

CHAPTER

0



INTRODUCTION

In this chapter we introduce key concepts that will be used in later chapters. For this reason, unlike other chapters it contains many statements, sometimes given without thorough explanations or reasoning. While all of these statements are grounded in deep ideas and can be formulated in a rigorous manner, it is advised to first get an intuitive understanding of the ideas before diving into their more formal construction.

Note 0.1 In case you are already familiar with the topics

It is recommended for readers who are familiar with the topics to at least gloss over this chapter and make sure they know and understand all the concepts presented here.



0.1 MATHEMATICAL SYMBOLS AND SETS

0.1.1 Logical Statements and their Truth Value

We start our discussion with the simplest mathematical concept: a **proposition**. A proposition is simply a statement that might be either **true** or **false**.

Example 0.1 Truth of propositions

- $3 > 1$ (**true**)
- $-2 = 5 - 7$ (**true**)
- $7 < 5$ (**false**)
- The radius of the earth is bigger than that of the moon. (**true**)
- The word 'House' starts with the letter 'G'. (**false**)



We can group together propositions using **logical operators**. Two of the most common logical operators are **AND** and **OR**.

The **AND** operator returns a **true** statement only if **both** the statements it groups are themselves **true**, otherwise it returns **false**.

Example 0.2 The AND operator

- $2 + 4 = 6$ is **true**, $4 - 2 = 2$ is **true**. ($2 + 4 = 6$ **AND** $4 - 2 = 2$) is therefore **true**.
- $2 + 4 = 6$ is **true**, $2 > 6$ is **false**. ($2 + 4 = 6$ **AND** $2 > 6$) is therefore **false**.
- $\frac{10}{2} = 1$ is **false**, $2^4 = 16$ is **true**. ($\frac{10}{2} = 1$ **AND** $2^4 = 16$) is therefore **false**.
- $7 < 5$ is **false**, $10 + 2 = 13$ is **false**. ($7 < 5$ **AND** $10 + 2 = 13$) is therefore **false**.



The **OR** operator returns **true** if **at least** one of the statements it groups is true.

Example 0.3 The OR operator

- $2 + 4 = 6$ is **true**, $4 - 2 = 2$ is **true**. ($2 + 4 = 6$ **OR** $4 - 2 = 2$) is therefore **true**.
- $2 + 4 = 6$ is **true**, $2 > 6$ is **false**. ($2 + 4 = 6$ **OR** $2 > 6$) is therefore **true**.
- $\frac{10}{2} = 1$ is **false**, $2^4 = 16$ is **true**. ($\frac{10}{2} = 1$ **OR** $2^4 = 16$) is therefore **true**.
- $7 < 5$ is **false**, $10 + 2 = 13$ is **false**. ($7 < 5$ **OR** $10 + 2 = 13$) is therefore **false**.



Table 0.1 The truth table for the operators AND and OR.

| A | B | A AND B | A OR B |
|-------|-------|---------|--------|
| true | true | true | true |
| true | false | false | true |
| false | true | false | true |
| false | false | false | false |

Table 0.2 Common mathematical notations used in this Book.

| Symbol | In words |
|-----------------------|--|
| $\neg a$ | not a |
| $a \wedge b$ | a and b |
| $a \vee b$ | a or b |
| $a \Rightarrow b$ | a implies b |
| $a \Leftrightarrow b$ | a is equivalent to b |
| $\forall x$ | For all x (...) |
| $\exists x$ | There exists x such that (...) |
| $a := b$ | a is defined to be b |
| $a \equiv b$ | a is equivalent to b |

The behaviour of both operators can be summarized using a **truth table** (see Table 0.1 below).

When writing, it is convenient to use **notations** to represent operators: the **AND** operator is denoted by \wedge , while the **OR** operator is denoted by \vee .

Example 0.4 Using the notations for AND and OR

$$\begin{aligned} (2 + 2 = 5) \wedge (1 - 1 = 0) &\Rightarrow \text{false} \\ (2 + 2 = 5) \vee (1 - 1 = 0) &\Rightarrow \text{true} \end{aligned}$$



0.1.2 Common mathematical notations

Several more common mathematical notations are given in Table 0.2.

The notation \Rightarrow need a bit of clarification: implication means that we can directly derive a proposition from another proposition. For example, if $x = 3$ then $x > 2$. The opposite implication can be a **false** statement, i.e. for the example above $x > 2$ does not imply $x = 3$ (denoted as $x > 2 \not\Rightarrow x = 3$). Sometimes implication is expressed by using the word *if*: in the above example $x > 2$ if $x = 3$, but the other way around is not **true**.

We say that two propositions are **equivalent** when they imply each other. For example:

$x = 2$ implies that $\frac{x}{2} = 1$, while $\frac{x}{2} = 1$ implies that $x = 2$. We can write this as

$$\frac{x}{2} = 1 \Leftrightarrow x = 2.$$

Instead of the word *equivalent*, the phrase *if and only if* (sometimes shortened to **iff**) is commonly used, e.g.

$$x = 2 \text{ iff } \frac{x}{2} = 1.$$

0.1.3 Sets and subsets

The concept of **sets** is perhaps one of the most basic ideas in modern mathematics. Much of the material covered in this book will be built upon sets and their properties. However, as with the rest of the material presented here - our description of sets will not be thorough nor precise.

For our purposes, a set is a collection of **elements**. These elements can be any concept - be it physical (a chair, a bicycle, a tapir) or abstract (a number, an idea). However, we will consider only sets comprised of numbers. Sets can have finite or infinite number of elements in them.

We denote sets by using curly brackets, and if the number of elements in them is not too big - we display the elements, separated by commas, inside the brackets. In other cases we can express the sets as a sentence or a mathematical proposition.

Example 0.5 Simple sets

$$\{1, 2, 3, 4\} \quad \left\{-4, \frac{3}{7}, 0, \pi, 0.13, -2.5, \frac{e}{3}, 2^{-\pi}\right\} \quad \{\text{all even numbers}\}$$



Sets have two important properties:

- 0.1. Elements in a set do not repeat. i.e each element is unique.
- 0.2. The order of elements in a set does not matter.

Example 0.6 Important set properties

Examples demonstrating the two aforementioned important properties of sets:

- 0.1. The following is not a set:

$$\{1, 1, 0, 1, 0, 0, -1, 0, 0, -1, -1, 1\}$$

- 0.2. The following sets are all identical:

$$\{1, 2, 3, 4\} \quad \{1, 3, 2, 4\} \quad \{3, 4, 1, 2\} \quad \{1, 3, 2, 4\} \quad \{4, 3, 2, 1\}$$



Sets can be denoted using **conditions**, with the symbol $|$ representing the phrase “such that”.

Example 0.7 Defining a set using a condition

he following set contains all the odd whole numbers between 0 and 10, including both:

$$\{0 < x < 10 \mid x \text{ is an odd number}\}.$$

The definition of this set can be read as

all numbers x that are bigger than 0 and are smaller than 10, such that x is odd.

(note that the requirement of x to be an odd number means that it is necessarily a whole number as well)

This set can be written explicitly as

$$\{1, 3, 5, 7, 9\}.$$



Sets are usually denoted with an uppercase Latin letter (A, B, C, \dots), while their elements are denoted as lowercase letters ($a, b, \alpha, \phi, \dots$). When we want to denote that an element belongs to a set we use the following symbol: \in . Conversely, \notin is used to denote that an element *does not* belong to a set.

Example 0.8 Elements in sets

For the two sets

$$A = \{1, 2, 5, 7\}, \quad B = \{\text{even numbers}\},$$

all the following propositions are **true**:

$$\begin{aligned} 1 \in A, \quad 2 \in A, \quad 5 \in A, \quad 7 \in A, \\ 2 \in B, \quad 1 \notin B, \quad 5 \notin B, \quad 7 \notin B. \end{aligned}$$



The number of elements in a set, also called its **cardinality** is denoted using two vertical bars (similar to the way absolute values are denoted).

Example 0.9 Cardinality

$$\text{For } S = \{-3, 0, -2, 7, 1, \frac{1}{2}, 5\}, \quad |S| = 7.$$



An important special set is the **empty set**, which is the set containing no elements. It is denoted by \emptyset , and has the unique property that $|\emptyset| = 0$.

0.1.4 Intersection, union, difference and complement sets

Two sets are equal if they both contain the exact same elements and only these elements, i.e.

$$A = B \iff x \in A \iff x \in B. \quad (0.1.1)$$

This proposition reads ‘The sets A and B are equal if and only if any element x in A is also in B , and any element x in B is also in A ’. When all the elements of a set B are also elements of another set A , we say that B is a **subset** of A , and we denote that as $B \subset A$. In mathematical notation, we write

$$B \subset A \iff \forall x \in B, x \in A. \quad (0.1.2)$$

i.e. B is a subset of A **iff** the following is true: any element in B is also an element in A .

Note 0.2 (not so) Surprising properties of subsets

The definition of a subset (Equation 0.1.2) gives rise to two interesting properties:

- The empty set \emptyset is a subset of any set.
- Any set is a subset of itself.



Note 0.3 The uniqueness of \emptyset

There is only a single empty set, as any set that has no elements is equivalent to any other set with no elements (i.e. they have the same elements). Due to the way subsets are defined, the empty set is a subset of any set (including itself!).



Of course, since we have a definition for a subset, the opposite concept also exists: if B is a subset of A , then we say that A is a **superset** of B .

A very useful way of illustrating the relationship between two or more sets is by using **Venn diagrams**, where sets are represented by circles (or other 2D shapes).

Example 0.10 Subsets and Venn diagrams

A Venn diagram depicting the set $B = \{0, 2\}$ as a subset of $A = \{0, 1, 2, 3, 4, \dots, 9\}$:





If for two sets A, B both $A \subset B$ and $B \subset A$, then $A = B$. We can write this fact as a mathematical proposition:

$$(A \subset B) \wedge (B \subset A) \Leftrightarrow A = B. \quad (0.1.3)$$

The **intersection** of two sets A and B , denoted $A \cap B$, is the set of all elements x such that $x \in A$ **AND** $x \in B$:

$$A \cap B = \{x \mid x \in A \wedge x \in B\}. \quad (0.1.4)$$

Example 0.11 Intersection of sets

The intersection of the sets $A = \{1, 2, 3, 4\}$ and $B = \{3, 4, 5, 6\}$ is the set $A \cap B = \{3, 4\}$. The intersection of the sets $C = \{0, 1, 2, 6, 7\}$ and $D = \{3, 9, -4, 5\}$ is the empty set \emptyset , since no element is in both sets.



The following Venn diagram depicts the intersection of two sets (the green area):

Note 0.4 Disjoint sets

When the intersection of two sets is the empty set, we say that the set is **disjoint**.



The **union** of two sets (denoted using the symbol \cup) is the set composed of all the elements that belong to any of the sets, including elements that are in both sets:

$$A \cup B = \{x \mid x \in A \vee x \in B\}. \quad (0.1.5)$$

Example 0.12 Union of sets

The union of the sets $A = \{1, 2, 3, 4\}$ and $B = \{3, 4, 5, 6\}$ is the set $A \cup B = \{1, 2, 3, 4, 5, 6\}$. The union of the sets $C = \{0, 1, 2, 6, 7\}$ and $D = \{3, 9, -4, 5\}$ is the set $C \cup D = \{0, 1, 2, 3, -4, 5, 6, 7, 9\}$.



The following Venn diagram depicts the union of two sets (the purple area):

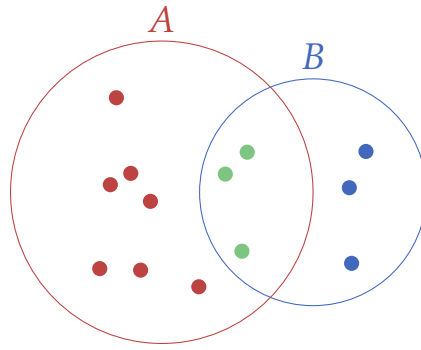


Figure 0.1 Counting the number of elements in the union of two sets: A has 10 elements (red + green dots), while B has 6 elements (blue + green dots). If we count both we get 16 elements, but this counts the joint elements (green dots) twice. Therefore we should subtract the number of joint points, and get that there are only 13 elements in the union.



Naively, the number of elements of a union $A \cup B$ is simply the sum of the number of elements in A and the number of elements in B . However, this naive approach might count the elements in both sets twice: once for A and once for B (see Figure 0.1) - this is exactly the set $A \cap B$. We therefore subtract the number of elements in $A \cap B$ and get

$$|A \cup B| = |A| + |B| - |A \cap B|. \quad (0.1.6)$$

When two sets A, B are disjoint, then $|A \cap B| = 0$, and so $|A \cup B| = |A| + |B|$.

The definitions of intersections and unions can be easily extended to any whole number of sets.

Example 0.13 Intersection and union of 3 sets

The intersection of 3 sets $A = \{1, 2, 3, 4, 5\}$, $B = \{-2, -1, 0, 1, 2\}$ and $C = \{2, 3, 4, 5, 6\}$ is the set of all elements that are in A and in B and in C , i.e. the set $A \cap B \cap C = \{2\}$. The union of these sets is the set of all elements that are in either of the sets, i.e. $A \cup B \cup C = \{-2, -1, 0, 1, 2, 3, 4, 5, 6\}$.



The most general definition of an intersection of n sets (where n is a whole number), which we will call $A_1, A_2, A_3, \dots, A_n$ is

$$A_1 \cap A_2 \cap A_3 \cap \dots \cap A_n = \{x \mid (x \in A_1) \wedge (x \in A_2) \wedge (x \in A_3) \wedge \dots \wedge (x \in A_n)\}. \quad (0.1.7)$$

The left hand side of [Equation 0.1.7](#) can be written as

$$A_1 \cap A_2 \cap A_3 \cap \dots \cap A_n = \bigcap_{i=1}^n A_i. \quad (0.1.8)$$

(clarifying the notation? i.e. indexing, etc.)

Similarly, the union of n different sets is defined as

$$\begin{aligned} \bigcup_{i=1}^n A_i &= A_1 \cup A_2 \cup A_3 \cup \dots \cup A_n \\ &= \{x \mid (x \in A_1) \vee (x \in A_2) \vee (x \in A_3) \vee \dots \vee (x \in A_n)\}. \end{aligned} \quad (0.1.9)$$

Example 0.14 Venn diagrams: intersection and union of 3 sets

The following Venn diagram shows all possible intersections between three sets:



...and the following Venn diagram depicts the union of the same three sets:



The **difference** of two sets A and B (written $A - B$ or $A \setminus B$) is, in a sense, the opposite of their intersection: it is the set of all elements in A that are not in B . Note that $A - B$ doesn't necessarily equal $B - A$, i.e. it is not **commutative**.

Example 0.15 Difference of two sets

Given the two sets $A = \{1, 2, 3, 4, 5\}$ and $B = \{3, 4, 5, 6, 7, 8, 9\}$,

$$A - B = \{1, 2\},$$

$$B - A = \{6, 7, 8, 9\}.$$

(note how in this case $A - B \neq B - A$)

Given a set A and a subset of A , $B \subset A$, we can define the **complement** of B in relation to A (notation: B^C) as all the elements in A that are not in B . As the name suggest, the elements of B^C complete B : $B \cup B^C = A$.

Example 0.16 Complement of a set

Given the set $A = \mathbb{Z}$ and $B = \{x \in \mathbb{Z} \mid x \text{ is odd}\}$, the complement B^C in relation to A is the set of all even numbers. The reason is that any integer number can be either odd (in which case it belongs in B) or even (in which case it belongs in B^C).

Given a set A with $|A|$ elements - how many different subsets does it have? We'll start by looking at a practical example: $A = \{1, 2, 3\}$. We can imminently see that any set which contains just one of the elements of A is a subset of A , i.e. $\{1\}, \{2\}, \{3\}$ are all subsets of A . In addition, any set which contains only two elements from A is a subset of A , i.e. $\{1, 2\}, \{1, 3\}, \{2, 3\}$. Of course, we must not forget the empty set and A itself - both subsets

of A (see [Note 0.2](#)). Thus altogether A has 8 subsets:

$$\emptyset, \{1\}, \{2\}, \{3\}, \{1, 2\}, \{1, 3\}, \{2, 3\}, \{1, 2, 3\}.$$

Generally, any set A with $|A|$ elements has $2^{|A|}$ different subsets. The set of all these subsets is called the **power set** of A , and is denoted as $P(A)$.

Example 0.17 Power set

The power set of $A = \{1, 2, 3\}$ is

$$P(A) = \{\emptyset, \{1\}, \{2\}, \{3\}, \{1, 2\}, \{1, 3\}, \{2, 3\}, \{1, 2, 3\}\}.$$



0.1.5 Important number sets

It is now time to introduce some important number sets. We begin with the simplest of these sets: the **natural numbers**, denoted by \mathbb{N} . These are the numbers $1, 2, 3, 4, \dots$. Adding the opposites to the natural numbers and adding 0 to the set yields the **integers**, denoted by \mathbb{Z} . Loosely speaking, we can define the integers as

$$\mathbb{Z} = \{0, \pm 1, \pm 2, \pm 3, \pm 4, \dots\}. \quad (0.1.10)$$

This makes the integers a superset of the natural numbers, i.e.

$$\mathbb{N} \subset \mathbb{Z}. \quad (0.1.11)$$

One can think of the integers as all the number needed for solving an equation of the form $a + x = b$, where a and b are integers themselves, and x is an unknown. No matter which integer values we put in a and b , the unknown x will always be an integer as well (whether it be positive, negative or zero depends on the values of a and b). However, when one wishes to solve an equation of the sort $ax = b$, the integers are not longer sufficient: for example, if $a = 2$ and $b = 1$, then x is not an integer.

