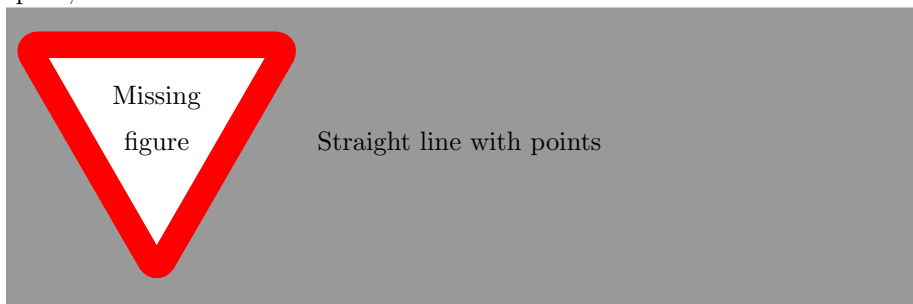


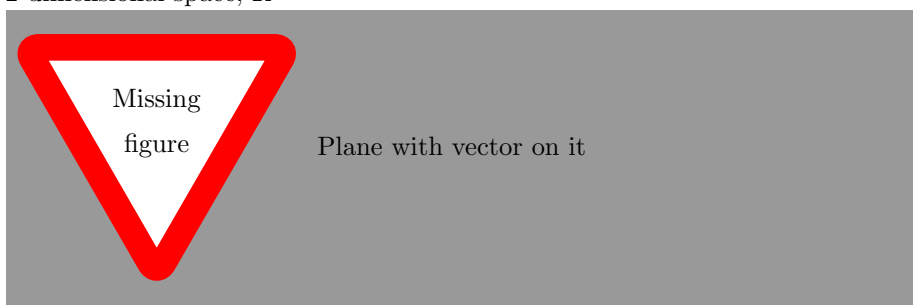
# Chapter 1

## Vectors

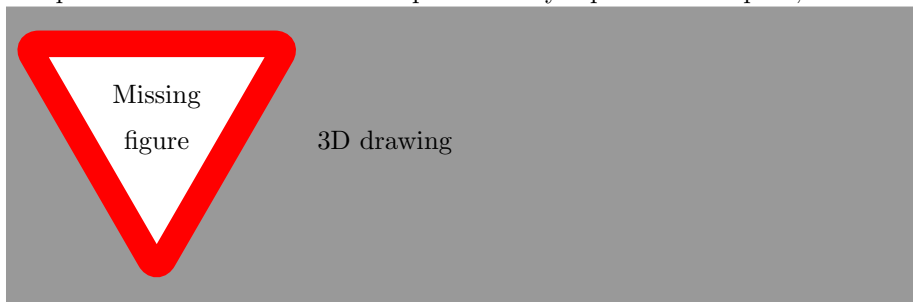
A real number can be represented by a point on a line, which is a 1-dimensional space,  $\mathbb{R}$



a pair of real numbers can be represented by a point on a plane, which is a 2-dimensional space,  $\mathbb{R}^2$



a triplet of real numbers can be represented by a point in 3D space,  $\mathbb{R}^3$



**Definition**

A vector is an ordered collection of  $n$  numbers

**Notation**

Usually vectors are given by letters, such as  $u, v, w$ . In textbooks vectors are written with bold font. In handwriting vectors are often written with a right arrow on top, such as  $\vec{u}$ . We will underline vectors, like so:  $\underline{u}$ .

□

**Definition**

Let us consider vector  $\underline{u} \in \mathbb{R}^n$ . The  $i$ -th component of vector

$$\underline{u} = \begin{pmatrix} u_1 \\ \vdots \\ u_n \end{pmatrix}$$

is  $u_i$

**Example**

$$\underline{u} = \begin{pmatrix} 3 \\ 7 \\ 11 \end{pmatrix} \in \mathbb{R}^3 \Rightarrow u_1 = 3, u_2 = 7, u_3 = 11$$

**Definition**

Let us consider vectors  $\underline{u} \in \mathbb{R}^n$  and  $\underline{v} \in \mathbb{R}^n$ . Vector  $\underline{w} \in \mathbb{R}^n$  is a sum of  $\underline{u}$  and  $\underline{v}$ ,  $\underline{w} = \underline{u} + \underline{v}$ , if  $w_i = u_i + v_i$  for all  $i = 1, \dots, n$

**Example**

1.

$$\underline{u} = \begin{pmatrix} 3 \\ 5 \\ 1 \end{pmatrix}, \underline{v} = \begin{pmatrix} -1 \\ 0 \\ 1 \end{pmatrix}, \underline{w} = \underline{u} + \underline{v} = \begin{pmatrix} 3 + (-1) \\ 5 + 0 \\ 1 + 1 \end{pmatrix} = \begin{pmatrix} 2 \\ 5 \\ 2 \end{pmatrix}$$

2.

$$\underline{u} = \begin{pmatrix} 3 \\ 9 \\ -2 \end{pmatrix}, \underline{v} = \begin{pmatrix} 1 \\ 2 \\ 3 \\ 0 \end{pmatrix}$$

$\underline{u} + \underline{v}$  is not defined! Both vectors should have the same number of components.

