

More invariant points

1.

$$\mathbf{M} = \begin{pmatrix} 4 & -5 \\ 2 & -7 \end{pmatrix}$$

(a) Show that the matrix \mathbf{M} is non-singular.

The transformation T of the plane is represented by the matrix \mathbf{M} .

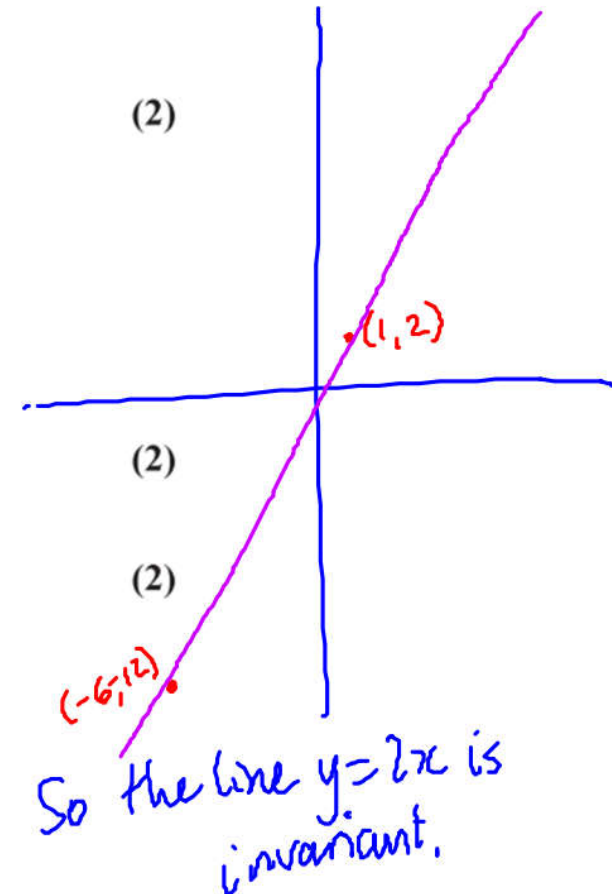
The triangle R is transformed to the triangle S by the transformation T .

Given that the area of S is 63 square units,

(b) find the area of R .

(c) Show that the line $y = 2x$ is invariant under the transformation T .

$$\begin{pmatrix} 4 & -5 \\ 2 & -7 \end{pmatrix} \begin{pmatrix} x \\ 2x \end{pmatrix} = \begin{pmatrix} 4x - 10x \\ 2x - 14x \end{pmatrix} = \begin{pmatrix} -6x \\ -12x \end{pmatrix} \\ = -6 \begin{pmatrix} x \\ 2x \end{pmatrix}$$



So the line $y = 2x$ is invariant.

Combined Transformations

We know that for a position vector \mathbf{x} and a matrix \mathbf{A} representing some transformation, then \mathbf{Ax} is the transformed point.

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} ax+by \\ cx+dy \end{pmatrix}$$

If we wanted to apply a transformation represented by a matrix \mathbf{A} followed by another represented by \mathbf{B} , what transformation matrix do we use to represent the combined transformation?

$$\mathbf{BAx}$$

$$\begin{matrix} (2 \times 3) \times 5 \\ 2 \times (3 \times 5) \end{matrix}$$

This is because to apply the effect of \mathbf{A} followed by \mathbf{B} , we have:

$$\mathbf{B(Ax)} = (\mathbf{BA})\mathbf{x}$$

(because matrix multiplication is 'associative'*)

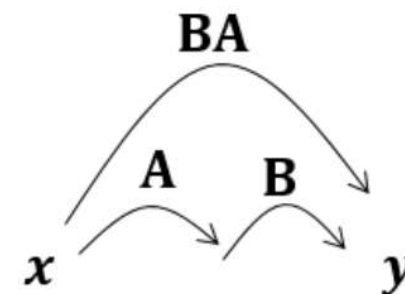


Tip: Ensure that you put these matrices in the right order – the first that gets applied is on the right!

* A binary operator \otimes is **associative** if $a \otimes (b \otimes c) = (a \otimes b) \otimes c$, i.e. when we multiply matrices, the order in which we multiply them doesn't matter.

Similarly addition on real numbers is associative, e.g. $1 + (2 + 3) = (1 + 2) + 3$.

However subtraction and division are not, e.g. $(16 \div 2) \div 8 \neq 16 \div (2 \div 8)$.



Represent as a single matrix the transformation representing a reflection in the line $y = x$ followed by a stretch on the x axis by a factor of 4.

