta) \\ r \sin(\theta) & r \cos(\theta) \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \\ &= r \begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \end{aligned}$$

The linear transformation rotates the vector counterclockwise through an angle of θ and scales the vector by a factor of r .

For example, let $\begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} 3 \\ 4 \end{bmatrix}$. Then we have

$$\begin{aligned} T(\vec{x}) &= \begin{bmatrix} 3 & -4 \\ 4 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \\ &\approx 5 \begin{bmatrix} \cos(53.1^\circ) & -\sin(53.1^\circ) \\ \sin(53.1^\circ) & \cos(53.1^\circ) \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \end{aligned}$$

This rotates L approximately 53.1° and scales L by a factor of 5.



Thus we see that the linear transformation

$$\begin{aligned} T(\vec{x}) &= \begin{bmatrix} a & -b \\ b & a \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \\ &= r \begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \end{aligned}$$

rotates L counterclockwise through θ degrees and scales L by a factor of r .

Problem 12. Sketch the image of the standard L under the linear transformation

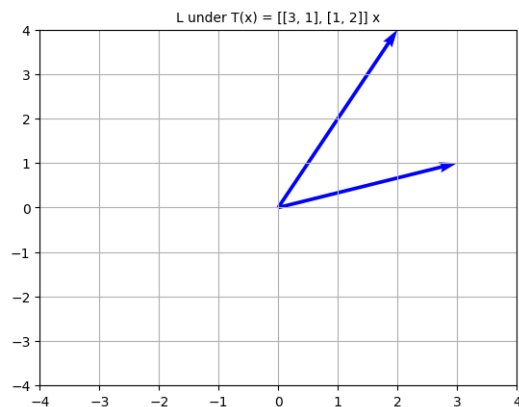
$$T(\vec{x}) = \begin{bmatrix} 3 & 1 \\ 1 & 2 \end{bmatrix} \vec{x}$$

Solution. We can apply the linear transformation to both vectors $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$ and $\begin{bmatrix} 0 \\ 2 \end{bmatrix}$ that make up our L .

$$\begin{aligned} T\left(\begin{bmatrix} 1 \\ 0 \end{bmatrix}\right) &= \begin{bmatrix} 3 & 1 \\ 1 & 2 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} \\ &= \begin{bmatrix} 3 \\ 1 \end{bmatrix} \end{aligned}$$

$$\begin{aligned} T\left(\begin{bmatrix} 0 \\ 2 \end{bmatrix}\right) &= \begin{bmatrix} 3 & 1 \\ 1 & 2 \end{bmatrix} \begin{bmatrix} 0 \\ 2 \end{bmatrix} \\ &= \begin{bmatrix} 2 \\ 4 \end{bmatrix} \end{aligned}$$

We can now draw these vectors on the Cartesian plane.



Problem 13. Find the matrix of a rotation through an angle of 60° in the counterclockwise direction.

Solution. The matrix of the rotation is

$$\begin{bmatrix} \cos(\frac{\pi}{3}) & -\sin(\frac{\pi}{3}) \\ \sin(\frac{\pi}{3}) & \cos(\frac{\pi}{3}) \end{bmatrix}$$

$$= \begin{bmatrix} \frac{1}{2} & -\frac{\sqrt{3}}{2} \\ \frac{\sqrt{3}}{2} & \frac{1}{2} \end{bmatrix}$$

Problem 14. Consider a linear transformation from \mathbb{R}^2 to \mathbb{R}^3 . Use $T(\vec{e}_1)$ and $T(\vec{e}_2)$ to describe the image of the unit square geometrically.

Solution. Let \vec{x} be a vector in the unit square. We can write the vector \vec{x} as

$$\vec{x} = x_1\vec{e}_1 + x_2\vec{e}_2$$

where $0 \leq x_1, x_2 \leq 1$ and \vec{e}_1, \vec{e}_2 are the unit vectors. Thus

$$\begin{aligned} T(\vec{x}) &= T(x_1\vec{e}_1 + x_2\vec{e}_2) \\ &= T(x_1\vec{e}_1) + T(x_2\vec{e}_2) \\ &= x_1T(\vec{e}_1) + x_2T(\vec{e}_2) \end{aligned}$$

The vectors $T(\vec{e}_1)$ and $T(\vec{e}_2)$ describe a parallelogram in \mathbb{R}^3 .

Thus $T(\vec{x}) = x_1T(\vec{e}_1) + x_2T(\vec{e}_2)$ is a vector in that parallelogram in \mathbb{R}^3 .

Note that we got our equation for $T(\vec{x})$ using the properties of linear transformations.

$T(a + b) = T(a) + T(b)$ and $T(ka) = kT(a)$ for vectors a, b and scalar k .

Problem 15. Interpret the following linear transformation geometrically:

$$T(\vec{x}) = \begin{bmatrix} 1 & 1 \\ -1 & 1 \end{bmatrix} \vec{x}$$

Solution. The matrix of the transformation is a rotation matrix combined with a scaling. Since a rotation matrix has the form

$$\begin{bmatrix} a & -b \\ b & a \end{bmatrix}$$

We see that $\begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$

The vector $\begin{bmatrix} 1 \\ -1 \end{bmatrix}$ forms a -45° angle with the X axis. The vector has magnitude $\sqrt{2}$.

Thus the linear transformation T applies a rotation of 45° in the clockwise direction and a scaling of $\sqrt{2}$.

Problem 16. The matrix

$$\begin{bmatrix} -0.8 & -0.6 \\ 0.6 & -0.8 \end{bmatrix}$$

represents a rotation. Find the angle of rotation (in radians).

Solution. We have $\begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} -0.8 \\ 0.6 \end{bmatrix}$ and $a^2 + b^2 = 1$.

Thus $\cos(\theta) = -0.8$ and $\sin(\theta) = 0.6$ where θ is the angle of rotation.

We can solve for θ .

$$\begin{aligned} \cos(\theta) &= -0.8 \\ \theta &= \cos^{-1}(-0.8) = 2.49809... \end{aligned}$$

Thus $\theta \approx 2.49809$ radians.