Discussion 18

1. Visnalising matrices as operations

Part 1: Rotation Matrices as Rotations:

- (a) Retate the unit square by 45° : $T_{2}T_{2}$ (b) $T_{3} = \begin{bmatrix} \omega_{2} & 60^{\circ} & -\sin 60^{\circ} \\ \sin 60^{\circ} & \cos 60^{\circ} \end{bmatrix}$ (c) $\begin{bmatrix} \cos \theta & -\sin \theta \end{bmatrix} \begin{bmatrix} \omega_{D} & x \end{bmatrix} = \begin{bmatrix} \cos \theta & \cos x \sin x & \sin \theta \\ \sin \theta & \cos x & \cos x \end{bmatrix}$ (c) $\begin{bmatrix} \cos \theta & -\sin \theta \end{bmatrix} \begin{bmatrix} \omega_{D} & x \end{bmatrix} = \begin{bmatrix} \cos \theta & \cos x \sin x & \sin \theta \\ \sin x & \cos x & \cos x & \cos x \end{bmatrix}$

$$= \begin{bmatrix} \cos(k + \theta) \\ \sin(k + \theta) \end{bmatrix}$$
(d) Retute using:
$$\begin{bmatrix} \cos(-60^\circ) & -\sin(60^\circ) \\ \sin(60^\circ) & \cos(60^\circ) \end{bmatrix}$$

$$\mathcal{I} = \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

(f) Matrix that reflect a vector about:

(i)
$$x - axis$$
:

[0 -1]

(ii) $y - axis$

[-1 0]

(iii) $x = y$

[0 1]

- Part 2: Commutativity of Operations (a) (b) The two operations we not the same
 - (c) The resulting mothices that are obtained are different depending on the order of multiplication
 - (d) The reflections are not commutative unless the two reflection are perpendicular + each other.