

일차변환과 영역 a_{11}
(Linear Transformation and Domain a_{11})

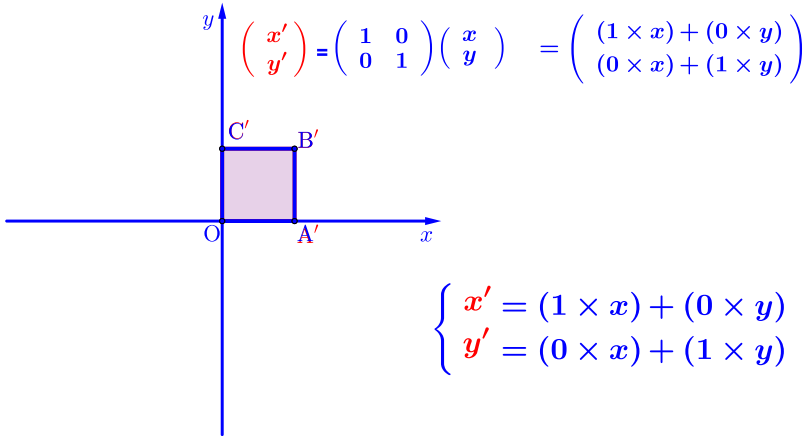
Linear Transformation and Domain a_{11}

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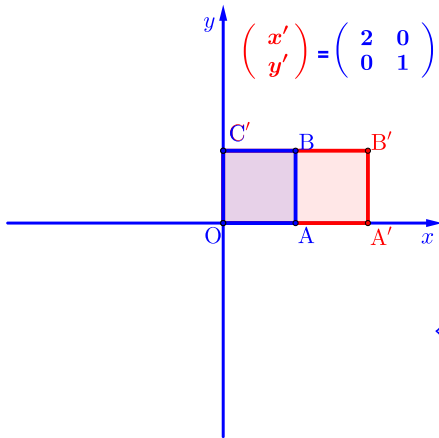
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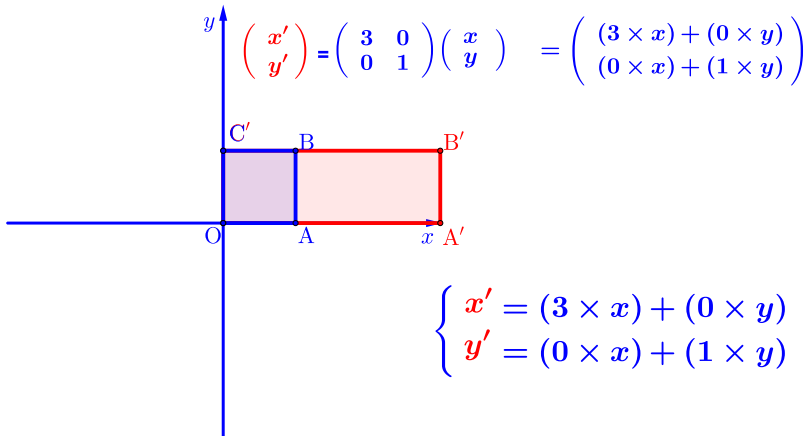
$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} 2 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} (2 \times x) + (0 \times y) \\ (0 \times x) + (1 \times y) \end{pmatrix}$$



$$\begin{cases} x' = (2 \times x) + (0 \times y) \\ y' = (0 \times x) + (1 \times y) \end{cases}$$

▶ Start

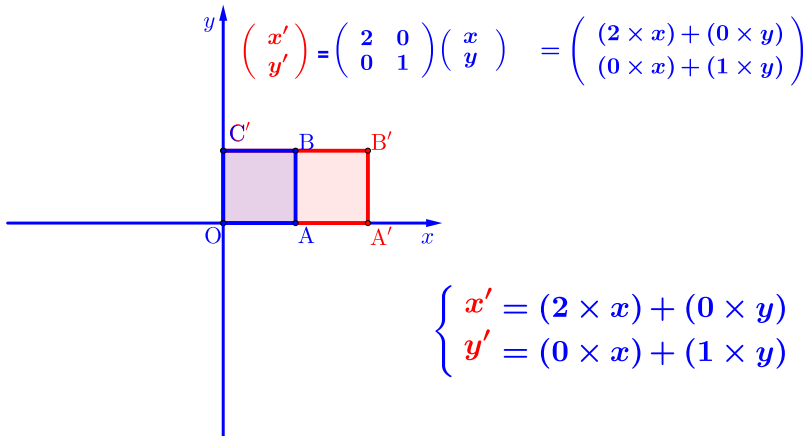
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Linear Transformation and Domain a_{11}