To solve $ax = b$ (where $a, b \in \mathbb{Z}$) we must introduce the **rational numbers**: numbers with values that are ratios of two integers. We denote the set of rational numbers with the symbol \mathbb{Q} , and write

$$\mathbb{Q} = \left\{ \frac{a}{b} \mid a, b \in \mathbb{Z} \wedge b \neq 0 \right\}. \quad (0.1.12)$$

(TBW: discuss briefly why $b \neq 0$)

For some combinations of a and b the ratio $\frac{a}{b}$ is an integer. For example: $\frac{3}{1}$, $\frac{8}{4}$, $\frac{-2}{2}$. This makes the integers a subset of the rational numbers, i.e.

$$\mathbb{Z} \subset \mathbb{Q}. \quad (0.1.13)$$

About 2500 years ago it was discovered that some numbers are not rational (and thus also not integers). The most famous example is the number $\sqrt{2}$ - there are not two integers a, b such that $\frac{a}{b} = \sqrt{2}$. We call some of these numbers **algebraic numbers** (denoted

by \mathbb{A}), and what makes them special is that they are solutions to **polynomial equations**, which we will not define yet (see section xxx). Instead, here is an example for a 2nd order polynomial equation (called a **quadratic equation**):

$$x^2 - 2x - 1 = 0. \quad (0.1.14)$$

Similar to what we saw before, the rational numbers are a subset of the algebraic numbers, i.e.

$$\mathbb{Q} \subset \mathbb{A}. \quad (0.1.15)$$

The algebraic numbers together with other non-rational numbers, such as π and e , form the set of **real numbers**, denoted as \mathbb{R} . The definition of real numbers is way beyond the scope of this book, but it is important to understand that the progression we used so far still holds, i.e.

$$\mathbb{A} \subset \mathbb{R}. \quad (0.1.16)$$

The final set of numbers we will touch upon here is the set of **complex numbers**, denoted \mathbb{C} , which we can define as

$$\mathbb{C} = \{a + ib \mid a, b \in \mathbb{R}, i = \sqrt{-1}\}. \quad (0.1.17)$$

When $b = 0$, [Equation 0.1.17](#) becomes just a single real number - and so

$$\mathbb{R} \subset \mathbb{C}. \quad (0.1.18)$$

([Section 0.6](#) is dedicated to complex numbers)

Equations [0.1.11-0.1.18](#) can be merged together to the following single equation:

$$\mathbb{N} \subset \mathbb{Z} \subset \mathbb{Q} \subset \mathbb{A} \subset \mathbb{R} \subset \mathbb{C}. \quad (0.1.19)$$

There are more advanced constructions that generalize the complex numbers (i.e. create supersets of the complex number set). These include **quaternions** and **Clifford algebras**. However, as stated before, we will not consider them in this book.

0.1.6 Intervals on the real number line

An important concept that is easily defined over the set \mathbb{R} is an **interval**. A **closed interval** $[a, b]$ is a subset of \mathbb{R} which is defined as

$$[a, b] = \{x \in \mathbb{R} \mid a \leq x \leq b\}. \quad (0.1.20)$$

An **open interval** (a, b) is a subset of \mathbb{R} which is defined as

$$(a, b) = \{x \in \mathbb{R} \mid a < x < b\}. \quad (0.1.21)$$

The difference between closed and open intervals is the inclusion and exclusion, respectively, of the edge point: in a closed interval the points a, b are included, while they are not included in an open interval. Of course, we can also create **half open intervals**, i.e.

$$\begin{aligned} [a, b) &= \{x \in \mathbb{R} \mid a \leq x < b\}, \\ (a, b] &= \{x \in \mathbb{R} \mid a < x \leq b\}, \end{aligned} \quad (0.1.22)$$

where the first interval includes a but not b , and the second interval includes b but not a .

Example 0.18 Intervals

Intervals can be drawn as colored line segments on top of the real number line:



Note how a full point denotes a closed edge, while an empty point denotes an open edge.



In some cases, it is necessary to use intervals that are infinite in one side, i.e. the left or the right edge are at infinity. In these cases, we use the symbol ∞ to denote infinity, and always keep the interval open at that end:

$$\begin{aligned} (-\infty, b) &= \{x \mid x < b\}, \\ (-\infty, b] &= \{x \mid x \leq b\}, \\ (a, \infty) &= \{x \mid x > a\}, \\ [a, \infty) &= \{x \mid x \geq a\}. \end{aligned} \quad (0.1.23)$$

0.1.7 Cartesian Products

The **Cartesian product** of two sets A, B (denoted $A \times B$) is the set of all possible **ordered** pairs, where the first component is an element of A and the second component is an element of B :

$$A \times B = \{(a, b) \mid a \in A, b \in B\}. \quad (0.1.24)$$

Example 0.19 Cartesian products

Consider $A = \{1, 2, 3\}$, $B = \{x, y\}$. Then

$$A \times B = \{(1, x), (1, y), (2, x), (2, y), (3, x), (3, y)\}$$



The concept of ‘ordered pairs’ is paramount: if we reverse the order of the elements in a pair the result might not be in the Cartesian product. We therefore say that the Cartesian product is **not commutative**.

Example 0.20 Non-commutativity of the Cartesian product

The elements $(x, 1)$, $(y, 1)$, $(x, 2)$ and so on **are not** in the Cartesian product $A \times B$ as defined in the previous example, since in each one of the pairs the first element is from B and the second element is from A .



The number of elements in a Cartesian product is the product of the number of elements in each of the sets it is composed of, i.e.

$$|A \times B| = |A| \cdot |B|. \quad (0.1.25)$$

Example 0.21 Number of elements in a Cartesian product

The Cartesian product described in the previous two examples has in total $3 \cdot 2 = 6$ elements, as seen in ??.



As with intersections and unions, the definition of a Cartesian product can be expanded into any natural number of sets:

$$A_1 \times A_2 \times \cdots \times A_n = \{(x_1, x_2, \dots, x_n) \mid x_1 \in A_1, x_2 \in A_2, \dots, x_n \in A_n\}. \quad (0.1.26)$$

Example 0.22 Cartesian product of three sets

The Cartesian product of the sets $A = \{1, 2, 3\}$, $B = \{x, y\}$, $C = \{\alpha, \beta\}$ is

$$\begin{aligned} A \times B \times C = \{ & (1, x, \alpha), (1, x, \beta), (1, y, \alpha), (1, y, \beta) \\ & (2, x, \alpha), (2, x, \beta), (2, y, \alpha), (2, y, \beta) \\ & (3, x, \alpha), (3, x, \beta), (3, y, \alpha), (3, y, \beta) \}. \end{aligned}$$



A special case of Cartesian products are those products for which all the sets composing them are the same set. We denote these as the respective integer power, for example the Cartesian product $\mathbb{R} \times \mathbb{R}$ is denoted as \mathbb{R}^2 , the Cartesian product $\mathbb{R} \times \mathbb{R} \times \mathbb{R}$ is denoted as \mathbb{R}^3 , etc.

Specifically, the Cartesian product \mathbb{R}^2 can be interpreted as the two-dimensional **Euclidean space**, which is the space used to draw graphs in one-dimensional calculus and shapes in two-dimensional analytical geometry. We will explore this idea (and higher dimensional spaces) in more details in upcoming chapters.

0.2 RELATIONS AND FUNCTIONS

0.2.1 Basics

The Cartesian product of two sets can be viewed as describing all possible connections between the elements of the first set to the elements of the second set, and thus any subset of a Cartesian product forms a specific **relation** between the sets.

Example 0.23 Relations as subsets of Cartesian products

Given the following two sets:

$$A = \{1, 2, 3, 4\}, B = \{\alpha, \beta, \gamma\},$$

then

$$\begin{aligned} A \times B = \{ & (1, \alpha), (1, \beta), (1, \gamma), \\ & (2, \alpha), (2, \beta), (2, \gamma), \\ & (3, \alpha), (3, \beta), (3, \gamma), \\ & (4, \alpha), (4, \beta), (4, \gamma) \}. \end{aligned}$$

We can choose the following pairs to form a subset of $A \times B$:

$$R = \{(1, \beta), (2, \alpha), (3, \alpha), (3, \beta), (4, \gamma)\}.$$

R is thus a relation between A and B . We can graphically illustrate R as follows:



Relations can be inverted by reversing the order of each of its pairs.

Example 0.24 Inverse relation

The inverse relation to the relation in [Example 0.23](#) is

$$R^{-1} = \{(\beta, 1), (\alpha, 2), (\alpha, 3), (\beta, 3), (\gamma, 4)\}.$$

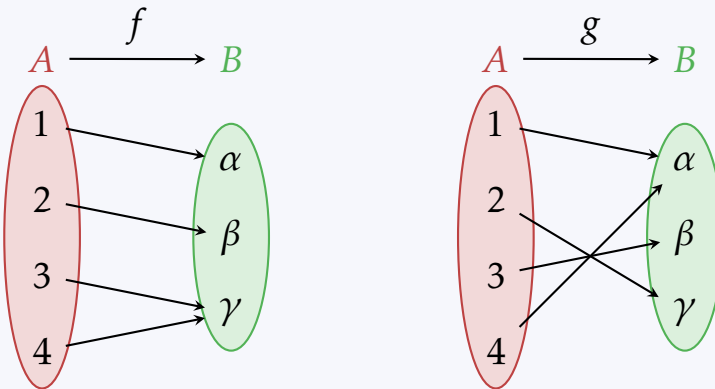
Graphically:



A **function** f from a set A to a set B is a relation for which any element in A is connected to a single element in B .

Example 0.25 Functions

The following are two functions from the set A to the set B defined in [Example 0.23](#):



The pairs making up f are $(1, \alpha)$, $(2, \beta)$, $(3, \gamma)$ and $(4, \gamma)$, and the pairs making up g are $(1, \alpha)$, $(2, \gamma)$, $(3, \beta)$ and $(4, \alpha)$.



Note 0.5 Relations which are not functions

Note that the relation in [Example 0.23](#) is **not** a function, since the element $3 \in A$ is connected to more than one element in B , namely α and γ .



Different names are used in some branches of mathematics to describe functions, such as **maps** and **transformations**. Barring context, they all mean the same thing.

A common way to denote that a function f is connecting elements in A to elements in B is

$$f : A \rightarrow B. \quad (0.2.1)$$

A is called the **domain** of f , and B its **image**. In this book and many other sources, the following notation is used: $f(x) = y$, which means that when we apply the function f to an element $x \in A$, the result is the element it is connected to, i.e. $y \in B$. We write this as $x \mapsto y$ (the special symbol \mapsto is called a **mapping notation**).

Example 0.26 Value \mapsto value notation for functions

For the functions f, g as defined in [Example 0.25](#):

$$\begin{aligned} f(1) &= \alpha, f(2) = \beta, f(3) = f(4) = \gamma. \\ g(1) &= g(4) = \alpha, g(2) = \gamma, g(3) = \beta. \end{aligned}$$

**0.2.2 Injective, surjective and bijective functions**

A function is **injective** if each of the elements in its **image** is connected to by at most a single element in its **domain**. An injective function is also known as an **injection**.

Example 0.27 Injective function

The function on the right is non-injective because the element $\beta \in B$ is connected to by two elements in A (2 and 3, red arrows).



A function is **surjective** if every element in its image is connected to by at least a sin-

gle element in its domain (see [Example 0.28](#)). As with injective functions, a surjective function is also known as a **surjection**. A non surjective function can be made into surjective function by excluding from its image any element that is not connected to by any element from its domain (see [Example 0.29](#)).

A function $f : A \rightarrow B$ that is both surjective and bijective is called a **bijective function** (also a **bijection**). All elements in the image of a bijection are connected to by exactly a single element in its domain. This means that the direction of the connections can be flipped, yielding the **inverse** of the original function (denoted f^{-1}).

The reason only bijective functions have inverses is as follows: Given a function $f : A \rightarrow B$,

- if f is non-injective, then there is at least one element $y_1 \in B$ which is connected to by at least two elements from A . We can name these elements x_1 and x_2 . When inverted, $f^{-1} : B \rightarrow A$ has an element $y_1 \in B$ (note that for f^{-1} , B is its domain), which is connected to two or more elements in A , the image of f^{-1} . These are of course x_1, x_2 . This fact disqualifies f^{-1} from being a function.
- If f is non-surjective, then there exists at least one element $y_2 \in B$ that is not connected to by any element from A . When inverted, y_2 in the domain B of f^{-1} is not connected to any element in its image A . This fact disqualifies f^{-1} from being a function.

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Example 0.28 Surjective function



Example 0.29 Making a non-surjective function into a surjection

Given the two sets $A = \{1, 2, 3, 4\}$ and $B = \{\alpha, \beta, \gamma, \delta\}$, the following non-surjective function $f : A \rightarrow B$ is defined:

$$f = \{(1, \alpha), (2, \beta), (3, \gamma), (4, \gamma)\}.$$

By removing δ from B , the function f becomes surjective (though it remains non-injective).

**Example 0.30 Cross examples**

Injective, non surjective

$$A \longrightarrow B$$



Injective, non surjective

$$A \longrightarrow B$$



Injective and surjective

$$A \longrightarrow B$$



Neither injective nor surjective

$$A \longrightarrow B$$

**Note 0.6 Other names for bijections**

Bijections are also called **one-to-one correspondences** and **invertible functions**.



0.2.3 Real functions

In suitable cases, a function is defined via a general mapping rule. This should be very familiar to anyone who learned mathematics in high school, where many times functions are defined this way, e.g.

$$f(x) = x^2 + 3x - 4. \quad (0.2.2)$$

In mapping notation we can write Equation 0.2.2 as $f : x \mapsto x^2 + 3x - 4$. In high school mathematics, both the domain and image of such functions is \mathbb{R} , although it is almost never specified explicitly. Such functions are commonly referred to as **real functions**, a convention used in this book as well.

Example 0.31 Functions defined using a mapping rule

The following are real functions:

$$f_1(x) = 2x^2 - 5, \quad f_2(x) = \sin\left(\frac{x}{3}\right), \quad f_3(x) = \frac{1}{\sqrt{2\pi}} e^{-\frac{(x-\mu)^2}{\sigma^2}}.$$

Note that these functions can also be defined using different sets, for example $f_1 : \mathbb{N} \rightarrow \mathbb{Z}$, $f_2 : \mathbb{N} \rightarrow [-1, 1]$, etc.

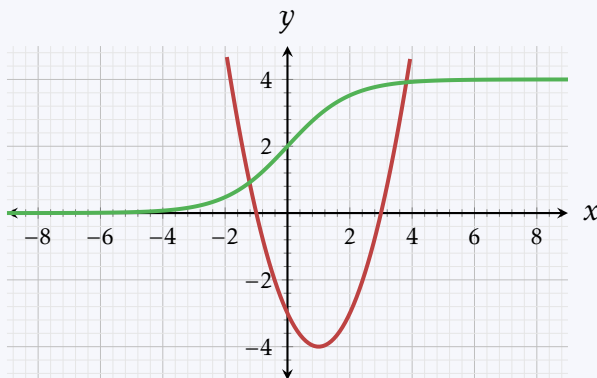


Real functions can be easily plotted in a **Cartesian coordinate system** by drawing all the points $(x, f(x))$ (i.e. all the points (x, y) , where $x, y \in \mathbb{R}$ and $x \mapsto y$). We call these points the **graph** of f over \mathbb{R} .

Example 0.32 Graphs of real functions

The following two functions are plotted on the domain $[-9, 9]$:

- $f(x) = x^2 - 2x - 3$,
- $g(x) = 4e^x / (e^x + 1)$.



In Example 0.32, the function $g(x)$ always increases in value from left to right. Let's give this notion a more formal tone: a function f is said to be **increasing** on an interval I if for any $x_1, x_2 \in I$, if $x_2 > x_1$ then $f(x_2) > f(x_1)$. We can similarly define the idea of **decreasing** on an interval.

A property of some functions which is visually easy to depict is symmetry. A real func-

tion f is said to be **symmetric** if for any $x \in \mathbb{R}$, $f(-x) = f(x)$. This essentially means that the y -axis mirrors the function's plot. If for any $x \in \mathbb{R}$, $f(-x) = -f(x)$, we say that the function is **anti-symmetric**. A function can be neither, but there's only a single function which is both: the zero function, i.e. $f(x) = 0$.

Example 0.33 Symmetric and anti-symmetric functions

In the following graphs, the function on the top is symmetric, while the function on the bottom is anti-symmetric:



(injections/surjections of real functions?)

A real function is said to be **periodic** if it repeats its values exactly over and over with

increasing x . In more precise terms we define a real function f to be periodic if for any integer value k ,

$$f(x + kT) = f(x). \quad (0.2.3)$$

where $T = [a, b]$ is a finite interval of \mathbb{R} which we call the **period** of the function.

Example 0.34 A periodic function

The following graph depicts a periodic function f , with its period T shown. Notice that for any x $f(x + T) = f(x)$, i.e. you can move the period measure left and right along the x -axis and the values of $f(x)$ in both its edges would always be the equal.



Two additional measures that arise from a period T are the **frequency** $f = \frac{1}{T}$, and the **angular frequency** $\omega = 2\pi f = \frac{2\pi}{T}$. We will use these measures later in the book.

Note 0.7 Units of period and frequency

In a periodic function such as the one in the above example, the units for the period are the same one used for the horizontal axis, while the units of both frequency and angular frequency are both 1 over the unit used for the horizontal axis/period. For example, if the unit of the horizontal axis is that of seconds, then the frequency units are 1/seconds, i.e. Hertz (SI symbol: Hz).

0.2.4 Composition of functions

Functions can be **composed** together, generating new functions. Given two functions $f : A \rightarrow B$ and $g : B \rightarrow C$, their composition is denoted as $f \circ g$. For the composition to be well defined, the **image** of f must be the same as the **domain** of g , and the resulting composition would have A as its domain and C as its image, i.e. $f \circ g : A \rightarrow C$.

Example 0.35 Composition of functions

Consider the functions

$$f(x) = x^2, \quad g(x) = \sin(x).$$

Using these functions, the two possible compositions are

- $f \circ g = f(g(x)) = [\sin(x)]^2$, and
- $g \circ f = g(f(x)) = \sin(x^2)$.

**Example 0.36 Graphical representation of function composition**

A graphical representation of composing two functions:

$$f : \{1, 2, 3, 4\} \rightarrow \{\alpha, \beta, \gamma, \delta\}, \quad g : \{\alpha, \beta, \gamma, \delta\} \rightarrow \{a, b, c\}.$$



The composition results in the following function

$$f \circ g : \{1, 2, 3, 4\} \rightarrow \{a, b, c, \}.$$



0.3 POLYNOMIAL FUNCTIONS

A very useful family of real functions can be derived using only three fundamental operations: addition, multiplication and exponentiation: the (real) **polynomial functions**. These are functions of the form

$$P_n(x) = a_0 + a_1x + a_2x^2 + a_3x^3 + \cdots + a_nx^n, \quad (0.3.1)$$

where a_0, a_1, \dots, a_n are real numbers called the **coefficients** of the polynomial function. Note that $a_n \neq 0$, i.e. the **degree** of the polynomial function is the index of the highest non-zero coefficient (and thus the highest power in the expression). We also call this the **order** of the polynomial function.

