

일차변환과 영역 원점 대칭

(Linear Transformation and Domain Origin Symmetry)

Linear Transformation and Domain Origin Symmetry

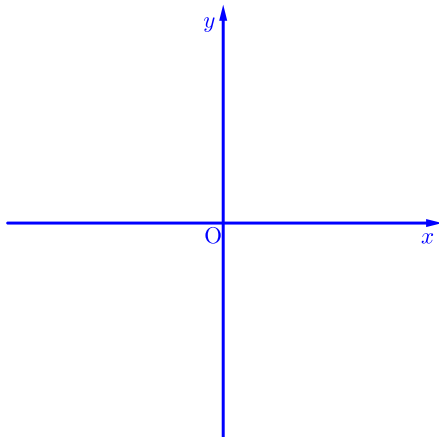
▶ Start

▶ End

Linear Transformation and Domain Origin Symmetry

▶ Start

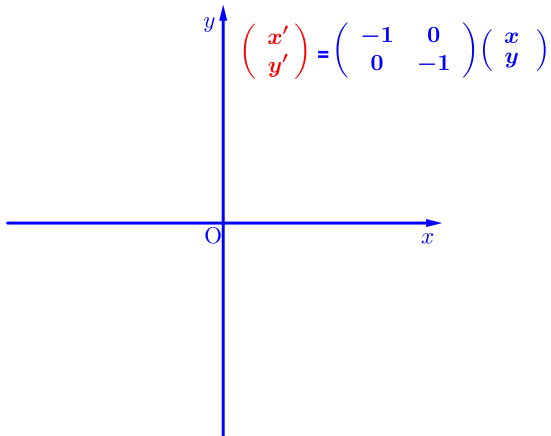
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Linear Transformation and Domain Origin Symmetry

▶ Start

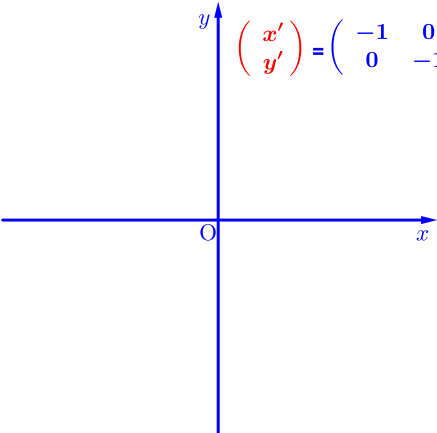
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Linear Transformation and Domain Origin Symmetry

▶ Start

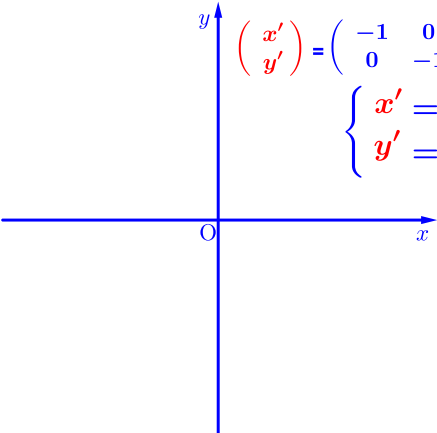
▶ End


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

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▶ Start

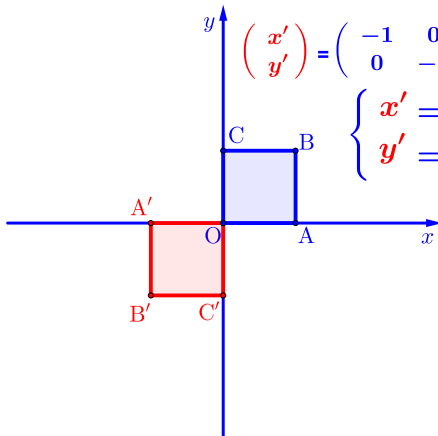
▶ End


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

Linear Transformation and Domain Origin Symmetry

▶ Start

▶ End



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

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

Github:

<https://min7014.github.io/math20230407001.html>

Click or paste URL into the URL search bar,
and you can see a picture moving.