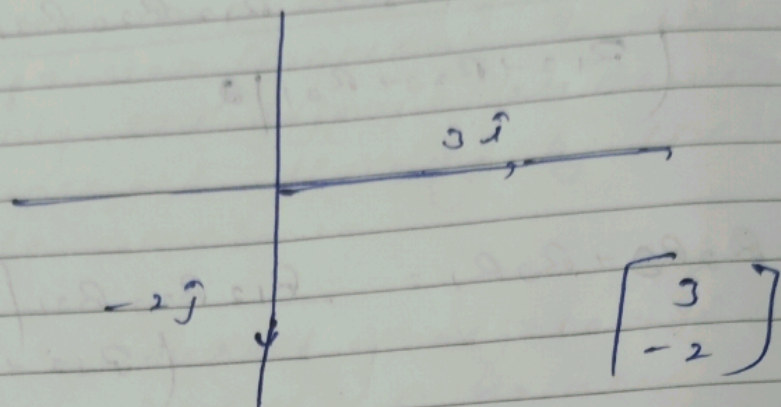


Day 1 - task 1 -

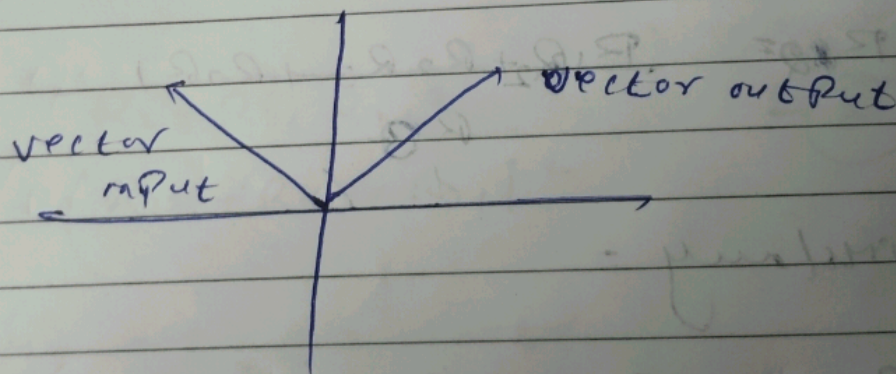
↳ vectors



$$3(1) + (-2j)$$

↳ Linear transformation

vector input \rightarrow vector output



$$\vec{v} = -1\hat{i} + 2\hat{j}$$

$$\text{Transformed } \vec{v} = -1 (\text{Transformed } \hat{i}) + 2 (\text{Transformed } \hat{j})$$

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = x \begin{bmatrix} a \\ c \end{bmatrix} + y \begin{bmatrix} b \\ d \end{bmatrix} =$$

$$\begin{bmatrix} ax + by \\ cx + dy \end{bmatrix}$$

↳ Determinant:

$$\det \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} = a \det \begin{bmatrix} e & f \\ h & i \end{bmatrix} -$$

$$b \det \begin{bmatrix} d & f \\ g & i \end{bmatrix} +$$

$$c \det \begin{bmatrix} d & e \\ g & h \end{bmatrix}$$

Transform

$$\begin{bmatrix} 1 & -2 \end{bmatrix} \underbrace{\begin{bmatrix} 4 \\ 3 \end{bmatrix}}_{\text{vector}} = 4 \cdot 1 + 3 \cdot (-2)$$

$$\begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix} \cdot \begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix} = \det \begin{bmatrix} i & v_1 & w_1 \\ j & v_2 & w_2 \\ k & v_3 & w_3 \end{bmatrix}$$

$$i(v_2 w_3 - v_3 w_2) + j(v_3 w_1 - v_1 w_3) +$$

$$k(v_1 w_2 - v_2 w_1)$$

$$\begin{bmatrix} 2 & -1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 4 \\ 2 \end{bmatrix} = \begin{bmatrix} 4 \\ 2 \end{bmatrix} \Rightarrow \text{Area} = \det(A) \cdot \pi$$

$$\pi = \frac{\text{Area}}{\det(A)} = \frac{\det \begin{pmatrix} 4 & 1 \\ 2 & 1 \end{pmatrix}}{\det \begin{pmatrix} 2 & -1 \\ 0 & 1 \end{pmatrix}}$$

↳ Eigenvalue and Eigenvectors

Transformation Matrix

$$A \vec{v} = \lambda \vec{v}$$

~~were~~ speed

$$\det(A - \lambda I) = 0$$

$$\frac{1}{2} \text{tr} \begin{pmatrix} a & b \\ c & d \end{pmatrix} = \frac{a+d}{2} = \frac{\lambda_1 + \lambda_2}{2} = \bar{\lambda} \quad (\text{mean})$$

$$\det \begin{pmatrix} a & b \\ c & d \end{pmatrix} = ad - bc = \lambda_1 \lambda_2 = P \quad (\text{Product})$$

formal definition of linearity

Additivity: $L(\vec{v} + \vec{w}) = L(\vec{v}) + L(\vec{w})$

Scaling: $L(c\vec{v}) = cL(\vec{v})$

Rules for vectors addition and scaling

1. $\vec{v} + (\vec{v} + \vec{w}) = (\vec{v} + \vec{v}) = \vec{w}$

2. $\vec{v} + \vec{w} = \vec{w} + \vec{v}$

3. There is a vector $\vec{0}$ such that $\vec{0} + \vec{v} = \vec{v}$ for all \vec{v}

4. for every vector \vec{v} there is a vector $-\vec{v}$ so that $\vec{v} + (-\vec{v}) = \vec{0}$

5. $a(b\vec{v}) = (ab)\vec{v}$

6. $1\vec{v} = \vec{v}$

7. $a(\vec{v} + \vec{w}) = a\vec{v} + a\vec{w}$

8. $(a+b)\vec{v} = a\vec{v} + b\vec{v}$