Example 0.37 Polynomial

The following is a polynomial function of degree $n = 6$:

$$P(x) = 4 + 2x - 3x^2 + 7x^4 - x^5 + 3x^6.$$

Breaking down this polynomial to its constituent terms:

$$\begin{array}{cccccc}
 P(x) = & 4 & +2x & -3x^2 & +7x^4 & -x^5 & +3x^6 \\
 & \downarrow & \downarrow & \downarrow & \downarrow & \downarrow & \downarrow \\
 & a_0 = 4 & a_1 = 2 & a_2 = -3 & a_4 = 7 & a_5 = -1 & a_6 = 3
 \end{array}$$

Note that a_3 is missing from the polynomial function (i.e. there is no x^3 term). This means that $a_3 = 0$.



A shorthand way to write the general form of a polynomial function is by using the **summation notation**:

$$P(x) = \sum_{k=0}^n a_k x^k. \quad (0.3.2)$$

This notation, called the **Capital-sigma notation**, essentially represents addition of n elements (in the case shown here), each with its own **index of summation**, in this case i . The most general form of the summation notation is

$$\sum_{i=k}^n a_i = a_k + a_{k+1} + a_{k+2} + \cdots + a_{n-1} + a_n, \quad (0.3.3)$$

i.e. the notation tells us to add those elements a_i for which $k \leq i \leq n$. Note that in the case of [Equation 0.3.2](#), when $k = 0$, $x^k = x^0 = 1$ and the first term of the polynomial function has no x power (i.e. it is simply a_0), and when $k = 1$, $x^k = x^1 = x$ and thus the second term is a_1x . We will encounter the summation notation in more details later in the book.

In the special case $n = 0$, i.e. when $P(x) = a_0$, the function is constant. When $n = 1$ the function $P(x) = a_0 + a_1x$ is a line, and when $n = 2$, $P(x) = a_0 + a_1x + a_2x^2$ is a quadratic function.

Example 0.38 Polynomial functions for $n = 0, 1, 2$

The following graphs represent the polynomial functions of degrees $n = 0, 1, 2$ with coefficients $a_0 = 2$, $a_1 = 1$, $a_2 = \frac{1}{2}$:



The values $x \in \mathbb{R}$ for which $P(x) = 0$ are called the **roots** (also: **zeros**) of the polynomial function.

Example 0.39 Roots of a polynomial function

The polynomial function $P(x) = 24x - 50x^2 + 35x^3 - 10x^4 + x^5$ has the following 5 roots: $x_0 = 0$, $x_1 = 1$, $x_2 = 2$, $x_3 = 3$, $x_4 = 4$. In the following graph of $P(x)$ the roots are shown as black dots.



The maximum number of **real** roots of a polynomial function with degree $n \geq 1$ is n , e.g. a polynomial of degree $n = 4$ has at most 4 real roots. This statement is a consequence of a very important theorem called **the fundamental theorem of algebra**, which due to its importance we will mention here without proof:

Theorem 0.1 The fundamental theorem of algebra

For any $n \geq 1$, the polynomial function $P(z) = a_0 + a_1z + a_2z^2 + \cdots + a_nz^n$, where $a_0, a_1, a_2, \dots, a_n$ are all **complex numbers** and $a_n \neq 0$, has n complex roots.

Given a polynomial function $P(x)$ with n roots r_1, r_2, \dots, r_n , the function can be written as a product of terms of the form $x - r_i$ (up to a constant), e.g. the polynomial function of degree $n = 3$ with roots $-1, 1, 2$ can be written as

$$P(x) = (x + 1)(x - 1)(x - 2) = x^3 - 2x^2 - x + 2. \quad (0.3.4)$$

Example 0.40 Higher order polynomial functions

The following are the graphs of high-order polynomial functions ($n = 3, 4, 5, 6$):



As can be seen in ??, the maximal number of ‘bends’ in a polynomial function of order n is $n - 1$ (i.e. one less than the order of the function).

We will continue to explore polynomial functions in more details in future chapters.

0.4 EXPONENTIAL AND LOGARITHMIC FUNCTIONS

In the previous section we dealt with functions composed of integer powers of x . We will now shortly focus on functions where x is in the power itself and their inverse functions.

An **exponential function**, or simply an **exponential**, is a real function of the type

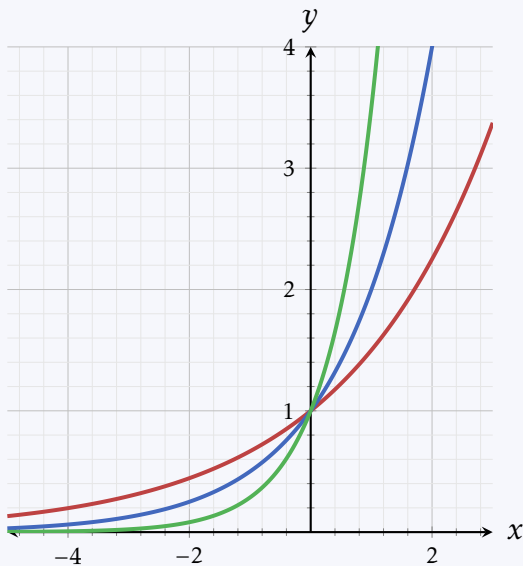
$$f(x) = b^x, \quad (0.4.1)$$

where $b > 0$ is called the **base** of the exponentiation, and x the exponential. All exponents, regardless of base, are always positive. In addition, all exponents pass through the point $(0, 1)$ since $b^0 = 1$ for any real positive number, and through the point $(1, b)$

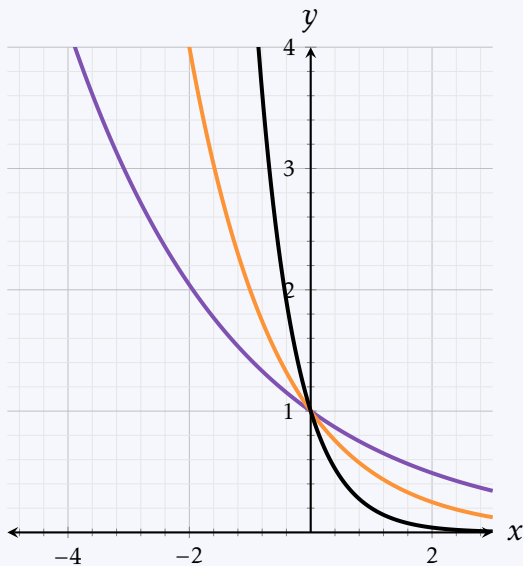
since $b^1 = b$. When $b > 1$ the function is increasing on \mathbb{R} , while for $b < 1$ the function is descending on \mathbb{R} .

Example 0.41 Exponential functions

The following are graphs of the exponential functions 1.5^x , 2^x and 3.5^x :



And the following are graphs of the exponential functions 0.7^x , 0.5^x and 0.2^x :



As a reminder, the following are two well known properties of exponents: given a base

$b > 0$,

$$b^{-x} = \frac{1}{b^x}, \quad (0.4.2)$$

$$b^x b^y = b^{x+y}. \quad (0.4.3)$$

A special base for exponential functions is the real, non-algebraic number e . This number has many names, among them is **Euler's number**, but in the constant of exponentials it is known as the **natural base**. Its exact value is not entirely important for the moment: it is about 2.718, and in any case it is not possible to write it as there it has infinitely many digits after the period. It is very common across different fields of mathematics and science to write $\exp(x)$ instead of e^x .

The inverse function to exponentials are the **logarithmic functions** (or simply **logarithms**), i.e. for any real $b > 0$, $b \neq 1$,

$$\log_b(b^x) = b^{\log_b(x)} = x. \quad (0.4.4)$$

In essence, the logarithm in base b of a number x answers the question “*what is the number a for which $b^a = x$?*”. Being the inverses of exponential functions, all logarithms go through the point $(1, 0)$, and each also passes through its own point $(b, 1)$.

Example 0.42 Logarithmic functions

The following are graphs of the logarithmic functions $\log_{1.5}(x)$, $\log_2(x)$ and $\log_{3.5}(x)$:



...and the following are graphs of the exponential functions $\log_{0.75}(x)$, $\log_{0.5}(x)$ and $\log_{0.2}(x)$:



A useful property of logarithms is that they can help reduce ranges spanning several orders of magnitude to numbers humans can deal with. The easiest way to see this is using $b = 10$: $10^1 = 10$, and so $\log_{10}(10) = 1$. $10^2 = 100$, and so $\log_{10}(100) = 2$. $10^3 = 1000$, and so $\log_{10}(1000) = 3$, etc. The value of the logarithm goes by 1 for each raise in order of magnitude of its argument.

Therefore, if we have some measurement x which can hold values spanning several orders of magnitude (say $x \in [3, 1500000000]$), then it can sometimes be useful to use instead the logarithmic value of x (which in our case would span the range $\log_{10}(x) \in [0.477, 9.176]$). This is done in many fields of science, for example some definitions of entropy¹, acid dissociation constants², pH³ and more.

Example 0.43 Logarithms as evaluating orders of magnitude

In the following graph of $\log_2(x)$, each increase by power of two in x (i.e. $x = 1, 2, 4, 8, 16, \dots$) yields only a single increase in y (i.e. $y = 0, 1, 2, 3, 4, \dots$). This shows how logarithms shift our perspective from absolute values to orders of magnitude.

¹ $S = k_B \log(\Omega)$

² $\text{p}K_a = -\log(K_{\text{diss}})$

³ $\text{pH} = -\log([\text{H}^+])$



Using the definition of the logarithmic function $\log_b(x)$ (Equation 0.4.4) and the product rule for exponentials (Equation 0.4.3), a similar rule can be derived for logarithms. Let $x, y > 0$ and $b > 0, b \neq 1$ all be real numbers. We define

$$\log_b(x) = M, \log_b(y) = N, \quad (0.4.5)$$

which means

$$b^M = x, b^N = y. \quad (0.4.6)$$

From Equation 0.4.3 we know that

$$xy = b^M b^N = b^{M+N}, \quad (0.4.7)$$

and by re-applying the definition of logarithmic functions we get that

$$\log_b(xy) = M + N = \log_b(x) + \log_b(y). \quad (0.4.8)$$

Similarly to Equation 0.4.8, division yields subtraction:

$$\log_b\left(\frac{x}{y}\right) = \log_b(x) - \log_b(y). \quad (0.4.9)$$

Equations 0.4.8 and 0.4.9 reveal another valuable property of logarithms: they reduce multiplication to addition (and subsequently division to subtraction). While today this property doesn't seem very impressive, in pre-computers days it helped carrying on complicated calculations, using tables of pre-calculated logarithms (called simply **logarithm tables**) - a sight rarely seen today.

Taking one step forward in regards to reduction of operations, logarithms reduce powers to multiplication:

$$\log_b(x^k) = k \log_b(x). \quad (0.4.10)$$

for any $k \in \mathbb{R}$.

(TBW: proving this will be in the chapter questions to the reader)

Any logarithm $\log_b(x)$ can be expressed using another base, i.e. $\log_a(x)$ (where $a > 0$, $a \neq 1$) using the following formula:

$$\log_a(x) = \log_b(x) \cdot \log_a(b). \quad (0.4.11)$$

(TBW: proving this too will be a question to the reader)

Example 0.44 Changing logarithm base

Expressing $\log_4(x)$ in terms of $\log_2(x)$:

$$\log_4(x) = \log_2(x) \cdot \underbrace{\log_4(2)}_{=\frac{1}{2}} = \frac{1}{2} \log_2(x).$$



Much like with exponentials, the number e plays an important role when it comes to logarithms, for reasons that are discussed in the calculus chapter (ref). For now, we will just mention that $\log_e(x)$ gets a special notation: $\ln(x)$, which stands for **natural logarithm**. This notation is mainly used in applied mathematics and science, while in pure mathematics the notation is simply $\log(x)$, i.e. without mentioning the base ⁴.

For reason we will see in the calculus chapter, it is relatively simple to calculate both the exponential and logarithm in base e . Therefore, many operations in modern computations are actually done using these functions, for example calculating logarithms in other bases:

$$\log_b(x) = \frac{\ln(x)}{\ln(b)}. \quad (0.4.12)$$

Another operation commonly using both e^x and $\ln(x)$ is raising a real number a to a real power b : using the properties of both exponential and logarithmic functions, any such power can be expressed as

$$a^b = e^{b \ln(a)}. \quad (0.4.13)$$

0.5 TRIGONOMETRIC FUNCTIONS

0.5.1 Basic Definitions

Consider a **right triangle** $\triangle ABC$ with sides a, b , and Hypotenuse c , where the angle $\angle ACB$ is 90° , and the angle $\angle BAC$ is denoted as α :

⁴Depending on convention and context, this notation can refer to logarithm in any other base, most commonly $\log_{10}(x)$ and $\log_2(x)$.



We use the ratios between the three sides of the triangle to define three functions of α :

- The **sine** of the angle α is $\sin(\alpha) = \frac{a}{c}$,
- the **cosine** of the angle α is $\cos(\alpha) = \frac{b}{c}$, and
- the **tangent** of the angle α is $\tan(\alpha) = \frac{a}{b}$, which in turn is equal to $\frac{\sin(\alpha)}{\cos(\alpha)}$.

We can rearrange the above definitions:

$$\begin{aligned} a &= c \sin(\alpha), \\ b &= c \cos(\alpha). \end{aligned} \tag{0.5.1}$$

Normally, the Hypotenuse is the longest side of a right triangle. We will consider here the two edge cases where one of the sides a or b is equal to the Hypotenuse (and the other side is thus 0):

- if $a = c$ then $\alpha = 90^\circ$,
- if $b = c$ then $\alpha = 0^\circ$.

The possible length of a is therefore in the range $0 \leq a \leq c$, which means that $0 \leq \frac{a}{c} \leq 1$. Since $\sin(\alpha) = \frac{a}{c}$ this means that the image of $\sin(\alpha)$ is $[0, 1]$. The same idea is also true for b , and therefore $[0, 1]$ is the image of $\cos(\alpha)$ as well.

As a reminder, the **Pythagorean theorem**⁵ states that for a right triangle with sides a, b and c ,

$$a^2 + b^2 = c^2. \tag{0.5.2}$$

By substituting **Equation 0.5.1** into the Pythagorean theorem we get

$$\begin{aligned} c^2 &= a^2 + b^2 \\ &= [c \sin(\alpha)]^2 + [c \cos(\alpha)]^2 \end{aligned}$$

⁵It's worth mentioning that no three positive integers a, b , and c satisfy the equation $a^n + b^n = c^n$ for any integer value of $n > 2$. This can be proven, however the proof is too large to fit in the footnotes.

$$\begin{aligned}
&= c^2 \sin^2(\alpha) + c^2 \cos^2(\alpha) \\
&= c^2 [\sin^2(\alpha) + \cos^2(\alpha)],
\end{aligned}$$

and therefore

$$\sin^2(x) + \cos^2(x) = 1. \quad (0.5.3)$$

0.5.2 The Unit Circle

We defined $\sin(\alpha)$ and $\cos(\alpha)$ so far in way such that their domains are both $[0^\circ, 90^\circ]$, and their images are both $[0, 1]$. However, there is a simple way to extend these functions such that both their domains are \mathbb{R} , and both their images are $[-1, 1]$: by using a **unit circle**.

Figure 0.4 depicts a unit circle: it is simply a circle of radius $R = 1$, which is placed such that its center lies at the origin of a 2-dimensional axis system (i.e. at the point $O = (0, 0)$). We then draw a line from O to a point $P = (x, y)$ on the circumference of the unit circle. We call the angle between the line OP and the x -axis θ . We then draw another line, this time from the point P to a point D on the x -axis, such that PD is perpendicular to the x -axis.

The triangle $\triangle OPD$ is a right triangle. Therefore, we can use the trigonometric functions to calculate the coordinates of the point $P = (x, y)$:

$$\begin{aligned}
x &= R \cos(\theta) = \cos(\theta), \\
y &= R \sin(\theta) = \sin(\theta).
\end{aligned} \quad (0.5.4)$$

We then define $\cos(\theta)$ and $\sin(\theta)$ as a function of θ :

$$\begin{aligned}
\sin(\theta) &= y, \\
\cos(\theta) &= x.
\end{aligned} \quad (0.5.5)$$

Using this definition, the angle θ can take any value between 0° and 360° . In fact, the values of θ can be extended to any real number in degrees: any real value of degrees is equivalent to some value in the range $[0^\circ, 360^\circ]$, the first and most obvious example is that 360° is equivalent to 0° . Similarly, $-30^\circ \equiv 330^\circ$, $-180^\circ \equiv 180^\circ$, $-90^\circ \equiv 270^\circ$, etc (see **Figure 0.3**). In fact, this property makes the trigonometric functions periodic, with a period $T = 360^\circ$.

0.5.3 Radians

Using degrees to measure angles in a sphere creates an inconvenience: the domain and image of the trigonometric functions have different units. In order to measure both these magnitudes using the same unit we switch to measuring angles on a circle using **radians** instead of degrees. One radian equals the length of a single radius R of the circle (in the case of the unit circle this is always $R = 1$). We define an inner angle θ to equal one radian if the arc length it represents is equal to R (see **Figure 0.5**).

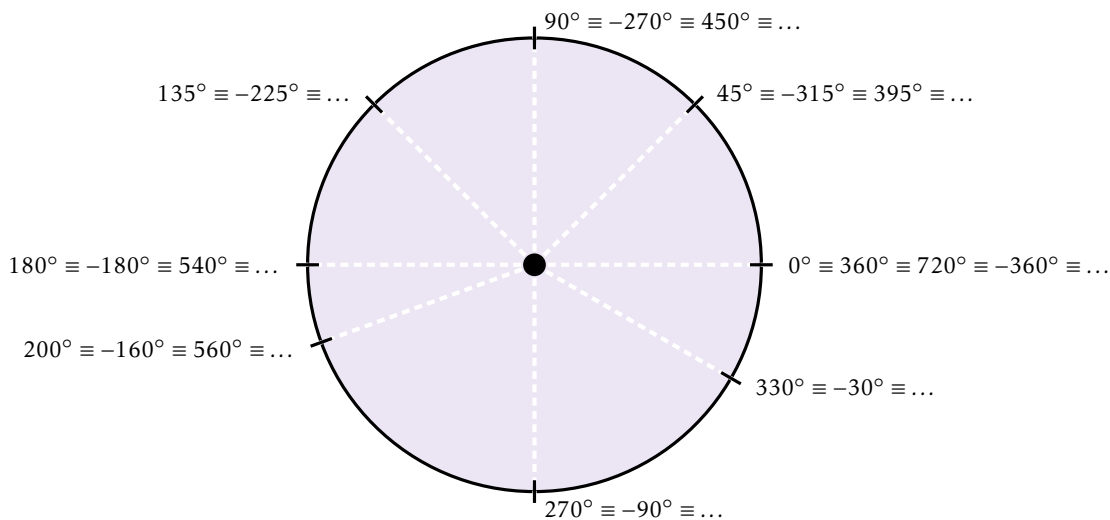


Figure 0.3 Angles equivalency on a circle.