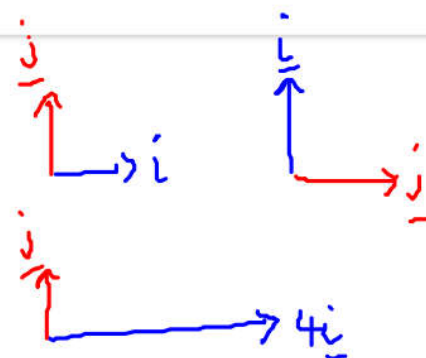
A

$$A = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$

B

$$B = \begin{pmatrix} 4 & 0 \\ 0 & 1 \end{pmatrix}$$

$$BA = \begin{pmatrix} 4 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} = \begin{pmatrix} 0 & 4 \\ 1 & 0 \end{pmatrix}$$



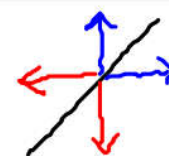
Represent as a single matrix the transformation representing a rotation 90° anticlockwise about the point $(0,0)$ followed by a reflection in the line $y = x$.

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

$y = x$



$$B = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \quad BA = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$



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

reflection in x -axis

What single transformation is this?

The transformation U , represented by the 2×2 matrix \mathbf{P} , is a rotation through 90° anticlockwise about the origin.

(a) Write down the matrix \mathbf{P} . (1)

The transformation V , represented by the 2×2 matrix \mathbf{Q} , is a reflection in the line $y = -x$.

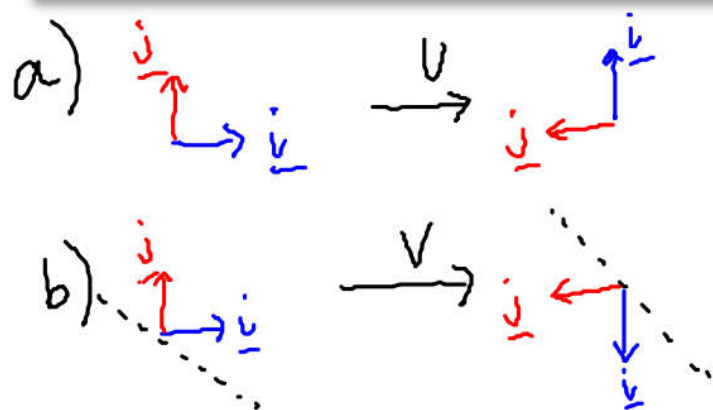
(b) Write down the matrix \mathbf{Q} . (1)

Given that U followed by V is transformation T , which is represented by the matrix \mathbf{R} ,

(c) express \mathbf{R} in terms of \mathbf{P} and \mathbf{Q} , (1)

(d) find the matrix \mathbf{R} , (2)

(e) give a full geometrical description of T as a single transformation. (2)

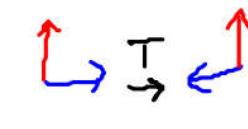


$$\mathbf{P} = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}$$

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

c) $\mathbf{R} = \mathbf{Q}\mathbf{P}$

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

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


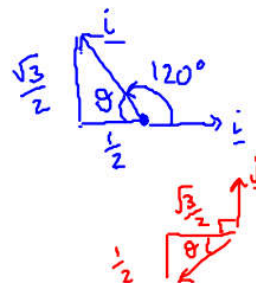
d) reflection in the y-axis.

More invariant points!

5.

$$\begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

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



$$\tan^{-1}(\sqrt{3}) = 60^\circ$$

$$\theta = \tan^{-1}\left(\frac{1}{\sqrt{3}}\right) = 30^\circ$$

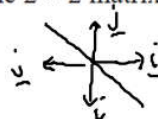
(a) Describe fully the single geometrical transformation U represented by the matrix A .

rotation 120° about $(0,0)$

(3)

The transformation V , represented by the 2×2 matrix B , is a reflection in the line $y = -x$

(b) Write down the matrix B .



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

(1)

Given that U followed by V is the transformation T , which is represented by the matrix C ,

(c) find the matrix C .

$$C = BA = \begin{pmatrix} 0 & -1 \\ -1 & 0 \end{pmatrix} \begin{pmatrix} \frac{1}{2} & -\frac{\sqrt{3}}{2} \\ \frac{\sqrt{3}}{2} & \frac{1}{2} \end{pmatrix} = \begin{pmatrix} -\frac{\sqrt{3}}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{\sqrt{3}}{2} \end{pmatrix}$$

(d) Show that there is a real number k for which the point $(1, k)$ is invariant under T .

