

Some transformations T(x) are not possible with Ax:

- (i) It is impossible to move the origin, since A0 = 0 for every matrix.
- (ii) If the vector x goes to x', then 2x must go to 2x'. in general cx must go to cx', since A(cx) = c(Ax).
- (iii) If the vectors x and y go to x' and y', then their sum x+y must go to x'+y'—since A(x+y) = Ax + Ay.

rotation by
$$\alpha$$
, then by β

$$\beta \cdot (A \Rightarrow Ca+e)$$

$$B(A \times) = C \times$$

$$Cosp - sinf | Cos a - sina |$$

$$sin a cosa$$

$$Sin a cosa$$

$$Cosacos \beta - sin a sin \beta - cosacona - sin a cosa$$

$$Sin (a+b) - sin (a+b)$$

$$Sin (a+b) - sin$$

What linear transformation takes
$$x_1$$
 and x_2 to Ax_1 and Ax_2 ?
$$x_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \text{ goes to } Ax_1 = \begin{bmatrix} 2 \\ 3 \\ 4 \end{bmatrix}; \quad x_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \text{ goes to } Ax_2 = \begin{bmatrix} 4 \\ 6 \\ 8 \end{bmatrix}$$

When (3,1) is reflected about y = 2x, find its image.





