

일차변환과 영역 y 축 대칭

(Linear transformation and domain y -axis symmetry)

Linear transformation and domain y -axis symmetry

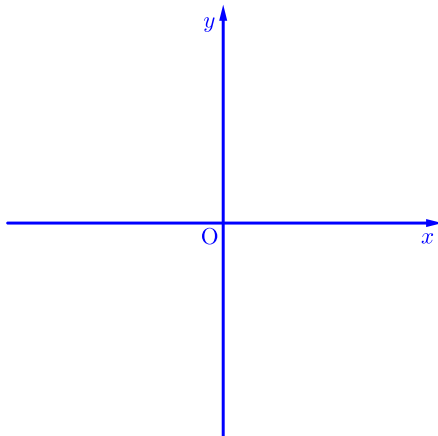
▶ Start

▶ End

Linear transformation and domain y -axis symmetry

▶ Start

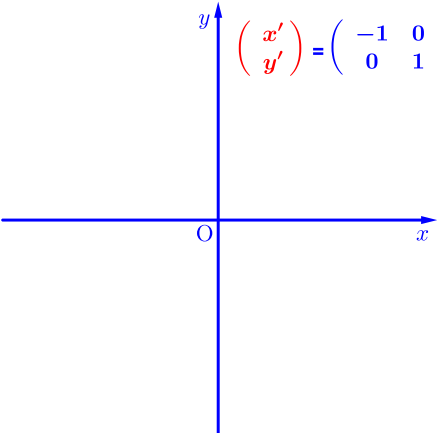
▶ End



Linear transformation and domain y -axis symmetry

▶ Start

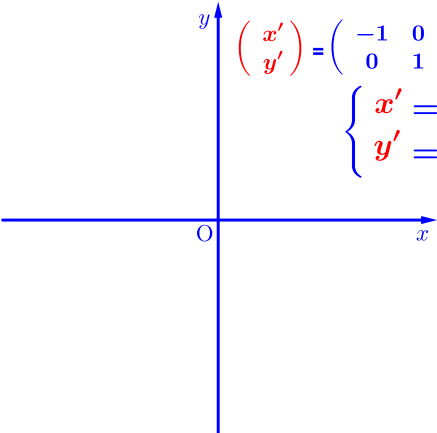
▶ End


$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} (-1 \times x) + (0 \times y) \\ (0 \times x) + (1 \times y) \end{pmatrix}$$

Linear transformation and domain y -axis symmetry

▶ Start

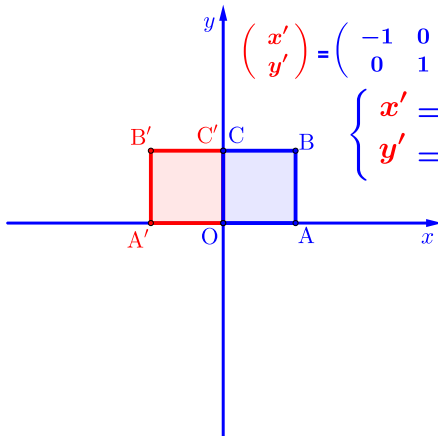
▶ End


$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} (-1 \times x) + (0 \times y) \\ (0 \times x) + (1 \times y) \end{pmatrix}$$
$$\begin{cases} x' = (-1 \times x) + (0 \times y) \\ y' = (0 \times x) + (1 \times y) \end{cases}$$

Linear transformation and domain y -axis symmetry

▶ Start

▶ End



$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} (-1 \times x) + (0 \times y) \\ (0 \times x) + (1 \times y) \end{pmatrix}$$

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Github:

<https://min7014.github.io/math20230406001.html>

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and you can see a picture moving.