(4)

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

$$\frac{1}{2}k = 1 + \frac{\sqrt{3}}{2}$$

$$k = 2 + \sqrt{3}$$

$$-\frac{\sqrt{3}}{2} + \frac{1}{2}k = 1$$

$$\frac{1}{2} + \frac{\sqrt{3}}{2}k = k$$

$$\frac{1}{2} + \frac{\sqrt{3}}{2}k = k$$

$$\frac{1}{2} = k - \frac{\sqrt{3}}{2}k$$

$$1 = 2k - \sqrt{3}k$$

$$1 = k(2 - \sqrt{3})$$

$$\frac{1}{2 - \sqrt{3}} = k$$

$$\frac{2 + \sqrt{3}}{1} = k$$

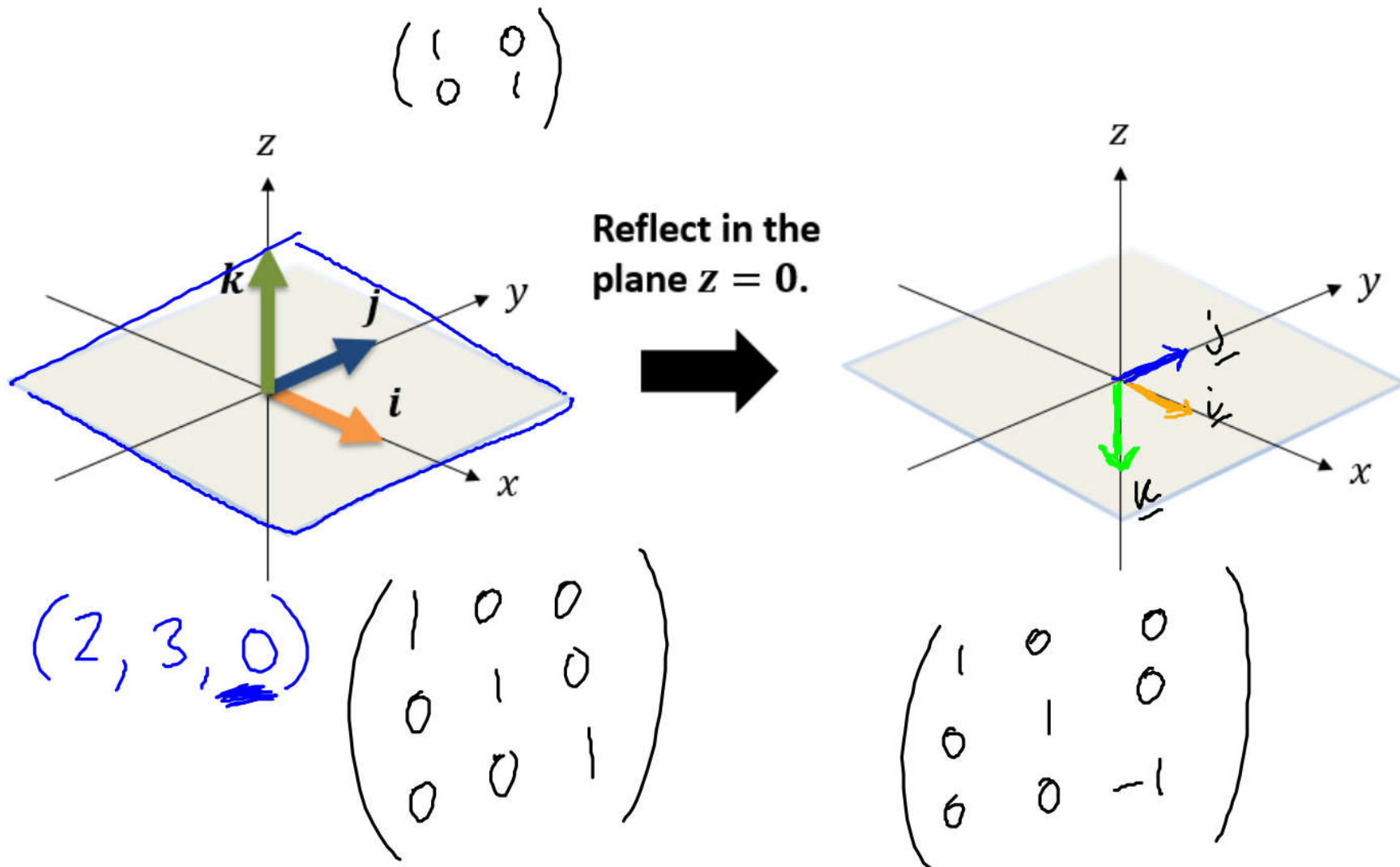
$$k = 2 + \sqrt{3}$$

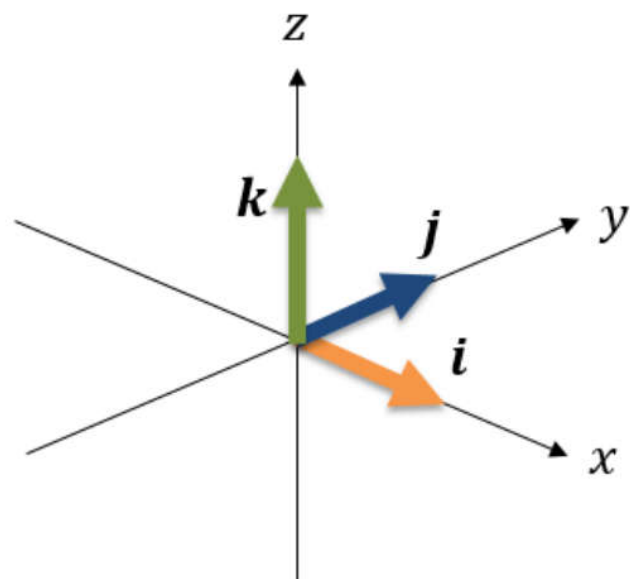
Check

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

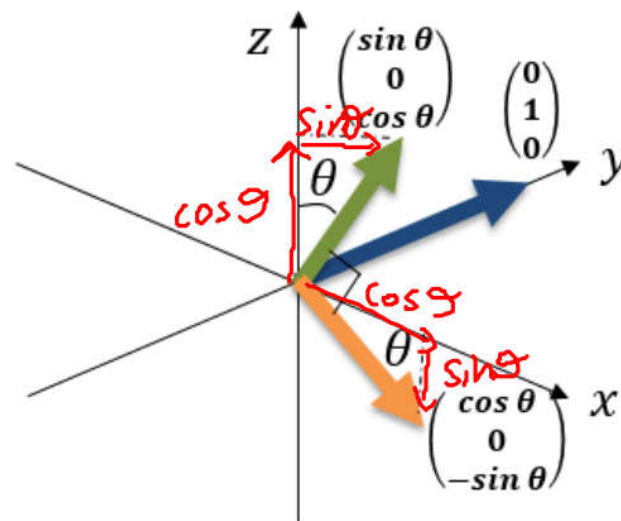
Linear transformations in 3D

We saw earlier that we could determine the matrix corresponding to a transformation by transforming each of the unit vectors (i.e. the axes) and using these as the columns of the matrix. This works in 3D too!





Rotate by
angle θ about
the y -axis.



Reminder: The rotation is
anticlockwise relative to
the positive y axis.

✎ Rotation θ about x -axis: $\begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta \\ 0 & \sin \theta & \cos \theta \end{pmatrix}$

Rotation θ about y -axis: $\begin{pmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{pmatrix}$

