## In Maple we execute Eigenvectors(A);

and obtain the output h, P :=

$$\begin{bmatrix} \lambda_1 \\ \lambda_2 \\ \vdots \\ \lambda_n \end{bmatrix}, \begin{bmatrix} | & | \\ v_1 & v_2 & \cdots \\ | & | \\ & & \end{bmatrix}$$

Now 
$$AP = \begin{bmatrix} | & | \\ Av_1 & Av_2 & \cdots \\ | & | \end{bmatrix}$$

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$$= \begin{bmatrix} | & | & | \\ \lambda_1v_1 & \lambda_2v_2 & \cdots \\ | & | & | \end{bmatrix} \begin{bmatrix} \lambda_1 & 0 & \cdots \\ 0 & \lambda_2 & \cdots \\ & & \ddots \end{bmatrix} = PD$$

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D=diagonal matrix with eigenvalues on the diagonal If the eigenvectors form a basis for  $\mathbb{R}^n$  then *P* is invertible and  $P^{-1}AP = D$ , i.e. A is called *diagonalizable*. Equivalently  $A = PDP^{-1}$  Application to computer graphics: Execute in Maple:  $Proj := Matrix([[(cos(theta))^2, cos(theta) * sin(theta)], [cos(theta) * sin(theta), ((sin(theta))^2)]]);$ h,P:=Eigenvectors(Proj); Diag:=simplify(MatrixInverse(P).A.P);

- 1. What geometric transformation is Diag?
  - a) rotation
  - b) reflection
  - c) shear
  - d) projection
  - e) dilation

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Writing out a transformation  $A = PDP^{-1}$  is very useful in computer graphics: If we want to project a vector onto the  $y = \tan(\theta)x$  line, first  $P^{-1}$  takes a vector and rotates it clockwise by theta [to the x-axis]. Next we perform Diag, which projects onto the x-axis, and finally we perform P, which rotates counterclockwise by theta [back to where we began].