

old basis:

$$\vec{e}_1 = \langle 1, 0 \rangle \quad \vec{e}_2 = \langle 0, 1 \rangle$$

new basis:

$$\vec{b}_1 = \langle 1, 1 \rangle, \quad \vec{b}_2 = \langle -2, 1 \rangle$$

$$B = \langle \vec{b}_1, \vec{b}_2 \rangle \\ = \begin{bmatrix} 1 & -2 \\ 1 & 1 \end{bmatrix}$$

basis changing matrix
(columns are new basis vectors)

its inverse:

$$B^{-1} = \frac{1}{3} \begin{bmatrix} 1 & 2 \\ -1 & 1 \end{bmatrix}$$

linear change of coordinates

$$\vec{x} \text{ in terms of } \vec{y}: \quad \vec{x} = B\vec{y}$$

$$\vec{y} \text{ in terms of } \vec{x}: \quad \vec{y} = B^{-1}\vec{x}$$

$$\text{matrix form: } \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 1 & -2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \end{bmatrix}$$

$$\begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = \begin{bmatrix} 1/3 & 2/3 \\ -1/3 & 1/3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\text{scalar form: } x_1 = y_1 - 2y_2$$

$$y_1 = \frac{1}{3}(x_1 + 2x_2)$$

$$x_2 = y_1 + y_2$$

$$y_2 = \frac{1}{3}(-x_1 + x_2)$$

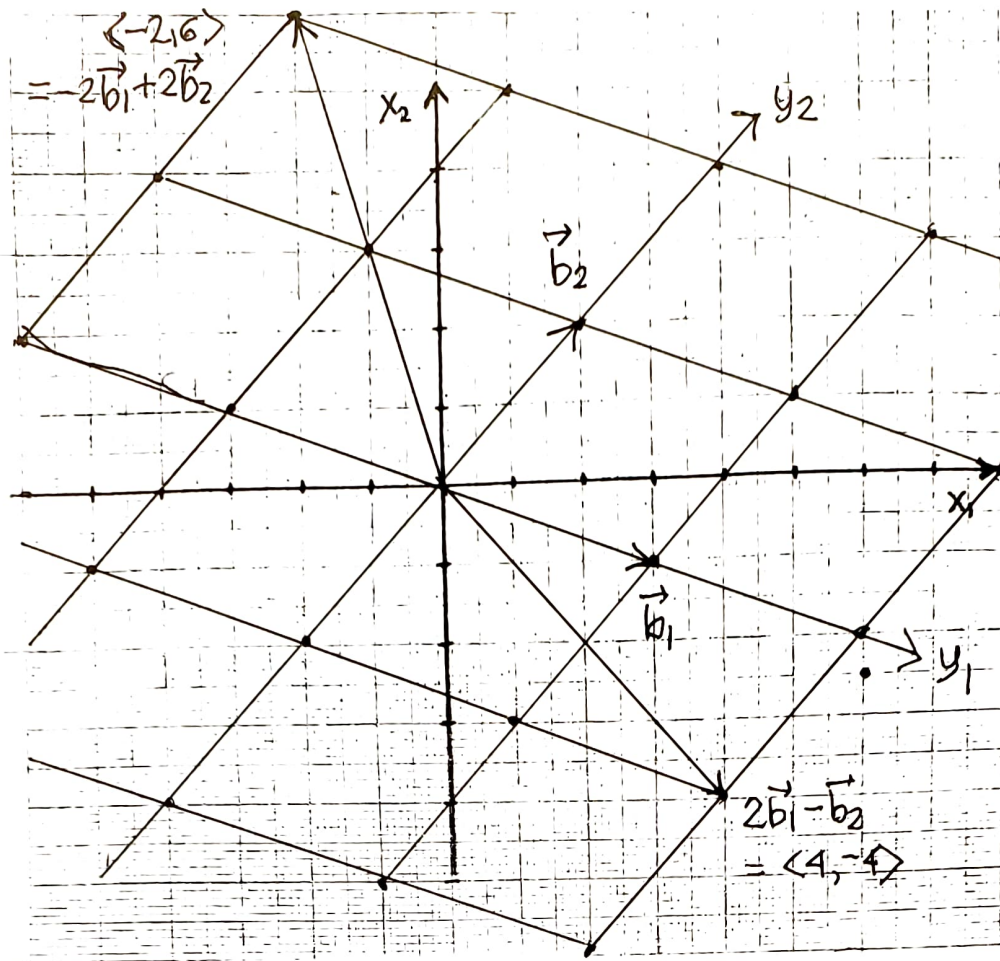
$$\text{point 1: } \langle x_1, x_2 \rangle = \langle -5, 1 \rangle \rightarrow \langle y_1, y_2 \rangle = \frac{1}{3} \begin{bmatrix} 1 & 2 \\ -1 & 1 \end{bmatrix} \begin{bmatrix} -5 \\ 1 \end{bmatrix} = \frac{1}{3} \begin{bmatrix} -5+2 \\ 5+1 \end{bmatrix} = \begin{bmatrix} -1 \\ 2 \end{bmatrix}$$