Table 0.3 Common angles in radians, and their respective images for the three main trigonometric functions.

| θ | | $\sin(\theta)$ | $\cos(\theta)$ | $\tan(\theta)$ |
|-------------|------------------|----------------------|----------------------|----------------------|
| degrees | radians | | | |
| 0° | 0 | 0 | 1 | 0 |
| 30° | $\frac{\pi}{6}$ | $\frac{1}{2}$ | $\frac{\sqrt{3}}{2}$ | $\frac{1}{\sqrt{3}}$ |
| 45° | $\frac{\pi}{4}$ | $\frac{\sqrt{2}}{2}$ | $\frac{\sqrt{2}}{2}$ | 1 |
| 60° | $\frac{\pi}{3}$ | $\frac{\sqrt{3}}{2}$ | $\frac{1}{2}$ | $\sqrt{3}$ |
| 90° | $\frac{\pi}{2}$ | 1 | 0 | undefined |
| 180° | π | 0 | -1 | 0 |
| 270° | $\frac{3\pi}{2}$ | -1 | 0 | undefined |
| 360° | 2π | 0 | 1 | 0 |

How much is a radian in degrees? The full circumference of any circle with radius R equals $2\pi R$, which means that a single radian R is equivalent to $\frac{180^\circ}{\pi} \approx 57.3^\circ$. [Table 0.3](#) shows some common angles and their equivalent value in radians.

0.5.4 Graphs

As seen previously, the functions $\sin(x)$ and $\cos(x)$ are periodic, having both the period $T = 2\pi$. Their graphs are depicted in [Figure 0.7](#). The value of $\sin(x)$ is always equal to that of $\cos\left(x - \frac{\pi}{2}\right)$: we say that the two functions have a **phase difference** of $\pi/2$. The graph of $\tan(x)$ is depicted in [Figure 0.6](#).

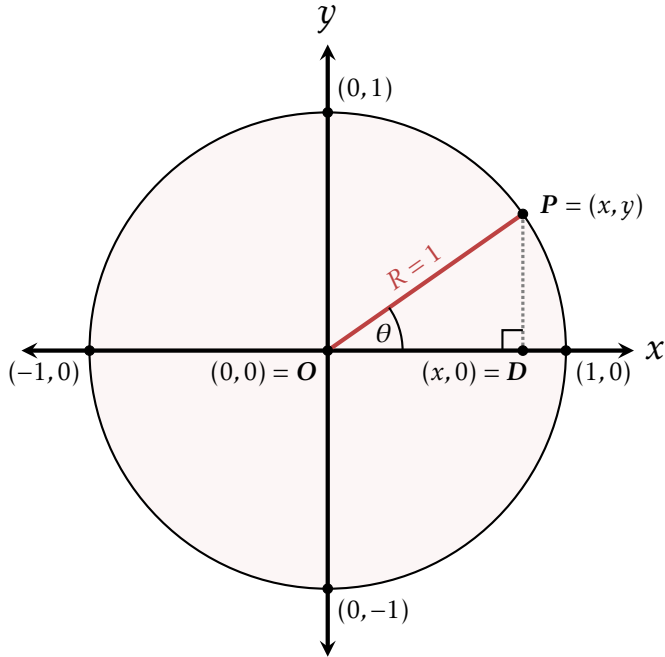


Figure 0.4 A unit circle with a point $P = (x, y)$ on its circumference. The triangle $\triangle OPD$ is a right triangle with sides $OD = x$, $OP = y$ and an angle θ opposing the side DP .



Figure 0.5 In this figure the arc AB has the same length of the radii OA and OB (all are equal to R), and therefore $\theta = 1$ radians.



Figure 0.6 The graphs of $\sin(x)$ and $\cos(x)$ for $x \in [-10, 10]$. Note how the graph of $\cos(x)$ is “lagging” behind the graph of $\sin(x)$ by $\pi/2$.



Figure 0.7 The graphs of $\tan(x)$ on the domain $[-3\pi, 3\pi]$.

0.5.5 Identities

The following are some useful facts and connections between trigonometric functions:

- Pythagorean identity:

$$\sin^2(\theta) + \cos^2(\theta) = 1 \quad (0.5.6)$$

- Symmetry/Antisymmetry:

$$\sin(-\theta) = -\sin(\theta). \quad (0.5.7)$$

$$\cos(-\theta) = \cos(\theta). \quad (0.5.8)$$

$$\tan(-\theta) = -\tan(\theta). \quad (0.5.9)$$

- Tangent from sine and cosine:

$$\tan(\theta) = \frac{\sin(\theta)}{\cos(\theta)}. \quad (0.5.10)$$

- Phase between sine and cosine:

$$\sin\left(\theta \pm \frac{\pi}{2}\right) = \pm \cos(\theta). \quad (0.5.11)$$

$$\cos\left(\theta \pm \frac{\pi}{2}\right) = \mp \sin(\theta). \quad (0.5.12)$$

- Half-period shift:

$$\sin(\theta + \pi) = -\sin(\theta). \quad (0.5.13)$$

$$\cos(\theta + \pi) = -\cos(\theta). \quad (0.5.14)$$

- Angle sum:

$$\sin(\alpha \pm \beta) = \sin(\alpha)\cos(\beta) \pm \cos(\alpha)\sin(\beta). \quad (0.5.15)$$

$$\cos(\alpha \pm \beta) = \cos(\alpha)\cos(\beta) \mp \sin(\alpha)\sin(\beta). \quad (0.5.16)$$

- Double angle:

$$\sin(2\theta) = 2\sin(\theta)\cos(\theta) = \frac{2\tan(\theta)}{1+\tan^2(\theta)}. \quad (0.5.17)$$

$$\cos(2\theta) = 1 - 2\sin^2(\theta) = \frac{1 - \tan^2(\theta)}{1 + \tan^2(\theta)}. \quad (0.5.18)$$

- Half angle:

$$\sin\left(\frac{\theta}{2}\right) = \pm \sqrt{\frac{1 - \cos(\theta)}{2}}. \quad (0.5.19)$$

$$\cos\left(\frac{\theta}{2}\right) = \pm \sqrt{\frac{1 + \cos(\theta)}{2}}. \quad (0.5.20)$$

$$\tan\left(\frac{\theta}{2}\right) = \frac{\sin(\theta)}{1 + \cos(\theta)}. \quad (0.5.21)$$



Figure 0.8 The area of a triangle using the side b as a base, and its corresponding height to the point B . The angle opposing the side A is marked as α .

- Product to sum:

$$\sin(\theta)\sin(\varphi) = \frac{1}{2} [\cos(\theta - \varphi) - \cos(\theta + \varphi)]. \quad (0.5.22)$$

$$\cos(\theta)\cos(\varphi) = \frac{1}{2} [\cos(\theta - \varphi) + \cos(\theta + \varphi)]. \quad (0.5.23)$$

$$\sin(\theta)\cos(\varphi) = \frac{1}{2} [\sin(\theta + \varphi) + \sin(\theta - \varphi)]. \quad (0.5.24)$$

$$\tan(\theta)\tan(\varphi) = \frac{\cos(\theta - \varphi) - \cos(\theta + \varphi)}{\cos(\theta - \varphi) + \cos(\theta + \varphi)}. \quad (0.5.25)$$

- Sum to product:

$$\sin(\theta) \pm \sin(\varphi) = 2 \sin\left(\frac{\theta \pm \varphi}{2}\right) \cos\left(\frac{\theta \mp \varphi}{2}\right). \quad (0.5.26)$$

$$\cos(\theta) + \cos(\varphi) = 2 \cos\left(\frac{\theta + \varphi}{2}\right) \cos\left(\frac{\theta - \varphi}{2}\right). \quad (0.5.27)$$

$$\cos(\theta) - \cos(\varphi) = -2 \cos\left(\frac{\theta + \varphi}{2}\right) \sin\left(\frac{\theta - \varphi}{2}\right). \quad (0.5.28)$$

$$\tan(\theta) \pm \tan(\varphi) = \frac{\sin(\theta \pm \varphi)}{\cos(\theta)\cos(\varphi)}. \quad (0.5.29)$$

0.5.6 Useful theorems

The area S of a triangle $\triangle ABC$ can be calculated using the length L any side of the triangle (in this context called a **base**) and the height h to its opposing vertex (see [Figure 0.8](#)):

$$S = \frac{1}{2} Lh. \quad (0.5.30)$$

The triangle with sides cbh is a right triangle, c being its hypotenuse. We can therefore infer the size of h using α :

$$h = c \sin(\alpha). \quad (0.5.31)$$

Substituting this back to [Equation 0.5.30](#) yields that the area of the triangle is

$$S = \frac{1}{2} bc \sin(\alpha). \quad (0.5.32)$$

There is nothing special about choosing the side b as a base: we can also use a or c for the calculation. This will yield, respectively,

$$S = \frac{1}{2}ac \sin(\gamma), \quad (0.5.33)$$

$$S = \frac{1}{2}ac \sin(\beta), \quad (0.5.34)$$

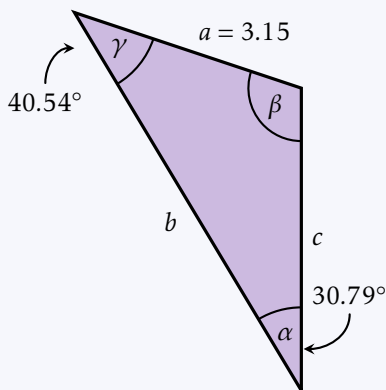
where β is the angle opposing b and γ is the angle opposing c . Since S is the same in all cases, we simply multiply each of the area equations by 2 and divide by abc , which yields

$$\frac{\sin(\alpha)}{a} = \frac{\sin(\beta)}{b} = \frac{\sin(\gamma)}{c}, \quad (0.5.35)$$

i.e. in a triangle, the ratio between any side and the sine of its opposing angle is always the same no matter which side we choose. This theorem is called the **law of sines**.

Example 0.45 Law of sines

Given the triangle $\triangle ABC$ below, what are β and b ?



Since all angles in a triangle must add up to 180° ,

$$\beta = 180^\circ - 30.79^\circ - 40.54^\circ = 108.67^\circ.$$

Using the law of sines,

$$b = \frac{a}{\sin(\alpha)} \cdot \sin(\beta) = \frac{3.15}{\sin(30.79^\circ)} \cdot \sin(108.67^\circ) \approx 5.83,$$

and

$$c = \frac{a}{\sin(\alpha)} \cdot \sin(\gamma) = \frac{3.15}{\sin(30.79^\circ)} \cdot \sin(40.54^\circ) \approx 4.$$



Note 0.8 Ambiguity of solutions

The above example reveals an issue that might arise due to the symmetrical nature of $\sin(x)$ around $x = \pi$ (180°): say we wanted to calculate β using the law of sines instead of by using $\beta = 180^\circ - \alpha - \gamma$. In this case we would solve the equation

$$\frac{\sin(\alpha)}{a} = \frac{\sin(\beta)}{b},$$

which would result in $\beta = \arcsin\left(\frac{b\sin(\alpha)}{a}\right) = \arcsin(0.95)$. However, two angles can fit this requirement: the sines of 71.34° and 108.67° are both equal to 0.95! Therefore, we must be careful when using the law of sine and make sure we always choose values that make sense (e.g. such that all angles add up to 180°).



Of course, the sine function is not unique in having its own named “Law”: another useful theorem is the so-called **law of cosines** (also **al-Kashi’s theorem**). This theorem states that given a triangle with sides a, b, c and an angle γ opposing c ,

$$c^2 = a^2 + b^2 - 2ab \cos(\gamma). \quad (0.5.36)$$

Much like the law of sines, the choice of angle does not matter, as long as we plug the correct sides to the equation: for α and β being the angles opposing to a and b respectively,

$$\begin{aligned} a^2 &= b^2 + c^2 - 2bc \cos(\alpha), \\ b^2 &= a^2 + c^2 - 2ac \cos(\beta). \end{aligned} \quad (0.5.37)$$

If the triangle in question is a right triangle then one of the angles is equal to 90° . Without loss of generality, let us assume that this is γ . Since $\cos(90^\circ) = 0$ we get that in the case of a right triangle

$$c^2 = a^2 + b^2, \quad (0.5.38)$$

i.e. we retrieve back the Pythagorean theorem.

Example 0.46 Law of cosines

Calculate all angles in the following triangle:



Using the law of cosines:

$$\begin{aligned}\cos(\gamma) &= \frac{c^2 - b^2 - a^2}{-2ab} = \frac{5.1^2 - 3.61^2 - 5^2}{-2 \cdot 5 \cdot 3.61} \approx 0.33302 \Rightarrow \gamma = 70.54^\circ, \\ \cos(\beta) &= \frac{b^2 - a^2 - c^2}{-2ac} = \frac{3.61^2 - 5^2 - 5.1^2}{-2 \cdot 5 \cdot 5.1} \approx 0.74466 \Rightarrow \beta = 41.87^\circ, \\ \cos(\alpha) &= \frac{a^2 - b^2 - c^2}{-2cb} = \frac{5^2 - 3.61^2 - 5.1^2}{-2 \cdot 5.1 \cdot 3.61} \approx 0.38135 \Rightarrow \alpha = 67.58^\circ.\end{aligned}$$



0.6 COMPLEX NUMBERS

0.6.1 Algebraic approach

Real numbers, while being extremely useful, are not complete - they can't solve all equations involving numbers. For example, the equation

$$x^2 + 1 = 0 \quad (0.6.1)$$

has no real solutions, since there can be no real number x such that $x^2 = -1$. However, we can choose to define a new number, $i = \sqrt{-1}$ and using it to build a new number system. This system is of course the set of complex numbers, \mathbb{C} . It is defined as the set of all z such that

$$z = a + ib, \quad (0.6.2)$$

where $a, b \in \mathbb{R}$ and $i = \sqrt{-1}$. We call a the **real component** of z or $\Re(z)$, and b its **imaginary component** or $\Im(z)$ ⁶. These numbers appear a lot all throughout the exact sciences (but especially in physics and engineering), so we must at the very least learn their basic properties.

It is not so obvious that we can add two different kinds of numbers together, but it works (the linear algebra chapter sheds more light on this idea). What is important is that we always keep these two parts separated. We see this when we add together two complex numbers z_1, z_2 :

$$z = z_1 + z_2 = (a_1 + b_1 i) + (a_2 + b_2 i) = (a_1 + a_2) + (b_1 + b_2) i. \quad (0.6.3)$$

The real part of z is therefore $a_1 + b_1$, and its imaginary part is $b_1 + b_2$.

What happens when we multiply two complex numbers? Let's check:

$$\begin{aligned}z &= z_1 z_2 = (a_1 + b_1 i)(a_2 + b_2 i) \\ &= a_1 a_2 + i a_1 b_2 + i a_2 b_1 + i^2 b_1 b_2 \\ &= a_1 a_2 + i a_1 b_2 + i a_2 b_1 - b_1 b_2\end{aligned}$$

⁶There is nothing more "real" about real numbers than imaginary numbers, but unfortunately that's the terminology we're stuck with "_(')_/_"

$$= (a_1 a_2 - b_1 b_2) + i(a_1 b_2 + a_2 b_1). \quad (0.6.4)$$

We see that we can still separate the real part and imaginary part of the result. What happens in the case of two real numbers? For real numbers $b = 0$, and thus Equation 0.6.4 devolves to $z = a_1 a_2 \in \mathbb{R}$, which is exactly what we expect: multiplying two real numbers yields their product, which is a real number. Notice that this doesn't happen with purely imaginary numbers: multiplying together two imaginary numbers (i.e. numbers for which $a = 0$) results in a real number. Will get to understand why this happens very soon.

When discussing real numbers sometimes we like to refer to their *magnitude*, i.e. their absolute value. With complex numbers this is defined as

$$|z| = \sqrt{a^2 + b^2}, \quad (0.6.5)$$

i.e. in a sense, to get the magnitude of a complex number we imagine its two components as being perpendicular and calculate the length of the resulting hypotenuse (cf. the Pythagorean theorem). In fact, this is one very useful interpretation of complex numbers, which we will explore in depth in the next subsection.

A very important operation that can be applied to complex numbers is **conjugation**. The conjugate of a complex number $z = a + ib$ is defined as

$$\bar{z} = a - ib, \quad (0.6.6)$$

i.e. conjugating a number is simply negating its imaginary part. When we multiply a complex number by its own complex conjugate we get

$$z\bar{z} = (a + ib)(a - ib) = a^2 + \cancel{abi} - \cancel{abi} - b^2 i^2 = a^2 + b^2, \quad (0.6.7)$$

i.e. $z\bar{z} = |z|^2$. The inverse of a complex number can be expressed as

$$z^{-1} = \frac{\bar{z}}{|z|^2}. \quad (0.6.8)$$

0.6.2 Geometric approach

As alluded to in the previous subsection, we can interpret a complex number $z = a + ib$ as two components in a 2-dimensional space (called the **complex plane**), in which the horizontal axis represents real components, and the vertical access represents imaginary components:

Drawing a line from z to a (on the real axis) creates a right triangle. We can then define θ to be the angle near the origin and r the length of the hypotenuse: We call r the **magnitude** of z , and θ its **argument**. The ranges for r and θ are, respectively, $[0, \infty)$ and $[0, 2\pi)$.

Using Equation 0.5.4 the real and imaginary components of z are

$$\begin{aligned} a &= r \cos(\theta), \\ b &= r \sin(\theta), \end{aligned} \quad (0.6.9)$$



Figure 0.9 A complex number $z = a + ib$ shown on the complex plane: the horizontal and vertical axes represent the real and imaginary components, respectively.



Figure 0.10 The same complex number z from [Figure 0.9](#) shown with its polar components $r = |z| = \sqrt{a^2 + b^2}$ and $\theta = \arctan\left(\frac{b}{a}\right)$.

and z can be re-written as

$$z = r(\cos(\theta) + i \sin(\theta)). \quad (0.6.10)$$

Which we call the **polar form** of z (contrasted with $z = a + ib$ being the **Cartesian form** of z).

