Background (Linear Algebra, Jacobian Matrix)

Linear Transformation / Affine Transformation
Affine ~ = Linear ~ + shifting(translation)

선형변환이 들어가니까

change of variable

$$rac{dz}{dt} = rac{\partial z}{\partial x} rac{dx}{dt} + rac{\partial z}{\partial y} rac{dy}{dt}$$



$$dz=rac{\partial z}{\partial x}dx+rac{\partial z}{\partial y}dy$$

계산할 때 필요하니까

Jacobian matrix
비선형변화 => 선형변화

행렬의 역변환 하니까

Background (Linear Algebra, Jacobian Matrix)

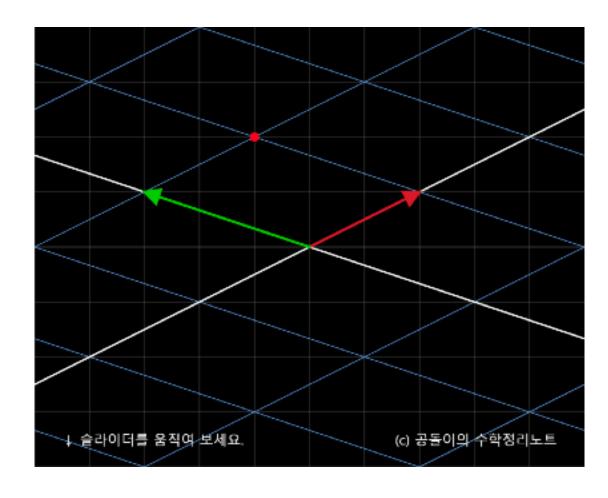
참고자료(kr)

https://hooni-playground.com/ 1271/

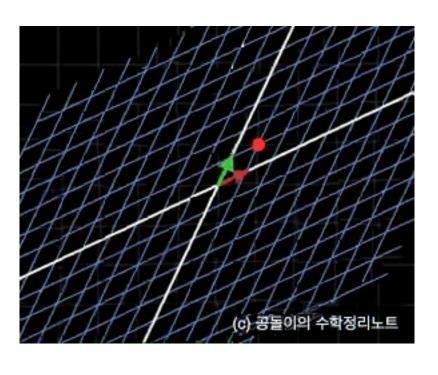
https://angeloyeo.github.io/2019/07/15/ Matrix_as_Linear_Transformation.html

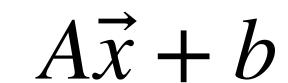
$$A = \begin{bmatrix} 2 & -3 \\ 1 & 1 \end{bmatrix} \qquad \vec{x} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$A\vec{x} = \begin{bmatrix} 2 & -3 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} -1 \\ 2 \end{bmatrix}$$



- * shearing* rotation
- * permutation
- * projection on ~





(since it has offset, it is non-linear transformation)