Rotation θ about z -axis: $\begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix}$

$$\begin{pmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{pmatrix}$$

Tip: You can tell whether
it's a rotation in the x , y or
 z axes by looking whether
the 1 is in the 1st, 2nd or 3rd
row/column.

Ex 7E

$$\mathbf{M} = \begin{pmatrix} \frac{\sqrt{3}}{2} & 0 & \frac{1}{2} \\ 0 & 1 & 0 \\ -\frac{1}{2} & 0 & \frac{\sqrt{3}}{2} \end{pmatrix}$$

- (a) Describe the transformation represented by \mathbf{M} .
 (b) Find the image of the point with coordinates $(-1, -2, 1)$ under the transformation represented by \mathbf{M} .

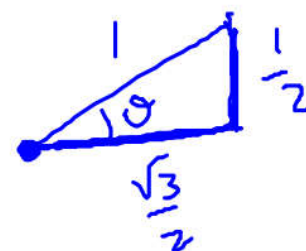
a) rotation about y-axis 30° .

$$\cos \theta = \frac{\sqrt{3}}{2}$$

$$\cos^{-1}\left(\frac{\sqrt{3}}{2}\right) = 30^\circ$$

$$\sin \theta = \frac{1}{2}$$

$$\sin^{-1}\left(\frac{1}{2}\right) = 30^\circ$$



$$\text{b) } \begin{pmatrix} \frac{\sqrt{3}}{2} & 0 & \frac{1}{2} \\ 0 & 1 & 0 \\ -\frac{1}{2} & 0 & \frac{\sqrt{3}}{2} \end{pmatrix} \begin{pmatrix} -1 \\ -2 \\ 1 \end{pmatrix} = \begin{pmatrix} \frac{1-\sqrt{3}}{2} \\ -2 \\ \frac{1+\sqrt{3}}{2} \end{pmatrix}$$

$$\left(\frac{1-\sqrt{3}}{2}, -2, \frac{1+\sqrt{3}}{2} \right).$$