Inverting the relations in Equation 0.6.9 yields the relations

$$\begin{aligned} r &= a^2 + b^2, \\ \theta &= \arctan\left(\frac{b}{a}\right). \end{aligned} \quad (0.6.11)$$

Let's examine the same properties of complex numbers shown in Equations 0.6.3, 0.6.4 and 0.6.6, and verify that they work in the polar form of complex numbers. We start with addition (Equation 0.6.3):

$$\begin{aligned} z_1 + z_2 &= r_1 [\cos(\theta_1) + i \sin(\theta_1)] + r_2 [\cos(\theta_2) + i \sin(\theta_2)] \\ &= \underbrace{r_1 \cos(\theta_1)}_{a_1} + \underbrace{r_2 \cos(\theta_2)}_{a_2} + i \underbrace{r_1 \sin(\theta_1)}_{b_1} + i \underbrace{r_2 \sin(\theta_2)}_{b_2} \\ &= (a_1 + a_2) + i(b_1 + b_2). \end{aligned} \quad (0.6.12)$$

We see that indeed, the polar form of complex numbers adheres to the addition rule in Equation 0.6.3. Next is the product rule:

$$\begin{aligned} z_1 z_2 &= r_1 [\cos(\theta_1) + i \sin(\theta_1)] \cdot r_2 [\cos(\theta_2) + i \sin(\theta_2)] \\ &= r_1 r_2 [\cos(\theta_1) \cos(\theta_2) + i \cos(\theta_1) \sin(\theta_2) + i \sin(\theta_1) \cos(\theta_2) - \sin(\theta_1) \sin(\theta_2)] \\ &= r_1 \cos(\theta_1) r_2 \cos(\theta_2) - r_1 \sin(\theta_1) r_2 \sin(\theta_2) + i [r_1 \cos(\theta_1) r_2 \sin(\theta_2) + r_1 \sin(\theta_1) r_2 \cos(\theta_2)] \\ &= (a_1 a_2 - b_1 b_2) + i(a_1 b_2 + a_2 b_1), \end{aligned} \quad (0.6.13)$$

which is indeed the result seen in Equation 0.6.4. We can also develop further the second row of Equation 0.6.13 using some trigonometry (specifically the trigonometric identities in Equation 0.5.25):

$$\begin{aligned} z_1 z_2 &= r_1 r_2 [\cos(\theta_1) \cos(\theta_2) + i \cos(\theta_1) \sin(\theta_2) + i \sin(\theta_1) \cos(\theta_2) - \sin(\theta_1) \sin(\theta_2)] \\ &= r_1 r_2 [\cos(\theta_1) \cos(\theta_2) - \sin(\theta_1) \sin(\theta_2) + i [\cos(\theta_1) \sin(\theta_2) + \sin(\theta_1) \cos(\theta_2)]] \\ &= r_1 r_2 [\cos(\theta_1 + \theta_2) + i \sin(\theta_1 + \theta_2)]. \end{aligned} \quad (0.6.14)$$

This is a very important result: it shows that multiplying a complex number z_1 by another complex number z_2 gives a complex number with magnitude $r_1 r_2$, i.e. the product of the magnitudes of the two complex numbers, and argument $\theta_1 + \theta_2$, i.e. the argument of z_1 rotated by the argument of z_2 (or vice-versa). We will consider this result in more detail soon.

In the polar form the complex conjugate of a number $z = r[\cos(\theta) + i \sin(\theta)]$ can be brought about by substituting $-\theta$ into the arguments of the trigonometric functions:

$$\begin{aligned} \bar{z} &= r[\cos(-\theta) + i \sin(-\theta)] \\ &= r[\cos(\theta) - i \sin(\theta)] \end{aligned}$$

Table 0.4 Values of e^{ix} for some useful values of x (cf. Table 0.3 for the values of $\sin(\theta)$ and $\cos(\theta)$).

| x | $\cos(x)$ | $\sin(x)$ | $z = e^{ix}$ |
|------------------|----------------------|----------------------|------------------------------|
| $\frac{\pi}{2}$ | 0 | 1 | i |
| π | -1 | 0 | -1 |
| $\frac{3\pi}{2}$ | 0 | -1 | $-i$ |
| $\frac{\pi}{3}$ | $\frac{1}{2}$ | $\frac{\sqrt{3}}{2}$ | $\frac{1}{2}(1 + i\sqrt{3})$ |
| $\frac{\pi}{4}$ | $\frac{\sqrt{2}}{2}$ | $\frac{\sqrt{2}}{2}$ | $\frac{\sqrt{2}}{2}(1 + i)$ |
| $\frac{\pi}{6}$ | $\frac{\sqrt{3}}{2}$ | $\frac{1}{2}$ | $\frac{1}{2}(\sqrt{3} + i)$ |

$$\begin{aligned}
 &= r \cos(\theta) - ir \sin(\theta) \\
 &= a - ib.
 \end{aligned} \tag{0.6.15}$$

Lastly, let's show that Equation 0.6.7 can be derived in the polar form:

$$\begin{aligned}
 z\bar{z} &= r [\cos(\theta) + i \sin(\theta)] \cdot r [\cos(\theta) - i \sin(\theta)] \\
 &= r^2 [\cos^2(\theta) - \cancel{i \cos(\theta) \sin(\theta)} + \cancel{i \sin(\theta) \cos(\theta)} + \sin^2(\theta)] \\
 &= r^2 [\sin^2(\theta) + \cos^2(\theta)] \\
 &= r^2 = a^2 + b^2.
 \end{aligned} \tag{0.6.16}$$

In 1748 Leonhard Euler published his famous work *Introduction to analysis of the infinite*⁷. In it he introduced the following relation, called **Euler's formula**:

$$e^{ix} = \sin(x) + i \cos(x). \tag{0.6.17}$$

Using Euler's formula a complex number z can be written as

$$z = re^{i\theta}. \tag{0.6.18}$$

In Table 0.4 we can see some useful complex exponentials e^{ix} . Specifically, setting $x = \pi$ yields the famous **Euler's identity**, considered by many to be one of the most beautiful equations in mathematics, as it binds together five important numbers, namely 0, 1, π , e and i :

$$e^{i\pi} + 1 = 0. \tag{0.6.19}$$

Table 0.4 also shows us the integer behaviours of i :

$$i^2 = -1, i^3 = -i, i^4 = 1, i^5 = i, i^6 = -1, i^7 = -i, \dots \tag{0.6.20}$$

⁷Latin for **Introduction to the Analysis of the Infinite**.

0.6.3 Roots of complex numbers

What is the n -th order roots of a complex number z , i.e. $\sqrt[n]{z}$? An illuminating way to approach this problem is by looking at the polar form of z . As an example, we start with the number $z = 1$ and find its 3rd order roots, i.e. all number w such that $w^3 = 1$ (spoiler alert: there are three such numbers).

Equation 0.6.14 taught us that complex numbers not only scale other numbers, but also rotate them: with real numbers the product $x \cdot y$ is equivalent to a scaling of x by y . With complex numbers the product has two components: its magnitude is the scale of x by y , and its argument is the argument of x rotated by the argument of y ⁸.

Example 0.47 Rotation using complex numbers

Let $z = 2 + 2i$ and $w = 3i$. Their polar forms are $z = 2\sqrt{2}[\cos(\pi/4) + i \sin(\pi/4)]$ and $w = 3[\cos(\pi/2) + i \sin(\pi/2)]$. Their product is

$$z \cdot w = (2 + 2i) \cdot 3i = 6i + 6i^2 = -6 + 6i,$$

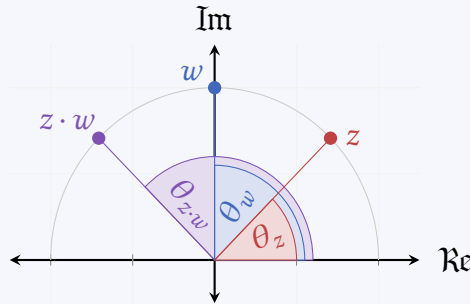
which in polar form is $6\sqrt{2}[\cos(3\pi/4) + i \sin(3\pi/4)]$. Note that

$$2\sqrt{2} \cdot 3 = 6\sqrt{2}, \text{ and}$$

$$\frac{\pi}{4} + \frac{\pi}{2} = \frac{3\pi}{4},$$

i.e. $z \cdot w$ has magnitude which is the **product** of the magnitudes of z and w , and an argument which is the **sum** of the arguments of z and w .

The figure below depict the arguments of the three numbers $z, w, z \cdot w$. Note that $\theta_{z \cdot w} = \theta_z + \theta_w$.



Note 0.9 $i^2 = -1$ from a geometric (polar) viewpoint

In polar coordinates i has magnitude 1 and argument $\frac{\pi}{2}$, i.e. multiplying by i is equivalent to rotation by $\frac{\pi}{2}$ (90°) counter clockwise. Therefore, multiplying i by

⁸Due to the commutativity of the complex product we can switch the order of z and w and get the same result.

itself, i.e. i^2 , rotates i itself by $\frac{\pi}{2}$ counter clockwise, bringing it to -1 .



In polar form $1 = \cos(0) + i \sin(0)$. Finding the arguments of the cube roots of 1 is therefore done by answering the following question: what angles θ will equal 0 (or its equivalent angles $2\pi, 4\pi, 6\pi, \dots$) when multiplied by 3? The answer is very simple: the only possible solutions are

$$\begin{aligned}\theta_1 &= 0, \\ \theta_2 &= \frac{2\pi}{3}, \\ \theta_3 &= \frac{4\pi}{3}.\end{aligned}\tag{0.6.21}$$

(any other number in the range $[0, 2\pi)$ will give the same angles)

Therefore, the three cube roots of 1 are ⁹ (Figure 0.11)

$$\begin{aligned}z_1 &= \cos(\theta_1) + i \sin(\theta_1) = \cos(0) + i \sin(0) = 1, \\ z_2 &= \cos(\theta_2) + i \sin(\theta_2) = \cos\left(\frac{2\pi}{3}\right) + i \sin\left(\frac{2\pi}{3}\right) = -0.5 + \frac{\sqrt{3}}{2}i, \\ z_3 &= \cos(\theta_3) + i \sin(\theta_3) = \cos\left(\frac{4\pi}{3}\right) + i \sin\left(\frac{4\pi}{3}\right) = -0.5 - \frac{\sqrt{3}}{2}i.\end{aligned}\tag{0.6.22}$$

The n -th degree roots of 1 will follow the same pattern for $n \in \mathbb{N}$ (see Figure 0.12): their magnitude is always 1, and the argument of the k -th root is

$$\theta_k = \frac{2\pi}{n}k.\tag{0.6.23}$$

Finding the n -th degree roots of a general complex number $z = r[\cos(\theta) + i \sin(\theta)]$ can be done in a similar fashion: all roots will have the magnitude $\sqrt[n]{r}$, and their argument θ_k will be such that multiplying it by n gives $\theta + 2\pi m$ for some integer value m , i.e.

$$\theta_k = \frac{\theta + 2\pi m}{n}.\tag{0.6.24}$$

⁹recall that $\sqrt[3]{1} = 1$, and therefore all roots have magnitude 1.



Figure 0.11 The three cube roots of $z = 1$.

0.7 EXERCISES

0.1. Write the following sets explicitly:

- (i) $\{x \in \mathbb{N} \mid 1 < x \leq 7\}$
- (ii) $\{x \in \mathbb{Z} \mid x < 5\}$
- (iii) $\{x \in \mathbb{R} \mid x^2 = -1\}$
- (iv) $\{x \in \mathbb{N} \wedge x \in \mathbb{Q}\}$
- (v) $\{x \in \mathbb{R} \mid x^2 - 3x - 4 = 0\}$
- (vi) $\{x \in \mathbb{R} \mid x < 5 \wedge x \geq 2\}$

0.2. Determine the relation between the sets:

- (i) $A = \{1, 2, 3\}$, $B = \{1, 2\}$
- (ii) $A = \emptyset$, $B = \{2, -5, \pi\}$
- (iii) $A = \mathbb{Z}$, $B = \{\pm x \mid x \in \mathbb{N} \cup \{0\}\}$
- (iv) $A = \{\pi, e, \sqrt{2}\}$, $B = \mathbb{Q}$

0.3. Write all elements in $S^2 \times W$, where $S = \{\alpha, \beta, \gamma\}$ and $W = \{x, y, z\}$. Find a condition that guarantees $S^2 \times W = W \times S^2$.

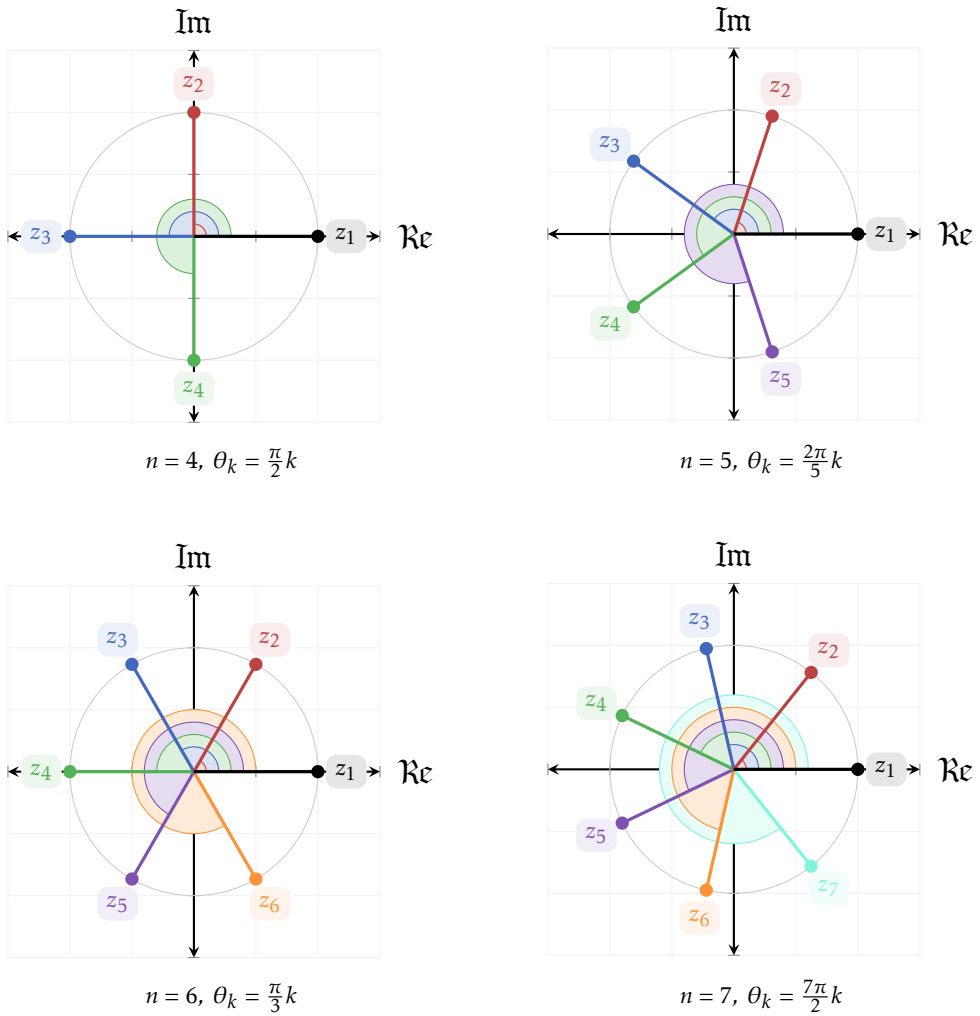


Figure 0.12 Complex n -th roots of $z = 1$ for $n = 4, 5, 6, 7$. Note that for all circles $r = 1$.

- 0.4. How many different injective functions $f : \{1, 2\} \rightarrow \{1, 2\}$ exist? How many injective functions $f : \{1, 2, 3\} \rightarrow \{1, 2, 3\}$ exist? How many inject functions $f : \{1, 2, \dots, n\} \rightarrow \{1, 2, \dots, n\}$ exist for a given $n \in \mathbb{N}$?
- 0.5. For each of the real functions below, find a set on which it is surjective (use a graphing calculator if you are not familiar with the shape of a function):

$$x^2, x^3 - 5, e^{-x^2/2}, \sin(x), \sin(x) + \cos(x), xe^x.$$

- 0.6. Given two sets A, B such that $|B| = |A| - 1$, can a bijective function $f : A \rightarrow B$ exist? Explain your answer.
- 0.7. MORE EXERCISES TO BE WRITTEN...

CHAPTER

1



LINEAR ALGEBRA

(INTUITIVE APPROACH)

Linear algebra is one of the most important and often used fields, both in theoretical and applied mathematics. It brings together the analysis of systems of linear equations and the analysis of linear functions (in this context usually called linear transformations), and is employed extensively in almost any modern mathematical field, e.g. approximation theory, vector analysis, signal analysis, error correction, 3-dimensional computer graphics and many, many more.

In this book, we divide our discussion of linear algebra into two chapters: the first (this chapter) deals with a wider, birds-eye view of the topic: it aims to give an intuitive understanding of the major ideas of the topic. For this reason, in this chapter we limit ourselves almost exclusively to discussing linear algebra using 2- and 3-dimensional analysis (and higher dimensions when relevant) using real numbers only. This allows us to first create an intuitive picture of what is linear algebra all about, and how to use correctly the tools it provides us with.

The next chapter takes the opposite approach: it builds all concepts from the ground-up, defining precisely (almost) all basic concepts and proving them rigorously,

and only then using them to build the next steps. This approach has two major advantages: it guarantees that what we build has firm foundations and does not fall apart at any future point, and it also allows us to generalize the ideas constructed during the process to such extent that they can be used as foundation to build ever newer tools we can apply in a wide range of cases.

1.1 VECTORS

1.1.1 Basics

Vectors are the fundamental objects of linear algebra: the entire field revolves around manipulation of vectors. In this chapter we deal with the so-called **real vectors**, which can be defined in a geometric way:

Definition 1.1 Real vectors

A *real vector* is an object with a **magnitude** (also called **norm**) and a **direction**.

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In this chapter we refer to real vectors simply as *vectors*.

Example 1.1 Real vectors

The following are all vectors in 2-dimensional space depicted as arrows:



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Vectors are usually denoted in one of the following ways:

- **Arrow above letter:** \vec{u} , \vec{v} , \vec{x} , \vec{a} , ...

- **Bold letter:** $\mathbf{u}, \mathbf{v}, \mathbf{x}, \mathbf{a}, \dots$
- **Bar below letter:** $\underline{u}, \underline{v}, \underline{x}, \underline{a}, \dots$

In this book we use the first notation style, i.e. an arrow above the letter. In addition vectors will almost always be denoted using lowercase Lating script.

When discussing vectors in a single context, we always consider them starting at the same point, called the **origin**, and **translating** (moving) vectors around in space does not change their properties: only their norms and directions matter.