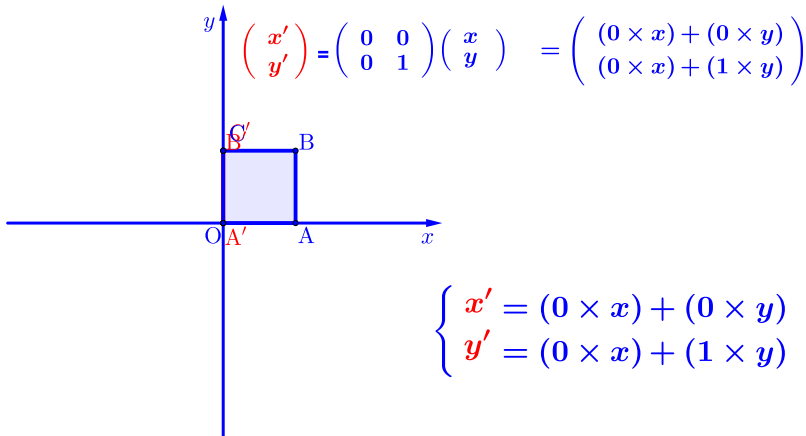
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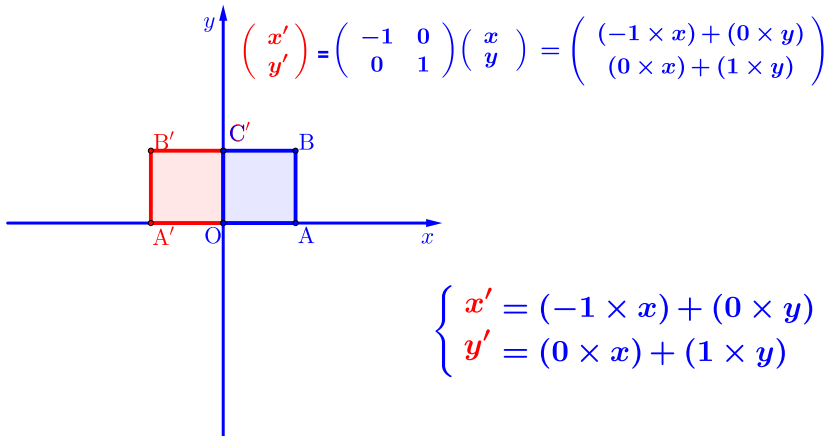
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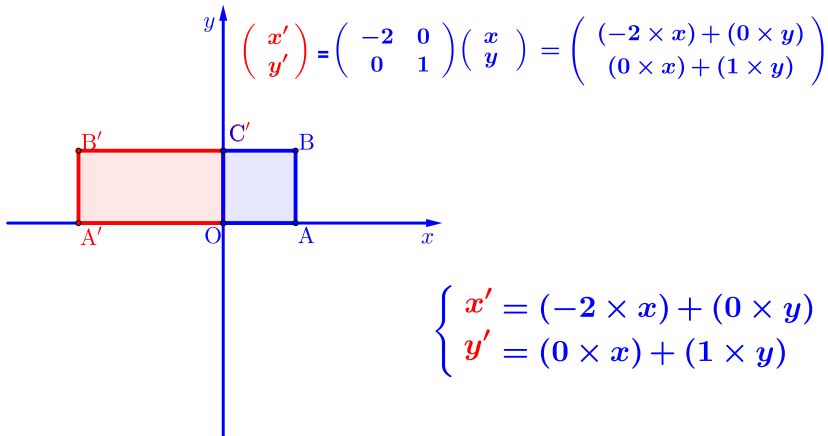
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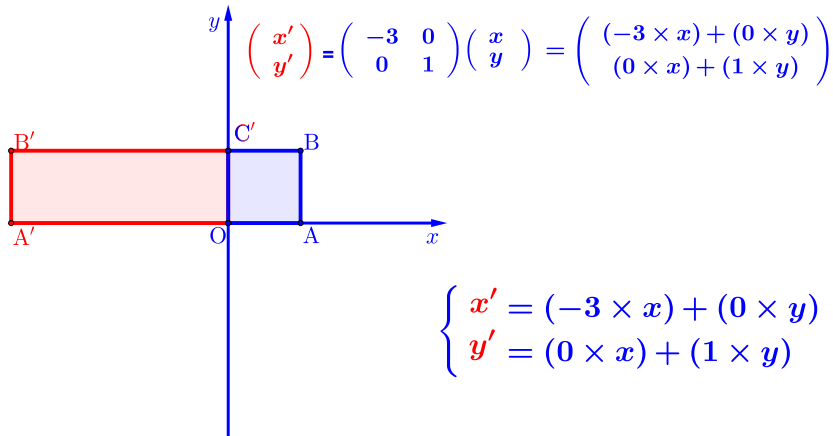
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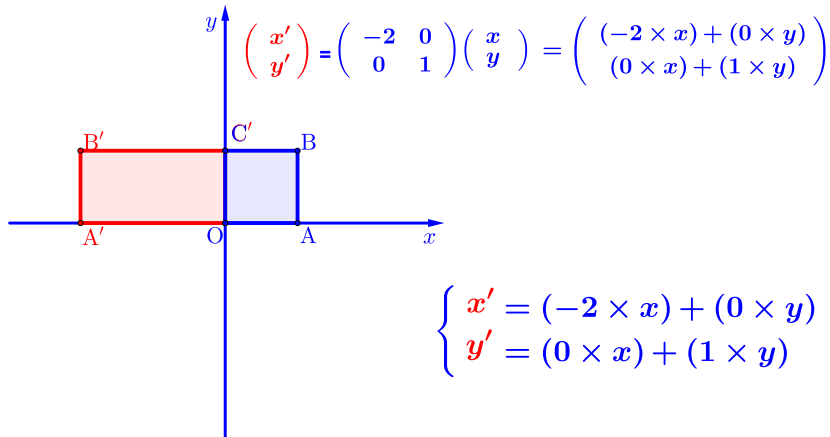
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Linear Transformation and Domain a_{11}

