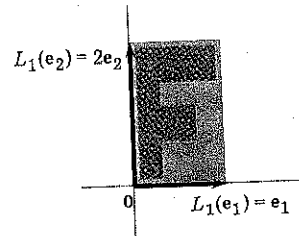
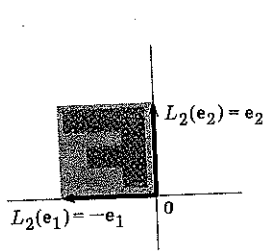


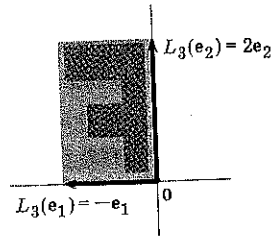
(a) Identity $I = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$



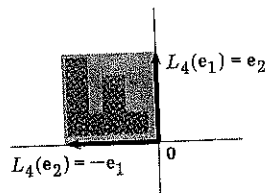
(b) Stretching $L_1 = \begin{bmatrix} 1 & 0 \\ 0 & 2 \end{bmatrix}$



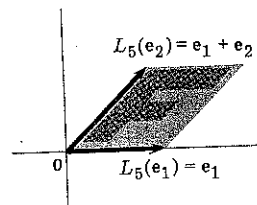
(c) Reflection $L_2 = \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}$



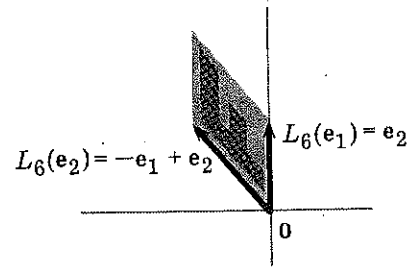
(d) Stretching and reflection
 $L_3 = \begin{bmatrix} -1 & 0 \\ 0 & 2 \end{bmatrix}$



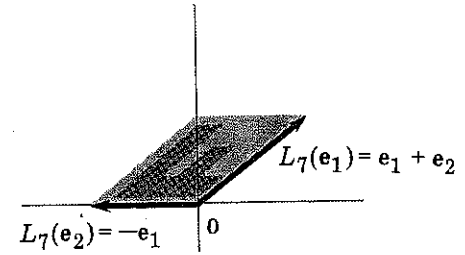
(e) Rotation $L_4 = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$



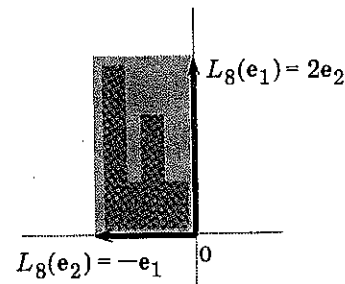
(f) Shear $L_5 = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix}$



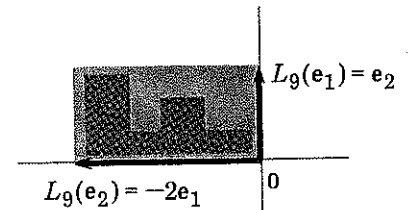
(g) Shear and rotation $L_6 = \begin{bmatrix} 0 & -1 \\ 1 & 1 \end{bmatrix}$



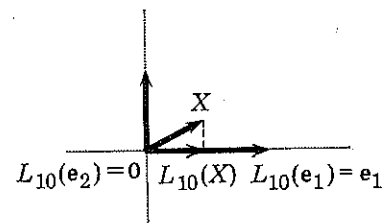
(h) Rotation and shear $L_7 = \begin{bmatrix} 1 & -1 \\ 1 & 0 \end{bmatrix}$



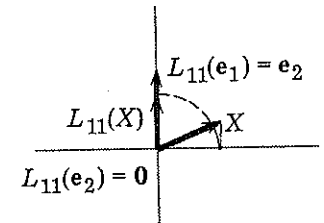
(i) Rotation and stretching
 $L_8 = \begin{bmatrix} 0 & -1 \\ 2 & 0 \end{bmatrix}$



(j) Stretching and rotation
 $L_9 = \begin{bmatrix} 0 & -2 \\ 1 & 0 \end{bmatrix}$



(k) Projection $L_{10} = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$



(l) Projection and rotation $L_{11} = \begin{bmatrix} 0 & 0 \\ 1 & 0 \end{bmatrix}$