**Definition**

1. Vectors  $\underline{u} \in \mathbb{R}^n$  and  $\underline{v} \in \mathbb{R}^n$  are equal, if  $u_i = v_i$  for all  $i = 1, \dots, n$
2. A scalar is just another name for real number
3. Let us consider a scalar  $\alpha \in \mathbb{R}$  and vector  $\underline{u} \in \mathbb{R}^n$ . A product of  $\alpha$  and  $\underline{u}$  is defined as:

$$\alpha \underline{u} = \alpha \cdot \begin{pmatrix} u_1 \\ \vdots \\ v_n \end{pmatrix} = \begin{pmatrix} \alpha \cdot u_1 \\ \vdots \\ \alpha \cdot v_n \end{pmatrix}$$

**Example**

$$\alpha = 3, \underline{u} = \begin{pmatrix} -1 \\ 2 \\ 5 \\ 7 \end{pmatrix} \Rightarrow \alpha \cdot \underline{u} = \begin{pmatrix} 3 \cdot -1 \\ 3 \cdot 2 \\ 3 \cdot 5 \\ 3 \cdot 7 \end{pmatrix} = \begin{pmatrix} -3 \\ 6 \\ 15 \\ 21 \end{pmatrix}$$

**Definition**

Let us consider scalars  $\alpha$  and  $\beta$ , and vectors  $\underline{u} \in \mathbb{R}^n$  and  $\underline{v} \in \mathbb{R}^n$ . A sum of  $\alpha \underline{u} + \beta \cdot \underline{v}$  is called a linear combination of vectors  $\underline{u}$  and  $\underline{v}$ .

**Example**

1.

$$2 \cdot \begin{pmatrix} -1 \\ 3 \\ 5 \end{pmatrix} + 3 \cdot \begin{pmatrix} 7 \\ 2 \\ 1 \end{pmatrix} + 5 \cdot \begin{pmatrix} 1 \\ 0 \\ -1 \end{pmatrix} = \begin{pmatrix} 24 \\ 12 \\ 8 \end{pmatrix}$$

2.

$$\underline{u} - \underline{v} = 1 \cdot \underline{u} + (-1) \cdot \underline{v} = \begin{pmatrix} u_1 - v_1 \\ \vdots \\ u_i - v_i \end{pmatrix}$$

3.

$$\underline{u} - \underline{u} = \begin{pmatrix} u_1 - u_1 \\ \vdots \\ u_i - u_i \end{pmatrix} = \underline{0}$$

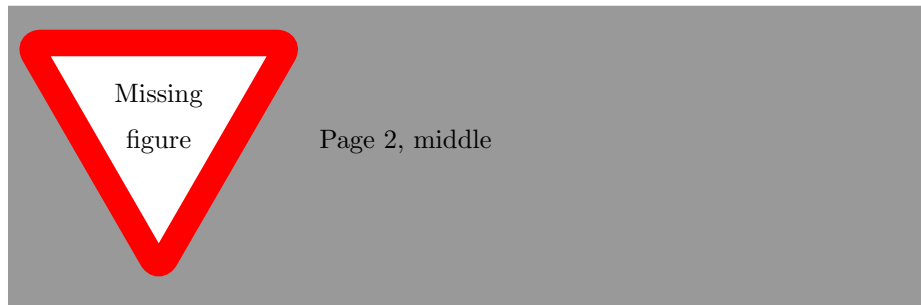
**Definition**

Vector  $\underline{u} \in \mathbb{R}^n$  is called a zero vector if all  $u_i = 0$ ,  $i = 1, \dots, n$ . The zero vector is often written as  $\underline{0} \in \mathbb{R}^n$

## 1.1 Graphic representation of vectors and vector operations

A vector can be represented in the following way:

1. An ordered collection of numbers,  $\underline{u} = \begin{pmatrix} 3 \\ 5 \end{pmatrix}$
2. As an arrow in space



3. A vector is a point in space, the endpoint of a vector from the origin.

Let us consider vectors  $\underline{u} = \begin{pmatrix} 3 \\ 1 \end{pmatrix}$ ,  $\underline{v} = \begin{pmatrix} -1 \\ 2 \end{pmatrix}$  and  $\underline{w} = \underline{u} + \underline{v} = \begin{pmatrix} 2 \\ 3 \end{pmatrix}$