$$= -\vec{b}_1 + 2\vec{b}_2$$

$$\text{point 2: } \langle y_1, y_2 \rangle = \langle 2, -1 \rangle \rightarrow \langle x_1, x_2 \rangle = \begin{bmatrix} 1 & -2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 2 \\ -1 \end{bmatrix} = \begin{bmatrix} 2-2 \\ 2-1 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

$$= \langle 4, 1 \rangle$$

Instructions: Following the example handout, fill in the blanks above. Then reproduce the example graphic with \vec{e}_1, \vec{e}_2 then \vec{b}_1, \vec{b}_2 . Then use a ruler to create the new 4x4 grid of "unit parallelograms" formed with edges \vec{b}_1, \vec{b}_2 and their translated vectors as in the example. Draw in the y_1, y_2 axes on this grid and label them. Then graphically locate and draw in the position vectors of point 1 using the x -grid and point 2 using the y -grid. Confirm that the other coordinates you read off from the other grid agree with your computation above.



old basis:

$$\vec{e}_1 = \langle 1, 0 \rangle \quad \vec{e}_2 = \langle 0, 1 \rangle$$

new basis:

$$\vec{b}_1 = \langle 3, -1 \rangle, \quad \vec{b}_2 = \langle 2, 2 \rangle$$

$$B = \langle \vec{b}_1, \vec{b}_2 \rangle$$

$$= \begin{bmatrix} 3 & 2 \\ -1 & 2 \end{bmatrix}$$

basis changing matrix
(columns are new basis vectors)

its inverse:

$$B^{-1} = \frac{1}{8} \begin{bmatrix} 2 & -2 \\ 1 & 3 \end{bmatrix}$$

linear change of coordinates

$$\vec{x} \text{ in terms of } \vec{y}: \vec{x} = B\vec{y}$$

$$\text{matrix form: } \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 3 & 2 \\ -1 & 2 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \end{bmatrix}$$

$$\text{scalar form: } x_1 = 3y_1 + 2y_2$$

$$x_2 = -y_1 + 2y_2$$

$$\vec{y} \text{ in terms of } \vec{x}: \vec{y} = B^{-1}\vec{x}$$

$$\begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = \begin{bmatrix} \frac{2}{8} & -\frac{2}{8} \\ \frac{1}{8} & \frac{3}{8} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$y_1 = \frac{1}{8}(2x_1 - 2x_2)$$

$$y_2 = \frac{1}{8}(x_1 + 3x_2)$$

$$\text{point 1: } \langle x_1, x_2 \rangle = \langle -2, 6 \rangle \rightarrow \langle y_1, y_2 \rangle = \frac{1}{8} \begin{bmatrix} 2 & -2 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} -2 \\ 6 \end{bmatrix} = \frac{1}{8} \begin{bmatrix} -4 - 12 \\ -2 + 18 \end{bmatrix} = \begin{bmatrix} -2 \\ 2 \end{bmatrix}$$

$$\text{point 2: } \langle y_1, y_2 \rangle = \langle 2, -1 \rangle \rightarrow \langle x_1, x_2 \rangle = \begin{bmatrix} 3 & 2 \\ -1 & 2 \end{bmatrix} \begin{bmatrix} 2 \\ -1 \end{bmatrix} = \begin{bmatrix} 6 - 2 \\ -2 - 2 \end{bmatrix} = \begin{bmatrix} 4 \\ -4 \end{bmatrix}$$

Instructions: Following the example handout, fill in the blanks above. Then reproduce the example graphic with \vec{e}_1, \vec{e}_2 then \vec{b}_1, \vec{b}_2 . Then use a ruler to create the new 4×4 grid of "unit parallelograms" formed with edges \vec{b}_1, \vec{b}_2 and their translated vectors as in the example. Draw in the y_1, y_2 axes on this grid and label them. Then graphically locate and draw in the position vectors of point 1 using the x -grid and point 2 using the y -grid. Confirm that the other coordinates you read off from the other grid agree with your computation above.