```
HL[ℰ_] := Style[ℰ, Background → If[TrueQ@ℰ, , ]];
```

$$\left\{\hat{y} = \begin{pmatrix} 0 & 0 \\ \epsilon & 0 \end{pmatrix}, \hat{b} = \begin{pmatrix} 0 & 0 \\ 0 & -\epsilon \end{pmatrix}, \hat{a} = \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}, \hat{x} = \begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix}\right\};$$

```
HL /@ {â.x̂ - x̂.â == x̂, â.ŷ - ŷ.â == -ŷ, b̂.ŷ - ŷ.b̂ == -ϵ ŷ,
  b̂.x̂ - x̂.b̂ == ϵ x̂, x̂.ŷ - ŷ.x̂ == b̂ + ϵ â}
```