This problem comes from MATH 2412 Precalculus – David Katz

Is there an easier way to do the algebra to transform a conic equation to eliminate the xy-term?

The short answer is yes! Using matrices to represent the conic equation and the appropriate rotation, we can transform the equation quickly into one with no *xy*-term. (The following discussion was adapted from a book on matrices by A. Pettofrezzo).

First, compare the general form for a conic equation in x and y with coefficients A,B,C,D,E,F with the corresponding matrix notation for the same conic equation:

$$(1) Ax^2 + Bxy + Cy^2 + Dx + Ey + F = 0 \Leftrightarrow \left(x \quad y \quad 1\right) \begin{pmatrix} A & \frac{B}{2} & \frac{D}{2} \\ \frac{B}{2} & C & \frac{E}{2} \\ \frac{D}{2} & \frac{E}{2} & F \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix} = 0$$

The next step is to determine a matrix to represent the rotation of the axes about the origin that transforms the conic equation such that the *B*-term vanishes, and the conic's axes are now parallel or perpendicular with the coordinate axes. We will let (x, y) represent a point before the rotation, and let (x', y') represent coordinates of the same point after the rotation relative to the new axes in x' and y'. The angle for this rotation is computed from the formula $\cot(2\theta) = \frac{A-C}{R}$.

We can now set up the matrix multiplication which rotates the axes by θ degrees about the origin:

(2)
$$(x' \quad y') \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix} = (x \quad y)$$

Extending this matrix arithmetic to three dimensions, we have an equivalent representation for this rotation:

(3)
$$(x' \quad y' \quad 1) \begin{pmatrix} \cos \theta & \sin \theta & 0 \\ -\sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} = (x \quad y \quad 1)$$

The extra dimension will be necessary so that we can multiply the rotation matrix with the other three-dimensional matrices in statement (1). In a moment, we will also need the transpose of statement (3). Recall that the transpose of a matrix product equals the product of the transposes in reverse order:

(4)
$$\begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

Finally substituting statements (3) and (4) into statement (1), we have:

(5)
$$(x' \quad y' \quad 1) \begin{pmatrix} \cos \theta & \sin \theta & 0 \\ -\sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} A & \frac{B}{2} & \frac{D}{2} \\ \frac{B}{2} & C & \frac{E}{2} \\ \frac{D}{2} & \frac{E}{2} & F \end{pmatrix} \begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = 0$$

Well there it is! The above matrix multiplication rotates the axes such that the conic equation in statement (1) no longer has an Bxy term, and the conic's axes are now parallel or perpendicular to the x' and y' axes. The big advantage here is that the 3x3 matrix multiplication in statement (5) can be done quickly on a calculator or spreadsheet.

An Example of This Matrix Method (adapted from Stewart's Calculus textbook)

Rotate the conic equation $73x^2 + 72xy + 52y^2 + 30x - 40y - 75 = 0$ to eliminate the 72xy term. Determining the angle of rotation gives these values for sine and cosine:

$$\cot(2\theta) = \frac{73 - 52}{72} = \frac{7}{24} \to \cos\theta = \frac{4}{5} \text{ and } \sin\theta = \frac{3}{5}$$

Thus, the matrix multiplication we need is:

$$\begin{pmatrix} x' & y' & 1 \end{pmatrix} \begin{pmatrix} \frac{4}{5} & \frac{3}{5} & 0 \\ -\frac{3}{5} & \frac{4}{5} & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 73 & \frac{72}{2} & \frac{30}{2} \\ \frac{72}{2} & 52 & -\frac{40}{2} \\ \frac{30}{2} & -\frac{40}{2} & -75 \end{pmatrix} \begin{pmatrix} \frac{4}{5} & -\frac{3}{5} & 0 \\ \frac{3}{5} & \frac{4}{5} & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = 0$$

Completing the matrix multiplication in the middle, we get:

$$(x' \quad y' \quad 1) \begin{pmatrix} 100 & 0 & 0 \\ 0 & 25 & -25 \\ 0 & -25 & -75 \end{pmatrix} \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = 0$$

Writing this remaining matrix multiplication as a single equation, we get:

$$100(x')^2 + 25(y')^2 - 50y' - 75 = 0$$

Simplifying by factoring out 25 and replacing x' and y' with just x and y, we get:

$$4x^2 + y^2 - 2y - 3 = 0$$

Observe that the conic equation represents an ellipse with center at (0,1).