Example 1.2 Real vectors

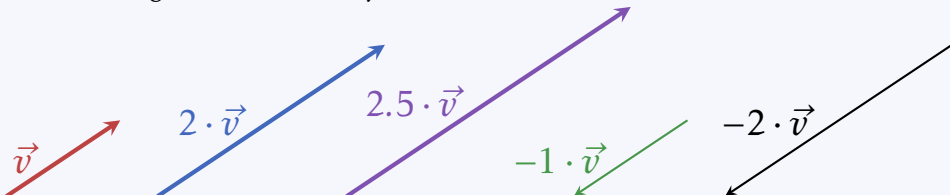
The vectors from the previous translated (moved) such that their origins all lie on the same point:



A vector can be scaled by a real number α : when this happens, its norm is multiplied by α while its direction stays the same. We call α a **scalar**.

Example 1.3 Scaling vectors

The following vector \vec{v} scaled by different scalars $\alpha = 2, 2.5, -1, -2$:



Note 1.1 Negative scale

As can be seen in the example above, when scaling a vector by a negative amount its direction reverses. However, we consider two opposing direction (i.e. directions that are 180° apart) as being the same direction.



In this book we use the following notation for the norm of a vector \vec{v} : $\|\vec{v}\|$.

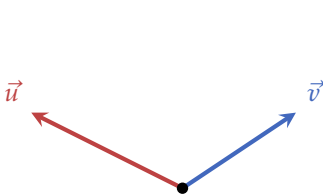
A vector \vec{v} with norm $\|\vec{v}\| = 1$ is called a **unit vector**, and is usually denoted by replacing the arrow symbol by a hat symbol: \hat{v} . Any vector (except $\vec{0}$) can be scaled into a unit vector by scaling the vector by 1 over its own norm, i.e.

$$\hat{v} = \frac{1}{\|\vec{v}\|} \vec{v}. \quad (1.1.1)$$

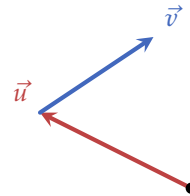
The result of normalization is a vector of unit norm which points in the same direction of the original vector.

Two vectors can be added together to yield a third vector: $\vec{u} + \vec{v} = \vec{w}$. To find \vec{w} we use the following procedure (depicted in Figure 1.1):

- 1.1. Move (translate) \vec{v} such that its origin lies on the head of \vec{u} .
- 1.2. The vector \vec{w} is the vector drawn from the origin of \vec{u} to the head of \vec{v} .



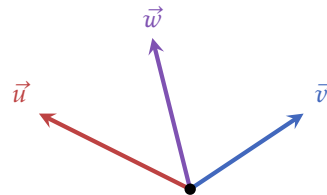
1 The vectors \vec{u} and \vec{v} .



2 Translating \vec{v} such that its origin lies at the head of \vec{u} .



3 Drawing the vector \vec{w} from the origin to the head of \vec{v} .



4 Showing all three vectors.

Figure 1.1 Vector addition.

The addition of vectors as depicted here is commutative, i.e. $\vec{u} + \vec{v} = \vec{v} + \vec{u}$. This can be seen by using the **parallelogram law of vector addition** as depicted in Figure 1.2:

drawing the two vectors \vec{u} , \vec{v} and their translated copies (each such that its origin lies on the other vector's head) results in a parallelogram.



Figure 1.2 The parallelogram law of vector addition.

An important vector is the **zero-vector**, denoted as $\vec{0}$. The zero-vector has a unique property: it is neutral in respect to vector addition, i.e. for any vector \vec{v} ,

$$\vec{v} + \vec{0} = \vec{v}. \quad (1.1.2)$$

(we also say that $\vec{0}$ is the **additive identity** in respect to vectors.)

Any vector \vec{v} always has an **opposite** vector, denoted $-\vec{v}$. The addition of a vector and its opposite always result in the zero-vector, i.e.

$$\vec{v} + (-\vec{v}) = \vec{0}. \quad (1.1.3)$$

1.1.2 Components

Vectors can be decomposed to their components, the number of which depends on the dimension of space we're using: 2-dimensional vectors can be decomposed into 2 components, 3-dimensional vectors can be decomposed into 3 components, etc. To decompose a vector, say \vec{v} , we first choose a coordinate system: the most commonly used system, and the one we will use for most of this chapter, is the Cartesian coordinate system. We place the vector in the coordinate system such that its origin lies at the origin of the system. We then draw a perpendicular line from its head to each of the axes in the system (see Figure 1.3), the point of interception on each axis is the component of the vector in that axis (we label these points v_x, v_y, v_z in the case of 2- or 3-dimensional spaces, and generally v_1, v_2, v_3, \dots). The vector can then be written as a column using these components:

$$\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}. \quad (1.1.4)$$

Note 1.2 Order of components

The order of the components of a vector is important, and should always be consistent. In the case of 2- and 3-dimensional the order is always v_x, v_y, v_z .



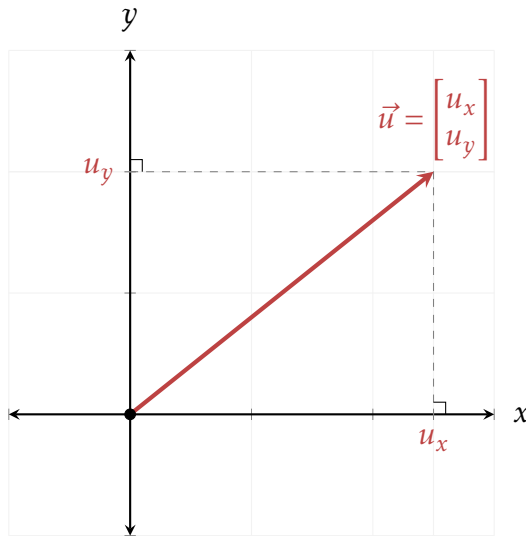
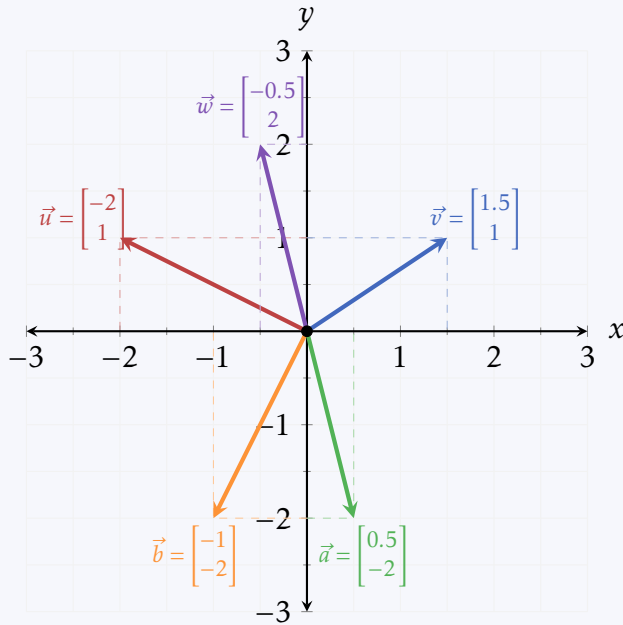


Figure 1.3 Placing a 2-dimensional vector \vec{u} on the 2-dimensional Cartesian coordinate system, showing its x - and y -components.

Example 1.4 Vector components in two dimensions

The following five 2-dimensional vectors are decomposed each into its x - and y -components:



Example 1.5 Vector components in three dimensions

The following 3-dimensional vector is decomposed into its x -, y - and z -components: (THIS NEEDS TO BE IMPROVED AND FINISHED)



The column form of a vector is essentially equivalent to an order list of n real numbers, i.e. (v_1, v_2, \dots, v_n) . Why then are we using the column form and not the list form (mostly known as **row vectors**)? In fact, we could use either form - and even using both interchangeably - and with only minor adjustments the entire chapter would stay the same as it is now. However, there are some advantages of using only a single form, and consider the other form as a different object altogether. This idea will become clear in future chapters, when discussing **covariant vectors**, **contravariant vectors**, and **tensors**. For now, we stick with the column form of vectors to stay consistent with common notation.

However, the row form of vectors highlights the space in which they exist: n -dimensional vectors live in a space we call \mathbb{R}^n . Recall from [Chapter 0](#) that the set \mathbb{R}^n is a Cartesian product made up of n times the set of real numbers, i.e.

$$\mathbb{R}^n = \underbrace{\mathbb{R} \times \mathbb{R} \times \dots \times \mathbb{R}}_n. \quad (1.1.5)$$

Each member of this set is a list of n real numbers, and their order inside the list matters - very similar to vectors, be they in row or column form. For this reason, we refer to \mathbb{R}^n as the space of n -dimensional real vectors. As mentioned, in this chapter we use \mathbb{R}^2 (the 2-dimensional real space) and \mathbb{R}^3 (the 3-dimensional real space) for most ideas and examples.

Looking at vectors in \mathbb{R}^2 , it is rather straight-forward to calculate their norm: since the origin, the head of the vector and the point v_x form a right triangle (see [Figure 1.4](#)), we can use the Pythagorean theorem to calculate the norm of the vector, which is equal to

the hypotenous of said triangle:

$$\|\vec{v}\| = \sqrt{v_x^2 + v_y^2}. \quad (1.1.6)$$



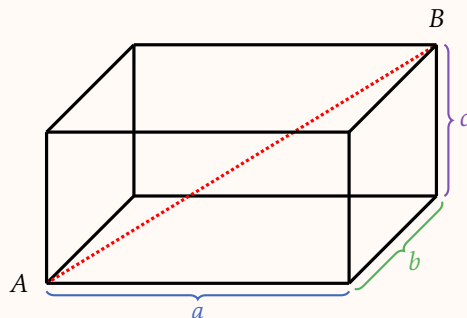
Figure 1.4 Calculating the norm of a 2-dimensional column vector.

In \mathbb{R}^3 the norm of a vector \vec{v} is similarly

$$\|\vec{v}\| = \sqrt{v_x^2 + v_y^2 + v_z^2}. \quad (1.1.7)$$

Challenge 1.1 Norm of a 3D vector

Show why [Equation 1.1.7](#) is valid, by calculating the length AB in the following figure, depicting a box of sides a , b and c :



?

Generalizing the vector norms in \mathbb{R}^2 and \mathbb{R}^3 to \mathbb{R}^n yields the following form:

$$\|\vec{v}\| = \sqrt{v_1^2 + v_2^2 + v_3^2 + \cdots + v_n^2} = \sqrt{\sum_{i=1}^n v_i^2}. \quad (1.1.8)$$

Note 1.3 Other norms

The norm shown here is called the 2-norm. There are other possible norm that can be defined, and are used in different situations, such as the 1-norm (also the called **taxicab norm**), general p -norm where $p \geq 1$ is a real number, the zero-norm, the max-norm, and many others. However, for the purpose of this chapter we use only the standard 2-norm, since it is the most useful for describing basic concepts of linear algebra and its uses.



Scaling a vector $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}$ by a real number α is done by multiplying each of its components by α , i.e.

$$\alpha \vec{v} = \begin{bmatrix} \alpha v_1 \\ \alpha v_2 \\ \vdots \\ \alpha v_n \end{bmatrix}. \quad (1.1.9)$$

We can prove Equation 1.1.9 by directly calculating the norm of a scaled vector $\vec{w} = \alpha \vec{v}$:

Proof 1.1 Scaling a column vector

Let $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}$ and $\vec{w} = \begin{bmatrix} \alpha v_1 \\ \alpha v_2 \\ \vdots \\ \alpha v_n \end{bmatrix}$, where $\alpha \in \mathbb{R}$. Then \vec{w} has the following norm:

$$\begin{aligned} \|\vec{w}\| &= \sqrt{\sum_{i=1}^n (\alpha v_i)^2} \\ &= \sqrt{(\alpha v_1)^2 + (\alpha v_2)^2 + \cdots + (\alpha v_n)^2} \\ &= \sqrt{\alpha^2 v_1^2 + \alpha^2 v_2^2 + \cdots + \alpha^2 v_n^2} \\ &= \sqrt{\alpha^2 (v_1^2 + v_2^2 + \cdots + v_n^2)} \\ &= \alpha \sqrt{v_1^2 + v_2^2 + \cdots + v_n^2} \\ &= \alpha \|\vec{v}\|. \end{aligned}$$

This shows that indeed $\vec{w} = \alpha \vec{v}$.

QED

Another idea we can prove in column form is vector normalization ([Equation 1.1.1](#)), by showing that dividing each component of a vector by its norm gives a vector of unit norm:

Proof 1.2 Norm of a vector

Let $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}$. Its norm is then $\|\vec{v}\| = \sqrt{v_1^2 + v_2^2 + \dots + v_n^2}$. Scaling \vec{v} by $\frac{1}{\|\vec{v}\|}$ yields

$$\hat{v} = \frac{1}{\|\vec{v}\|} \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix} = \frac{1}{\sqrt{v_1^2 + v_2^2 + \dots + v_n^2}} \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}$$

The norm of \hat{v} is therefore

$$\begin{aligned} \|\hat{v}\| &= \sqrt{\frac{v_1^2}{v_1^2 + v_2^2 + \dots + v_n^2} + \frac{v_2^2}{v_1^2 + v_2^2 + \dots + v_n^2} + \dots + \frac{v_n^2}{v_1^2 + v_2^2 + \dots + v_n^2}} \\ &= \sqrt{\frac{1}{v_1^2 + v_2^2 + \dots + v_n^2} (v_1^2 + v_2^2 + \dots + v_n^2)} \\ &= \sqrt{1} = 1, \end{aligned}$$

i.e. \hat{v} is indeed a unit vector.

QED

Example 1.6 Normalizing a vector

Let's normalize the vector $\vec{v} = \begin{bmatrix} 0 \\ 4 \\ -3 \end{bmatrix}$. Its norm is

$$\|\vec{v}\| = \sqrt{0^2 + 4^2 + (-3)^2} = \sqrt{0 + 16 + 9} = \sqrt{25} = 5.$$

Therefore \hat{v} (the normalized \vec{v}) is

$$\hat{v} = \begin{bmatrix} 0 \\ \frac{4}{5} \\ -\frac{3}{5} \end{bmatrix}.$$

By calculating the norm of \hat{v} directly, we can see that it is indeed a unit vector:

$$\|\hat{v}\| = \sqrt{0^2 + \frac{4^2}{5^2} + \frac{3^2}{5^2}} = \sqrt{\frac{0^2 + 4^2 + 3^2}{5^2}} = \sqrt{\frac{16 + 9}{25}} = \sqrt{\frac{25}{25}} = \sqrt{1} = 1.$$



The addition of two column vectors $\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix}$ and $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}$ is done by adding their respective components together, i.e.

$$\vec{u} + \vec{v} = \begin{bmatrix} u_1 + v_1 \\ u_2 + v_2 \\ \vdots \\ u_n + v_n \end{bmatrix}. \quad (1.1.10)$$

TBW: how this addition is the same as the one shown in [Figure 1.1](#).

Note 1.4 No addition of vectors of different number of components!

Two vectors can only be added together if they have the same number of components. The addition of vectors with different number of components is undefined.



1.1.3 Linear combinations, spans and linear dependency

As seen above, scaling a vector by a scalar results in a vector that has the same number of dimensions as the original vector. The same is true for adding two vectors: both of them must be of the same dimension, and the result is also a vector of the same dimension. Therefore, any combination of scaling and addition of vectors results in a vector of the same dimension as the original vector(s). This kind of combination is called a **linear combination**.

Let's define linear combinations a little more formally:

Definition 1.2 Linear combinations

A linear combination of n vectors $\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n$ of the same dimension, using n scalars $\alpha_1, \alpha_2, \dots, \alpha_n$, is an expression of the form

$$\vec{w} = \alpha_1 \vec{v}_1 + \alpha_2 \vec{v}_2 + \dots + \alpha_n \vec{v}_n = \sum_{i=1}^n \alpha_i \vec{v}_i. \quad (1.1.11)$$



Linear combinations of real vectors have geometric meanings: we start with the set of all linear combinations of a single vector $\vec{v} \in \mathbb{R}^n$, i.e.

$$V = \{\alpha \vec{v} \mid \alpha \in \mathbb{R}\}. \quad (1.1.12)$$

The set V represents a line in the direction of \vec{v} going through the origin (see [Figure 1.5](#)). The set V is itself a vector space of dimension 1, and as such a **subspace** of \mathbb{R}^n . We say that it is the **span** of the vector \vec{v} (i.e. the vector \vec{v} **spans** the subspace V).



Figure 1.5 The span of a single vector \vec{v} , shown as a dashed line: in \mathbb{R}^2 (left) and \mathbb{R}^3 (right).

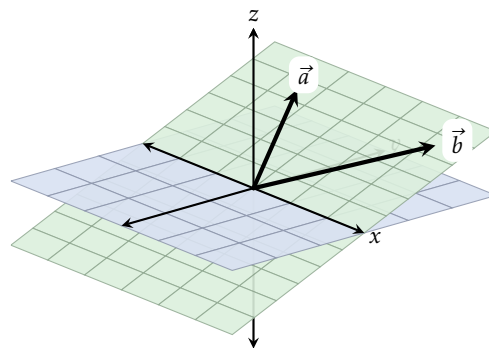


Figure 1.6 Two vectors \vec{a} and \vec{b} span a plane (colored green) in \mathbb{R}^3 . The xy -plane (i.e. $z = 0$) is shown in blue for emphasis.

Similarly, the set of all linear combinations of two vectors $\vec{u}, \vec{v} \in \mathbb{R}^n$ that are not scales of each other (i.e. there is no such $\alpha \in \mathbb{R}$ for which $\vec{v} = \alpha \vec{u}$),

$$V = \{\alpha \vec{u} + \beta \vec{v} \mid \alpha, \beta \in \mathbb{R}\}, \quad (1.1.13)$$

is a plane that goes through the origin (see Figure 1.6). Such vectors are also said to be **non-collinear**.

Example 1.7 Spanning \mathbb{R}^2 using two non-collinear vectors

Since any two non-collinear vectors span a 2-dimensional subspace of \mathbb{R}^n , in \mathbb{R}^2 this means that any vector \vec{w} can be written as a linear combination of any two

vectors \vec{u}, \vec{v} that are not a scale of each other. For example, we can take the vector

$$\vec{w} = \begin{bmatrix} 7 \\ -1 \end{bmatrix},$$

and write it as a linear combination of any two non-collinear vectors, say

$$\vec{u} = \begin{bmatrix} 2 \\ -3 \end{bmatrix}, \vec{v} = \begin{bmatrix} 0 \\ 5 \end{bmatrix}.$$

The equation which forces the relation is

$$\begin{bmatrix} 7 \\ -1 \end{bmatrix} = \alpha \begin{bmatrix} 2 \\ -3 \end{bmatrix} + \beta \begin{bmatrix} 0 \\ 5 \end{bmatrix},$$

and we should solve it for α and β . This is possible since the equation above is actually a system of two equations in two variables (namely α and β):

$$\begin{cases} 7 = 2\alpha, \\ -1 = -3\alpha + 5\beta. \end{cases}$$

The solution for the system is $\alpha = 3.5$ and $\beta = 1.9$, and therefore

$$\begin{bmatrix} 7 \\ -1 \end{bmatrix} = 3.5 \begin{bmatrix} 2 \\ -3 \end{bmatrix} + 1.9 \begin{bmatrix} 0 \\ 5 \end{bmatrix}.$$

As the reader, you should verify for yourself the above equation.



