

Section 2.7

1.
$$\begin{bmatrix} 1 & .25 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Any matrix of the form $\begin{bmatrix} A & 0 \\ 0 & 1 \end{bmatrix}$ will have the same effect on homogeneous coordinates for \mathbb{R}^2 as A has on the usual coordinates for \mathbb{R}^2 .

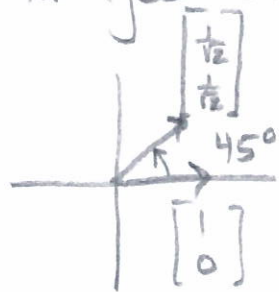
3. Translate by $(3,1)$

$$\begin{bmatrix} 1 & 0 & 3 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{bmatrix}$$

Rotate 45° about the origin

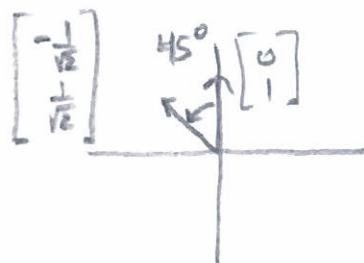
$$\begin{bmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & 0 \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

To find the rotation matrix we can find the images of $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$ and $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ under the rotation.



since the vector has length 1, the x-coordinate will be $\frac{1}{\sqrt{2}}$ and the y-coordinate will be $\frac{1}{\sqrt{2}}$ as well.

(think pythagorean theorem $(\frac{1}{\sqrt{2}})^2 + (\frac{1}{\sqrt{2}})^2 = 1^2$)



similarly, when $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ is rotated 45° , we come to the point $(-\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}})$.

In general a rotation by ϕ degrees counter clockwise can be done by the matrix

$$\begin{bmatrix} \cos \phi & -\sin \phi \\ \sin \phi & \cos \phi \end{bmatrix}.$$

To translate first, then rotate, our matrix would be equal to the product of

$$\begin{bmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & 0 \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 3 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & \sqrt{2} \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} & 2\sqrt{2} \\ 0 & 0 & 1 \end{bmatrix}.$$

4.

Translate by $(-2, 3)$

$$\begin{bmatrix} 1 & 0 & -2 \\ 0 & 1 & 3 \\ 0 & 0 & 1 \end{bmatrix}$$

Scale x by $.8$
and y by 1.2

$$\begin{bmatrix} .8 & 0 & 0 \\ 0 & 1.2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Translate first, then scale, yields the product

$$\begin{bmatrix} .8 & 0 & 0 \\ 0 & 1.2 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & -2 \\ 0 & 1 & 3 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} .8 & 0 & -1.6 \\ 0 & 1.2 & 3.6 \\ 0 & 0 & 1 \end{bmatrix}$$

5.

Reflect through x-axis

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

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

Rotate 30° about origin

$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \rightarrow \begin{bmatrix} \frac{\sqrt{3}}{2} \\ \frac{1}{2} \end{bmatrix}$$

$$\begin{bmatrix} 0 \\ 1 \end{bmatrix} \rightarrow \begin{bmatrix} -\frac{1}{2} \\ \frac{\sqrt{3}}{2} \end{bmatrix}$$

(use 30° - 60° - 90° triangles)

(or matrix given in problem 3)

Reflect through x-axis

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

Rotate 30° about origin

$$\begin{bmatrix} \frac{\sqrt{3}}{2} & -\frac{1}{2} & 0 \\ \frac{1}{2} & \frac{\sqrt{3}}{2} & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

To reflect, then rotate, the product is

$$\begin{bmatrix} \frac{\sqrt{3}}{2} & -\frac{1}{2} & 0 \\ \frac{1}{2} & \frac{\sqrt{3}}{2} & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} \frac{\sqrt{3}}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & -\frac{\sqrt{3}}{2} & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

9.

ABD where A is 2×2 , B is 2×2 , D is 2×200 .

Multiplying BD there are 4 multiplications per column of D. Thus BD requires 800 multiplications. $A(BD)$ will require the same number of multiplications since A is 2×2 and BD is 2×200 . Thus $A(BD)$ requires a total of 1600 multiplications.

Multiplying AB there are 8 multiplications.

$$\text{i.e. } \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \begin{bmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{bmatrix} = \begin{bmatrix} a_{11}b_{11} + a_{12}b_{21} & a_{11}b_{12} + a_{12}b_{22} \\ a_{21}b_{11} + a_{22}b_{21} & a_{21}b_{12} + a_{22}b_{22} \end{bmatrix}$$

Since AB is 2×2 and D is 2×200

$(AB)D$ requires 800 multiplications.

Thus $(AB)D$ requires a total of 808 multiplications.

It seems that the second method would be about twice as fast as the first.