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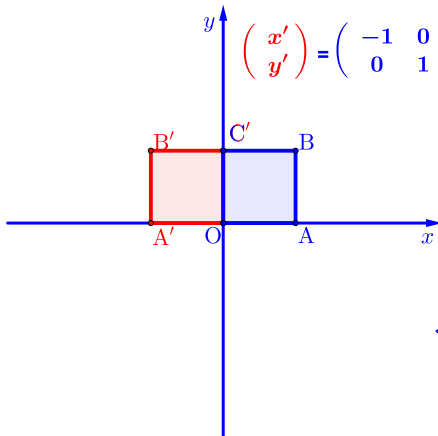
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$$\begin{cases} x' = (-2 \times x) + (0 \times y) \\ y' = (0 \times x) + (1 \times y) \end{cases}$$

▶ Start

▶ End

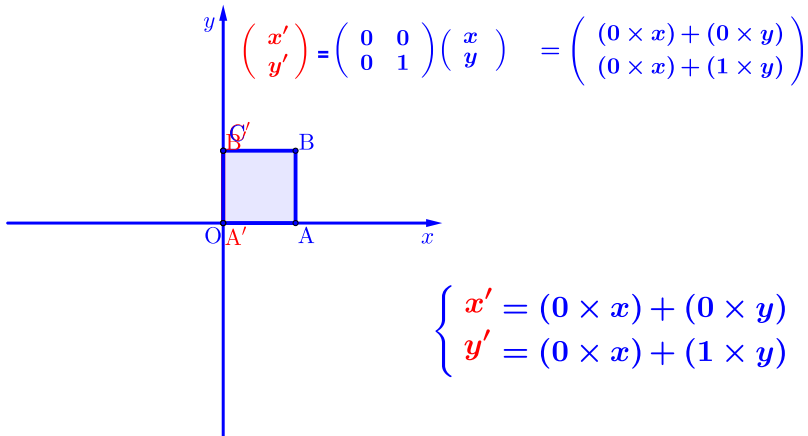


$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} (-1 \times x) + (0 \times y) \\ (0 \times x) + (1 \times y) \end{pmatrix}$$

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

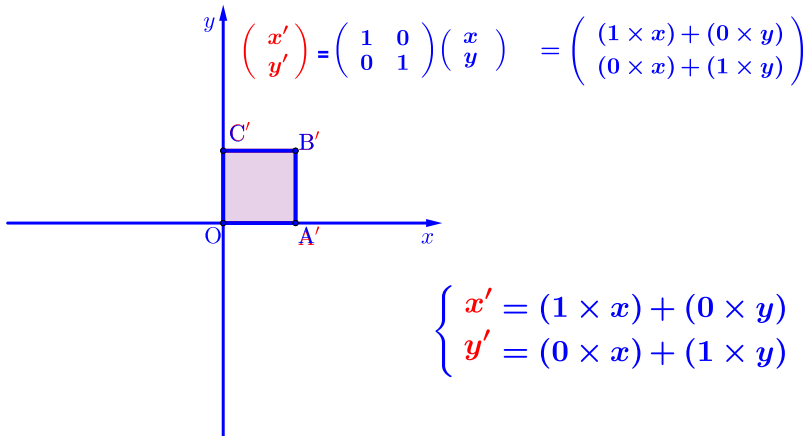
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Github:

<https://min7014.github.io/math20230408001.html>

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and you can see a picture moving.