Generalizing the example above, any vector $\vec{w} = \begin{bmatrix} w_x \\ w_y \end{bmatrix}$ can be written as a linear combination of two vectors $\vec{u} = \begin{bmatrix} u_x \\ u_y \end{bmatrix}$ and $\vec{v} = \begin{bmatrix} v_x \\ v_y \end{bmatrix}$, as long as \vec{u} and \vec{v} are non-collinear. Let's prove this:

Proof 1.3 \mathbb{R}^2 is spanned by any two non-collinear vectors in \mathbb{R}^2

Let $\vec{u}, \vec{v} \in \mathbb{R}^2$ be two non-collinear vectors. Their non-collinearity means that the equation

$$\vec{u} = \alpha \vec{v} \tag{1.1.14}$$

has no solution, i.e. the system

$$\begin{cases} u_x = \alpha v_x \\ u_y = \alpha v_y \end{cases} \tag{1.1.15}$$

has no solution. The system has solution only when $u_x v_y = u_y v_x$, and so the restriction is translated to the simple equation

$$u_x v_y \neq u_y v_x. \tag{1.1.16}$$

The system which defines \vec{w} as a linear combination of \vec{u} and \vec{v} is

$$\begin{cases} w_x = \alpha u_x + \beta v_x \\ w_y = \alpha u_y + \beta v_y \end{cases} \quad (1.1.17)$$

Isolating α using the first equation yields

$$\alpha = \frac{w_x - \beta v_x}{u_x}, \quad (1.1.18)$$

and substituting it into the second equation yields

$$\beta = \frac{w_y - \alpha u_y}{v_y} = \frac{w_y - \frac{w_x - \beta v_x}{u_x} u_y}{v_y}, \quad (1.1.19)$$

which rearranges into

$$\beta = \frac{u_x w_y - u_y w_x}{u_x v_y - u_y v_x}, \quad (1.1.20)$$

and thus

$$\alpha = \frac{-v_x w_y + v_y w_x}{u_x v_y - u_y v_x}. \quad (1.1.21)$$

We can see that α and β exist iff $u_x v_y \neq u_y v_x$, which is guaranteed by [Equation 1.1.16](#). Therefore, α and β always exist when \vec{u} and \vec{v} are non-collinear, and thus any vector in \mathbb{R}^2 can be written as a linear combination of any two non-collinear vectors in \mathbb{R}^2 , i.e. any two non-collinear vectors in \mathbb{R}^2 span \mathbb{R}^2 .

QED

Going a step further, any three vectors $\vec{u}, \vec{v}, \vec{w} \in \mathbb{R}^n$ that are not coplanar span a 3-dimensional subspace of \mathbb{R}^n going through the origin. To generalize the notion of collinear and coplanar vectors to higher dimensions we introduce the concept of **linear dependency** of a set of vectors:

Definition 1.3 Linear dependent set of vectors

A set of n vectors

$$S = \{\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n\} \quad (1.1.22)$$

is said to be linearly dependent if there exist a linear combination

$$\alpha_1 \vec{v}_1 + \alpha_2 \vec{v}_2 + \dots + \alpha_n \vec{v}_n = \vec{0}, \quad (1.1.23)$$

and **at least** one the coefficients $\alpha_i \neq 0$.

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The following examples shows that the definition above reduces to colinearity and coplanary in the case of 2 and 3 vectors:

Example 1.8 Linear dependency of 2 vectors

Let \vec{u} and \vec{v} be two linearly dependent vectors in \mathbb{R}^n . Then there exist a linear combination

$$\alpha\vec{u} + \beta\vec{v} = \vec{0},$$

with either $\alpha \neq 0$ or $\beta \neq 0$ (or both). We can look at the different possible cases:

- $\alpha \neq 0, \beta = 0$: in this case $\alpha\vec{u} = \vec{0}$, i.e. $\vec{u} = \vec{0}$.
- $\alpha = 0, \beta \neq 0$: in this case $\beta\vec{v} = \vec{0}$, i.e. $\vec{v} = \vec{0}$.
- $\alpha \neq 0, \beta \neq 0$: in this case we can rearrange the equation and get

$$\vec{u} = -\frac{\beta}{\alpha}\vec{v},$$

i.e. \vec{u} and \vec{v} are scales of each other and thus are collinear.

What we learn from this is that two vectors form a linearly dependent set if at least one of the is the zero vector, or if they are collinear.

**Example 1.9 Linear dependency of 3 vectors**

Now, let \vec{u}, \vec{v} and \vec{w} be three linearly dependent vectors in \mathbb{R}^n . Then there exists a linear combination

$$\alpha\vec{u} + \beta\vec{v} + \gamma\vec{w} = \vec{0},$$

with either $\alpha \neq 0$ or $\beta \neq 0$ or $\gamma \neq 0$ or any combination where two of the coefficients are non-zero, or all of the coefficients are non-zero. Again, we look at all the possible cases:

- $\alpha \neq 0, \beta = \gamma = 0$: we get $\alpha\vec{u} = \vec{0}$, thus $\vec{u} = \vec{0}$.
- $\alpha = 0, \beta \neq 0, \gamma = 0$: we get $\beta\vec{v} = \vec{0}$, thus $\vec{v} = \vec{0}$.
- $\alpha = \beta = 0, \gamma \neq 0$: we get $\gamma\vec{w} = \vec{0}$, thus $\vec{w} = \vec{0}$.
- $\alpha \neq 0, \beta \neq 0, \gamma = 0$: we get that \vec{u} and \vec{v} are collinear, since this is exactly as the case for two linearly dependent vectors.
- $\alpha \neq 0, \beta = 0, \gamma \neq 0$: similar to the previous case, this time \vec{u} and \vec{w} are collinear.
- $\alpha = 0, \beta \neq 0, \gamma \neq 0$: similar to the previous case, this time \vec{v} and \vec{w} are collinear.
- $\alpha \neq 0, \beta \neq 0, \gamma \neq 0$: by rearranging we get

$$\vec{w} = -\frac{1}{\gamma}(\alpha\vec{u} + \beta\vec{v}),$$

i.e. \vec{w} lies on the the plane spanned by \vec{u} and \vec{v} . If we isolate \vec{u} or \vec{v} instead, we get the same result: the isolated vector is a lienar combination of the other two vectors, and thus lies on the plan spanned by these vectors.

From this example we learn that three vectors form a linearly dependent set if one or more of the vectors is the zero vector, or if any two vectors in the set are collinear, or if all three vectors are coplanar.



Just like the case of 2 and 3 vectors seen above, any set of $m \leq n$ vectors in \mathbb{R}^n that are **not** linearly dependent span an m -dimensional subspace of \mathbb{R}^n (which goes through the origin) - i.e. any vector $\vec{v} \in \mathbb{R}^n$ can be written as a linear combination of these vectors. We call such a set a **basis set** of \mathbb{R}^n .

Example 1.10 Basis sets in n dimensions

The following three vectors are non coplanar (i.e. they are linearly independent), and thus form a basis set of \mathbb{R}^3 :

$$B = \left\{ \begin{bmatrix} 0 \\ 4 \\ 5 \end{bmatrix}, \begin{bmatrix} 4 \\ 2 \\ -2 \end{bmatrix}, \begin{bmatrix} 1 \\ 0 \\ -5 \end{bmatrix} \right\}.$$

This means that any vector in \mathbb{R}^3 can be written as a linear combination of these vectors. We can show this by writing a generic vector $\vec{v} = \begin{bmatrix} x \\ y \\ z \end{bmatrix} \in \mathbb{R}^3$ as a linear combination of the vectors:

$$\vec{v} = \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \alpha \begin{bmatrix} 0 \\ 4 \\ 5 \end{bmatrix} + \beta \begin{bmatrix} 4 \\ 2 \\ -2 \end{bmatrix} + \gamma \begin{bmatrix} 1 \\ 0 \\ -5 \end{bmatrix},$$

which can be expanded to the system of equations

$$\begin{cases} x = 0\alpha + 4\beta + 1\gamma, \\ y = 4\alpha + 2\beta + 0\gamma, \\ z = 5\alpha - 2\beta - 5\gamma. \end{cases}$$

The solution of the above system gives the coefficients of the linear combination to yield any vector in \mathbb{R}^3 :

$$\begin{aligned} \alpha &= -\frac{5x}{31} + \frac{9y}{31} - \frac{z}{31}, \\ \beta &= \frac{10x}{31} - \frac{5y}{62} + \frac{2z}{31}, \\ \gamma &= -\frac{9x}{31} + \frac{10y}{31} - \frac{8z}{31}. \end{aligned}$$

For example, to yield the vector $\vec{v} = \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix}$ we substitute $x = 1$, $y = -1$, $z = 0$ into the above solutions, and get that the following coefficients are needed:

$$\alpha = -\frac{28}{62}, \beta = \frac{25}{62}, \gamma = -\frac{38}{62},$$

i.e.

$$-\frac{28}{62} \begin{bmatrix} 0 \\ 4 \\ 5 \end{bmatrix} + \frac{25}{62} \begin{bmatrix} 4 \\ 2 \\ -2 \end{bmatrix} - \frac{38}{62} \begin{bmatrix} 1 \\ 0 \\ -5 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix}.$$

(you, the reader, should verify this!)



Having described basis sets in somewhat general terms, we can now define them a bit more precisely:

Definition 1.4 Basis sets

Let B be a **linearly independent set** of vectors in \mathbb{R}^n . If any vector $\vec{v} \in \mathbb{R}^n$ can be written as a linear combination of the vectors in B , then B is called a basis set of \mathbb{R}^n . The **dimension** of B is the number of vectors in B .

π

The dimension of a basis set B of \mathbb{R}^n is always n . In fact, in a later chapter we will see that the dimension of a vector space is defined by the dimension of its basis sets, i.e. given a vector space V and a basis set $B \subseteq V$, the dimension of V is equal to $|B|$, or mathematically

$$\dim(V) = |B|. \quad (1.1.24)$$

It can be easily shown that any set of vectors in \mathbb{R}^n which has more than n vectors must be a linearly dependent set:

Proof 1.4 Sets with more than n vectors in \mathbb{R}^n

Let S be a set of $m \in \mathbb{N}$ vectors in \mathbb{R}^n , where $m > n$. Given a vector $\vec{v} \in S$ and the set of all vectors in S except \vec{v} (call this set \tilde{S}), there are two possibilities:

- \tilde{S} is a linearly dependent set in \mathbb{R}^n . In this case, the addition of \vec{v} doesn't change this fact, i.e. the set S as a whole is linearly dependent.
- The set \tilde{S} is linearly independent, and since it has n vectors it forms a basis set of \mathbb{R}^n . Therefore, \vec{v} can be written as a linear combination of the vectors in \tilde{S} , and thus the inclusion of \vec{v} in S makes S a linearly dependent set.

QED

Let us now take a vector, for example $\vec{v} = \begin{bmatrix} 1 \\ -3 \\ 7 \end{bmatrix}$, and span it by three different basis sets:

$$B_1 = \left\{ \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \right\} \quad B_2 = \left\{ \begin{bmatrix} 5 \\ 1 \\ 2 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 4 \\ -1 \\ 1 \end{bmatrix} \right\}, \quad B_3 = \left\{ \begin{bmatrix} -1 \\ 0 \\ 2 \end{bmatrix}, \begin{bmatrix} 0 \\ 2 \\ -3 \end{bmatrix}, \begin{bmatrix} 2 \\ 2 \\ 3 \end{bmatrix} \right\}.$$

As can be seen in [Figure 1.7](#), for each basis set the coefficients (colored) are different. In this context we call the coefficients the **coordinates** of \vec{v} in that basis set. In the basis set

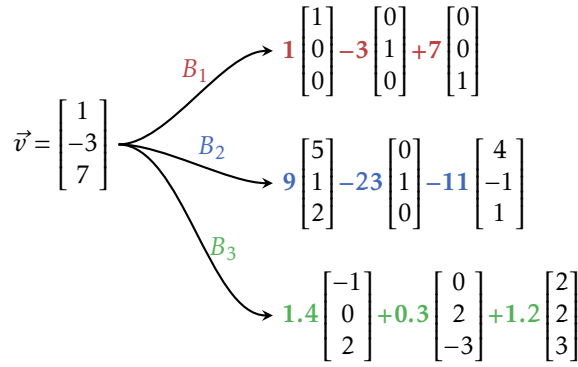


Figure 1.7 The vector $\vec{v} = \begin{bmatrix} 1 \\ -3 \\ 7 \end{bmatrix}$ spanned in three different basis sets.

$\left\{ \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \right\}$ the coordinates of \vec{v} are $(1, -3, 7)$ (as we will see next, it is not a coincidence that these are equal to its components as a column vector), and in the basis set $\left\{ \begin{bmatrix} 5 \\ 1 \\ 2 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 4 \\ -1 \\ 1 \end{bmatrix} \right\}$ its coordinates are $(9, -23, -11)$.

Changing the coordinates of a vector between different basis sets is called **basis transformation**, and is generally done using **matrices**. We will discuss this in more details in the next sections of this chapter. For now, let's look at a graphical representation of a vector being expressed in a different basis set (Figure 1.8): in the figure, we see that the vector $\vec{w} = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$ can be written in the basis set $B = \left\{ \begin{bmatrix} 2 \\ 1 \end{bmatrix}, \begin{bmatrix} -4 \\ 2 \end{bmatrix} \right\}$ using the coefficients 2 and $\frac{1}{2}$, i.e.

$$\vec{w} = \begin{bmatrix} 2 \\ 3 \end{bmatrix} = 2 \begin{bmatrix} 2 \\ 1 \end{bmatrix} + \frac{1}{2} \begin{bmatrix} -4 \\ 2 \end{bmatrix}.$$

Therefore, in the basis set B , the coordinates of \vec{w} are $(2, \frac{1}{2})$.

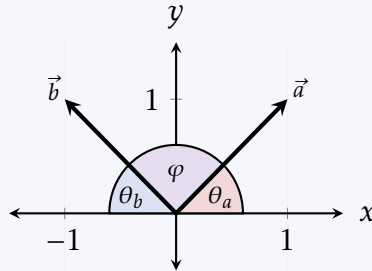
A basis set B in which all vectors are **orthogonal** (i.e. are at 90°) to each other is called a **orthogonal basis set**. If all vectors are unit vectors as well, i.e. their norms all equal to 1, the basis set is then an **orthonormal basis set**.

Example 1.11 Orthogonal and orthonormal basis sets

The vectors $\vec{a} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ and $\vec{b} = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$ are linearly independent and thus form a basis set of \mathbb{R}^2 . We can calculate their respective angles in relation to the x -axis (θ_a and θ_b) to find the angle between them (φ):



Figure 1.8 The vector $\vec{w} = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$ is spanned using the vectors $\vec{u} = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$ and $\vec{v} = \begin{bmatrix} -4 \\ 2 \end{bmatrix}$, yielding the coordinates $(2, \frac{1}{2})$ in the basis set B .



The angle of \vec{a} is

$$\theta_a = \arctan\left(\frac{a_y}{a_x}\right) = \arctan(1) = \frac{\pi}{4} (= 45^\circ).$$

Similarly, the angle α_b also equals $\frac{\pi}{4}$. Therefore, $\varphi = 2\frac{\pi}{4} = \frac{\pi}{2} (= 90^\circ)$ - i.e. \vec{a} and \vec{b} are orthogonal, and thus form an orthogonal basis set of \mathbb{R}^2 .

To get a similar *orthonormal* basis set we can simply normalize the two vectors. We start with \vec{a} : its norm is

$$\|\vec{a}\| = \sqrt{1^2 + 1^2} = \sqrt{2}.$$

Thus, the vector $\hat{a} = \frac{1}{\sqrt{2}}\vec{a} = \begin{bmatrix} \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{bmatrix}$ is a unit vector. The same argument is valid for

\vec{b} , i.e. $\hat{b} = \frac{1}{2}\vec{b} = \begin{bmatrix} -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{bmatrix}$. We therefore get that

$$\left\{ \begin{bmatrix} \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{bmatrix}, \begin{bmatrix} -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{bmatrix} \right\}$$

is an orthonormal basis set of \mathbb{R}^2 .



Challenge 1.2 Orthonormal basis sets of \mathbb{R}^2

Show that all orthonormal basis sets of \mathbb{R}^2 are rotations of the set

$$\left\{ \begin{bmatrix} \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{bmatrix}, \begin{bmatrix} -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{bmatrix} \right\}$$

as a whole (i.e. each rotation angle is applied to both vectors).



See example below for such sets in \mathbb{R}^2 and \mathbb{R}^3 .

One common orthonormal basis set in any \mathbb{R}^n is the so-called **standard basis set**. We

saw the standard basis set in \mathbb{R}^3 in [Figure 1.7](#): it is the set $B_1 = \left\{ \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \right\}$. Note

how in this set, each vector has a special structure: one of its components is 1 while the rest are 0. In the first basis vector the non-zero component is the first component of the vector, in the second basis vector it is the second component, and in the third basis vector it is the third component. In \mathbb{R}^2 the standard basis set is simply $\left\{ \begin{bmatrix} 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right\}$, and generally in \mathbb{R}^n it is

$$B = \left\{ \begin{bmatrix} 1 \\ 0 \\ 0 \\ \vdots \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \\ \vdots \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \\ \vdots \\ 0 \\ 0 \end{bmatrix}, \dots, \begin{bmatrix} 0 \\ 0 \\ 0 \\ \vdots \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 0 \\ \vdots \\ 0 \\ 1 \end{bmatrix} \right\}, \quad (1.1.25)$$

i.e. in the n -th basis vector the n -th component is 1 while the rest are 0. The standard basis vectors are generally labeled as $\hat{e}_1, \hat{e}_2, \dots, \hat{e}_n$ - they get the “hat” symbol since they are all unit length.

In \mathbb{R}^2 and \mathbb{R}^3 we give \hat{e}_1, \hat{e}_2 and \hat{e}_3 special notations: \hat{x}, \hat{y} and \hat{z} , respectively (obviously \hat{z} doesn't exist in \mathbb{R}^2). For historical reasons, these vectors are sometimes denoted in physics textbooks as \hat{i}, \hat{j} and \hat{k} .



