Homework 4B Total Time: a hr John Waczak (000 ) 8A MAHMath 434 Tapp 1.70 prove that the inverse of an orthogonal motrix is an overlogonal matrix and that the product of two orthogonal matrices is orthogonal. From prop. 1.55 we have that a matrix A & Maxim is orthogonal if 8 (ATA) T8 = AT A = I Suppose that A & Maxn is an invertible orthogonal matrix. Then we have  $A^{T}A = I$ ON DOATA AT = IATA ON A COLLA SULLAN WITH FITA OF A B show that I A = TA) and me the So an orthogonal matrix is a matrix such that its inverse is its transpose. Now taking the innerse of both sides yelds  $(A^{-1})^{-1} = A = (A^{-1})^{-1} = (A^{-1})^{-1}$ and thus by the above definition, The inverse to an orthogonal matrix the itself an orthogonal matrix.

Now me WTS if A,B E O(n) NEW HOMETHEN ABEO(n) To show this we must demonstrate  $(AB)^{T} \cdot (AB) = I$ Recall that (AB) T = BTAT This we have that (AB)T. (AB) = BTATAB = BT (ATA)B = BT(I)B Aldoravas mo to matter BT Bhave samuel SULA A PRINCE PRODUCTION TO THOUSE DESIGNATION OF THE PRINCE OF THE PRIN Thus we have shown = (AB)T. AB = I therefore ABEO(n). W.L.O.G. we could switch the order of A, B to show that BA & O(n) long the same proof. and that its invested is its troubled Now Holling the inmoved of both sides Washing and the agence maderial

Tapp. 1.71
(1) if  $A = \begin{pmatrix} \cos\theta - \sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}$ , then  $J_A: \mathbb{R}^2 \to \mathbb{R}^2$ is a rotation by the angle of about the origin. a general vector  $\vec{v} \in \mathbb{R}^2$  can be defined as R= (Rcos(P)) W/ R, GER. If A is the above matrix then then  $Z_A \vec{N} = (\cos \theta - \sin \theta) (R\cos \varphi)$   $(\sin \theta \cos \theta) (R\sin \varphi)$  $= R \left( \begin{array}{c} \cos \Theta - \sin \Theta \right) \left( \cos \varphi \right) \\ \sin \Theta \cos \Theta \right) \left( \sin \varphi \right)$  $= R \left( \cos \theta \cos \varphi - \sin \theta \sin \varphi \right)$   $= \cos \theta \cos \varphi + \cos \theta \sin \varphi$ =  $\left( R \cos(\theta + \varphi) \right)$ (Rsin (0+4)) Thus we have shown that if A is the above matrix then Lip -> P2 is inject a rotation arount the origin by the angle o 2 cos 3/2 Sm /2 - (cos 4/2 Sm 42

(2) if 
$$A = \begin{pmatrix} \cos \theta & \sin \theta \end{pmatrix}$$
 then  $\mathbb{X}_{A}: \mathbb{R}^{2} \to \mathbb{R}^{2}$  is a reflection oner the line through

is a reflection over the line through the origin making an angle of  $\Theta/2$  we the x axis.

We can show this is the correct matrix by simply composing 3 seperate linear operations:

Protate line at the x-axis (inverse of 3)

2 Reflect about x axis

3 Rotate Back to 0/2

Since matrices apply from right to left, this operation can be encoded by 1-AOROPI

where  $\theta = (\cos \theta n - \sin \theta/2)$   $\sin \theta/2 \cos \theta/2$ 

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

 $\theta^{-1} \doteq \begin{pmatrix} \cos\theta h & \sin\theta h \\ -\sin\theta / 2 & \cos\theta / 2 \end{pmatrix}$ 

 $= \left(\frac{\cos\theta/2 - \sin\theta/2}{\sin\theta/2 \cos\theta/2}\right) \left(\frac{\cos\theta/2 \sin\theta/2}{\sin\theta/2 - \cos\theta/2}\right)$ 

 $= \left| \frac{(\cos^2\theta_1 - \sin^2\theta_2)}{2(\cos\theta_1 \sin\theta_2)} - \frac{(\cos^2\theta_2 - \sin^2\theta_2)}{2(\cos\theta_1 \sin\theta_2)} \right|$ 

 $= \begin{pmatrix} \cos \theta & \sin \theta \\ \sin \theta & -\cos \theta \end{pmatrix} = A$ (5) thus we have shown A is a reflection about the line that makes an angle The with the x-axis. Tapp 1.74 Let BEO(n) w det (B)=-1 prove that every member of O(n) w/ negative determinant can be written as A.B for some A ∈ O(n) W/ det A = 1. Fix BE O(n) W/ det (B) = -1 we want to show that YCEO(n) (W) (det(c)=+ 3 A & O(n) W/ det (A)=1 C = AB Recall that ,det(XY) = det(x) det(Y) so that det(AB) = det(A) det(B) = 1.(-1) = det(c) Now from problem 1.70 we have that since A,BEO(n), ABEO(n). Thus all that remains is to construct Bure of AB

mat C = AB A. Observe that C = AB CB-1 = ABB-1 CBT = A Now since det (x) = det(xT) we have det (A) = det (CBT) = (-1)2=1