Figure 1.9 The angle between two linearly independent vectors lies on the plane spanned by the vectors.



Figure 1.10 The projection of a vector \vec{u} onto another vector \vec{v} in the plane spanned by the two vectors.

1.1.4 The scalar product

When given two vectors $\vec{u}, \vec{v} \in \mathbb{R}^n$ it is often useful to know the angle between them: if the two vectors are linearly dependent then the angle is either $\theta = 0$ if they point in the same direction, or $\theta = \pi$ if they point in opposite directions (remember: we measure angles in radians). Otherwise, the angle θ can take any value in $(0, \pi)$. Angles are always measured on a plane, and in the case of two linearly independent vectors that plane is of course the one spanned by the two vectors (Figure 1.9).

If considering only the plane the vectors span, we can rotate it such that one of the vectors, say \vec{u} , lies horizontally (see Figure 1.10). We then drop a perpendicular line from the head of the \vec{u} to the horizontal vector \vec{v} . We call the length from the origin to the intersection point of \vec{v} and the perpendicular line the **projection** of \vec{u} onto \vec{v} , and denote it as $\text{proj}_{\vec{v}} \vec{u}$.

Since the origin, the head of \vec{u} and the intersection point of the perpendicular line with \vec{v} form a right triangle, using basic trigonometry we find that the cosine of the angle θ is

$$\cos(\theta) = \frac{\text{proj}_{\vec{v}} \vec{u}}{\|\vec{u}\|}. \quad (1.1.26)$$

We can now use this construct to define a product between \vec{u} and \vec{v} : their **scalar product**. We define it as following:

$$\vec{u} \cdot \vec{v} = \text{proj}_{\vec{v}} \vec{u} \cdot \|\vec{v}\|. \quad (1.1.27)$$

Substituting Equation 1.1.26 into Equation 1.1.27 gives a very nice relation between the scalar product of two vectors and the angle between them:

$$\cos(\theta) = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|}. \quad (1.1.28)$$

The angle between the two vectors is then isolated by applying the arccos function on the right-hand side of Equation 1.1.28. A common form of this equation is the following:

$$\vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos(\theta). \quad (1.1.29)$$

Note that the scalar product returns a number, i.e. in the terms of linear algebra - a scalar, and hence its name. Since it is commonly denoted with a dot between the two vectors, it is sometimes referred to as the **dot product**. A common notation for the scalar product is the so-called **bracket notation**:

$$\langle \vec{a}, \vec{b} \rangle.$$

Sometimes the comma in the notation is replaced by a vertical separator line:

$$\langle \vec{a} | \vec{b} \rangle.$$

This notation is very common in physics, and especially quantum physics where it is very useful and helps in simplifying many calculations. This will be discussed in more details in chapter/section TBD.

Later in the section we will examine some common properties of the scalar product, and see how we can calculate it directly from the vectors in their column form. Before we do that, let's use what we learned about the scalar product so far to solve some easy problems in the examples below.

Example 1.12 Angle between two vectors

Find the scalar product of the vectors

$$\vec{a} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \vec{b} = \begin{bmatrix} -1 \\ 1 \end{bmatrix}.$$

Solution:

As seen in Example 1.11, the angle between \vec{a} and \vec{b} is $\frac{\pi}{2}$. Therefore, their scalar product is

$$\begin{aligned} \vec{a} \cdot \vec{b} &= \|\vec{a}\| \|\vec{b}\| \cos(\theta) \\ &= \sqrt{2} \sqrt{2} \cos\left(\frac{\pi}{2}\right) \end{aligned}$$

$$= 2 \cdot 0 = 0.$$



Example 1.13 Scalar product of two vectors

Calculate the scalar product of the two vectors $\vec{u} = \begin{bmatrix} 2 \\ 3 \\ -1 \end{bmatrix}$, $\vec{v} = \begin{bmatrix} -1 \\ 0 \\ 2 \end{bmatrix}$, given that the angle between them is $\theta \approx 2.069 \approx 118.561^\circ$.

Solution:

The norms of the two vectors are

$$\begin{aligned} \|\vec{u}\| &= \sqrt{2^2 + 3^2 + (-1)^2} = \sqrt{4 + 9 + 1} = \sqrt{14} \approx 3.742, \\ \|\vec{v}\| &= \sqrt{(-1)^2 + 0^2 + 2^2} = \sqrt{1 + 4} = \sqrt{5} \approx 2.236. \end{aligned}$$

Therefore, their scalar product is

$$\vec{u} \cdot \vec{v} \approx \sqrt{14}\sqrt{5}\cos(2.069) \approx -4.$$



The scalar product of any two vectors \vec{u}, \vec{v} has two important properties:

- It is commutative, i.e. $\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$.
- Scalars can be taken out of the product, i.e. $(\alpha\vec{v}) \cdot \vec{u} = \vec{v} \cdot (\alpha\vec{u}) = \alpha(\vec{u} \cdot \vec{v})$.
- It equals zero in only one of two cases:
 - 1.1. One of the vectors (or both) is the zero vector, or
 - 1.2. The angle θ between the vectors is $\frac{\pi}{2}$, since then $\cos(\theta) = \cos\left(\frac{\pi}{2}\right) = 0$.

When the angle between two vectors is $\frac{\pi}{2}$ (remember: this is equivalent to 90°), we say that the two vectors are **orthogonal** to each other. Note that in the special case of 2- and 3-dimensional we say that the vectors are **perpendicular** to each other.

This is such an important fact that we will put effort into framing it nicely, so you (the reader) could memorize it well. How well should you memorize this? Such that if someone wakes you up in the middle of the night and asked you, you could easily repeat it¹.

¹For a humble fee, I'm willing to do this - just write me an email and we can discuss the terms ;)

$$\vec{u} \cdot \vec{v} = 0$$

$$\Updownarrow$$

\vec{u} and \vec{v} are orthogonal

Calculating the scalar product of two vectors in \mathbb{R}^n using their column form is extremely straight-forward: it is nothing more than the sum of the component-wise product of the two vectors, i.e. given

$$\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix}, \quad \vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix},$$

the scalar product $\vec{u} \cdot \vec{v}$ is

$$\vec{u} \cdot \vec{v} = u_1 v_1 + u_2 v_2 + \cdots + u_n v_n = \sum_{k=1}^n u_k v_k. \quad (1.1.30)$$

Example 1.14 Angle between two vectors

Calculate the scalar product of the two vectors $\vec{a} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ and $\vec{b} = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$ using the above formula (Equation 1.1.30).

Solution:

We simply substitute \vec{a} and \vec{b} into the equation:

$$\vec{a} \cdot \vec{b} = 1 \cdot (-1) + 1 \cdot 1 = -1 + 1 = 0,$$

which is exactly the result we got using the previous method.



Example 1.15 Scalar product of two vectors - algebraically

Calculate the scalar product $\vec{u} \cdot \vec{v}$ from Example 1.13 using Equation 1.1.30.

Solution:

$\vec{u} \cdot \vec{v} = 2 \cdot (-1) + 3 \cdot 0 + (-1) \cdot 2 = -2 - 2 = -4$,
 exactly the result we got in [Example 1.13](#).



The norm of a vector can be calculated using the scalar product: given a vector $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}$,

$$\vec{v} \cdot \vec{v} = v_1 v_1 + v_2 v_2 + \dots + v_n v_n = v_1^2 + v_2^2 + \dots + v_n^2 = \|\vec{v}\|^2. \quad (1.1.31)$$

We therefore usually define the norm in terms of the scalar product:

$$\|\vec{v}\| = \sqrt{\vec{v} \cdot \vec{v}}. \quad (1.1.32)$$

This might seem unsequential at the moment, but it will become very useful when we generalize linear algebra to more abstract vector spaces ([Chapter 3](#)).

Any vector can be **decomposed** into its projections on n orthogonal directions. In fact, this is exactly what we do when we write a vector as a linear combination of the vectors of an orthogonal basis: consider for example the vector

$$\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}.$$

It can be written as the linear combination

$$\vec{v} = v_1 \hat{e}_1 + v_2 \hat{e}_2 + \dots + v_n \hat{e}_n = \sum_{i=1}^n v_i \hat{e}_i,$$

where in turn any element v_i is the projection of \vec{v} on the basis vector \hat{e}_i :

$$v_i = \text{proj}_{\hat{e}_i} \vec{v}, \quad (1.1.33)$$

and thus the component $v_i \hat{e}_i = (\text{proj}_{\hat{e}_i} \vec{v}) \hat{e}_i$ is itself a vector of norm v_i pointing at the direction \hat{e}_i . In general, given an orthogonal basis set $B = \{\vec{b}_1, \vec{b}_2, \dots, \vec{b}_n\}$, any vector in \mathbb{R}^n can be decomposed as follows:

$$\vec{v} = \sum_{i=1}^n (\text{proj}_{\hat{b}_i} \vec{v}) \hat{b}_i. \quad (1.1.34)$$

In the case where B is an orthonormal basis set, we know that each of its vector is a unit vector (i.e. $\|\vec{b}_i\| = 1$), and using [Equation 1.1.27](#) we can re-write [Equation 1.1.34](#) as

$$\vec{v} = \sum_{i=1}^n (\vec{v} \cdot \hat{b}_i) \hat{b}_i. \quad (1.1.35)$$

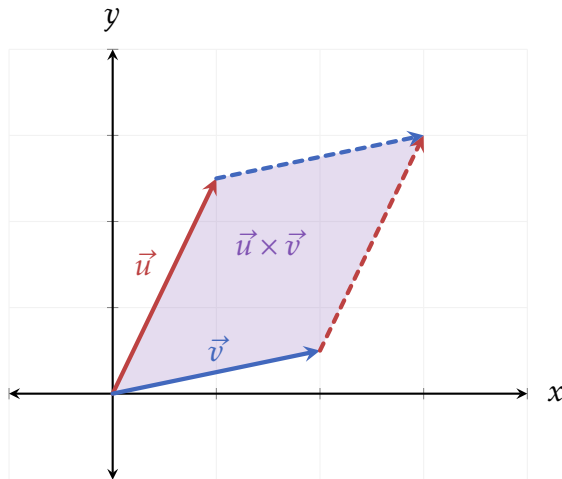


Figure 1.11 The cross product in \mathbb{R}^2 of two vectors $\vec{u} = \begin{bmatrix} a \\ b \end{bmatrix}$ and $\vec{v} = \begin{bmatrix} c \\ d \end{bmatrix}$ as the signed area of the parallelogram defined by the vectors.

Example 1.16 Decomposing a vector

EXAMPLE TBD



1.1.5 The cross product

Another commonly used product of two vectors is the so-called **cross product**. Unlike the scalar product, it is only really valid in \mathbb{R}^2 , \mathbb{R}^3 and \mathbb{R}^7 , of which we will focus on \mathbb{R}^3 and touch a bit on its uses in \mathbb{R}^2 . Also in contrast to the scalar product, the cross product in \mathbb{R}^3 results in a vector rather than a scalar - therefore the product is sometimes known as the **vector product**. The cross product uses the notation $\vec{a} \times \vec{b}$, from which it derives its name.

We start with the definition of the cross product in \mathbb{R}^2 : the cross product of two vectors $\vec{u} = \begin{bmatrix} a \\ b \end{bmatrix}$ and $\vec{v} = \begin{bmatrix} c \\ d \end{bmatrix}$ is the (signed) area of the parallelogram defined by the two vectors (see Figure 1.11).

The value of the parallelogram defined by \vec{u} and \vec{v} is

$$\vec{u} \times \vec{v} = \|\vec{u}\| \|\vec{v}\| \sin(\theta), \quad (1.1.36)$$

where θ is the angle between the vectors. This is extremely similar to the scalar product, and we can use this fact to find how to calculate the cross product from vectors in column form: if we replace \vec{u} by a vector orthogonal to it, denoted by \vec{u}^\perp , the cross product is then

$$\vec{u} \times \vec{v} = \|\vec{u}^\perp\| \|\vec{v}\| \sin\left(\theta + \frac{\pi}{2}\right), \quad (1.1.37)$$

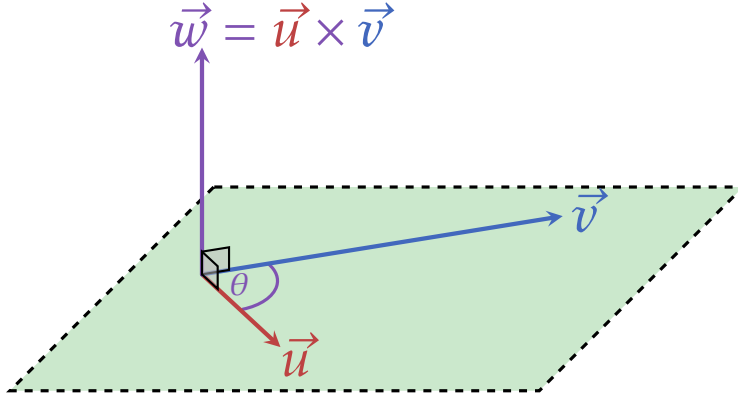


Figure 1.12 The cross product of the vectors \vec{u} and \vec{v} relative to the plane spanned by the two vectors.

since the angle between \vec{u}^\perp and \vec{v} is $\frac{\pi}{2}$ more than that between \vec{u} and \vec{v} . Using the fact that $\sin\left(\theta + \frac{\pi}{2}\right) = \cos(\theta)$, we get the equality

$$\begin{aligned}\vec{u} \times \vec{v} &= \|\vec{u}^\perp\| \|\vec{v}\| \sin\left(\theta + \frac{\pi}{2}\right) \\ &= \|\vec{u}^\perp\| \|\vec{v}\| \cos(\theta) \\ &= \vec{u}^\perp \cdot \vec{v}.\end{aligned}\tag{1.1.38}$$

In \mathbb{R}^2 , any vector $\vec{u} = \begin{bmatrix} a \\ b \end{bmatrix}$ has two vectors orthogonal to it: $\begin{bmatrix} -b \\ a \end{bmatrix}$ and $\begin{bmatrix} b \\ -a \end{bmatrix}$. Choosing the former gives

$$\vec{u} \times \vec{v} = \begin{bmatrix} -b \\ a \end{bmatrix} \cdot \begin{bmatrix} c \\ d \end{bmatrix} = -bc + ad,\tag{1.1.39}$$

while choosing the latter gives

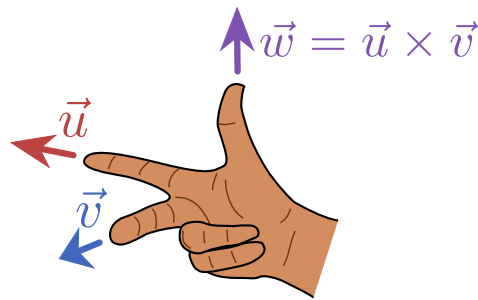
$$\vec{u} \times \vec{v} = \begin{bmatrix} b \\ -a \end{bmatrix} \cdot \begin{bmatrix} c \\ d \end{bmatrix} = bc - ad.\tag{1.1.40}$$

These two forms are the opposite of each other - i.e. if one yields the value 4, the other yields the value -4 . We will see which one is used in a moment.

On to \mathbb{R}^3 : geometrically, the cross product of two vectors $\vec{u}, \vec{v} \in \mathbb{R}^3$ is defined as a **vector** $\vec{w} \in \mathbb{R}^3$ which is **orthogonal to both** \vec{u} and \vec{v} , and with norm of the same magnitude as the product would have in \mathbb{R}^2 , i.e.

$$\|\vec{w}\| = \|\vec{u}\| \|\vec{v}\| \sin(\theta).\tag{1.1.41}$$

The direction of $\vec{u} \times \vec{v}$ is determined by the **right-hand rule**: using a person's right hand, when \vec{u} points in the direction of their index finger and \vec{v} points in the direction of their middle finger, then vector $\vec{w} = \vec{u} \times \vec{v}$ points in the direction of their thumb:



The cross product is **anti-commutative**, i.e. changing the order of the vectors results in inverting the product:

$$\vec{u} \times \vec{v} = -(\vec{v} \times \vec{u}).$$

When the vectors are given as column vectors $\vec{u} = \begin{bmatrix} u_x \\ u_y \\ u_z \end{bmatrix}$, $\vec{v} = \begin{bmatrix} v_x \\ v_y \\ v_z \end{bmatrix}$, the resulting cross product is

$$\vec{u} \times \vec{v} = \begin{pmatrix} u_y v_z - u_z v_y \\ u_z v_x - u_x v_z \\ u_x v_y - u_y v_x \end{pmatrix} \quad (1.1.42)$$

Note 1.5 The cross product of the standard basis vectors

The cross product of two of the standard basis vectors in \mathbb{R}^3 is the third basis vector. Its sign (\pm) is determined by a cyclic rule:

$$\text{sign}(\hat{e}_i \times \hat{e}_j) = \begin{cases} 1 & \text{if } (i, j) \in \{(1, 2), (2, 3), (3, 1)\}, \\ -1 & \text{if } (i, j) \in \{(3, 2), (2, 1), (1, 3)\}, \\ 0 & \text{otherwise.} \end{cases}$$



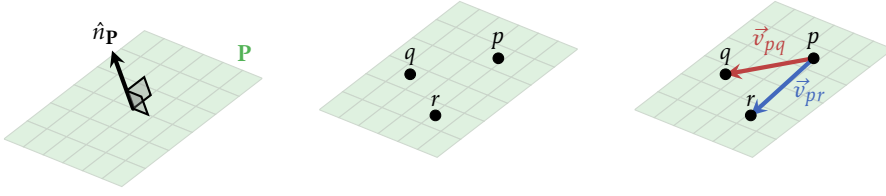
Challenge 1.3 Orthogonality of the cross product

Using component calculation and utilizing the dot product, show that $\vec{a} \times \vec{v}$ is indeed orthogonal to both \vec{a} and \vec{b} .



1.1.6 Normal vectors

A special kind of vector in \mathbb{R}^3 is the so-called **normal vector** to a plane \mathbf{P} : this vector, usually denoted as $\hat{n}_{\mathbf{P}}$, is pointing at the orthogonal direction to any vector of the plane (see XXX). Given one knows three points on the plane, its normal vector can be calculated: say the following three points in \mathbf{P} are given (for visualizing the following



- 1 The normal vector to P . 2 Finding three points on the plane. 3 Finding two vectors on the plane.

Figure 1.13 A normal vector \hat{n}_P to the plane P .

steps see YYY):

$$\begin{aligned} p &= (p_x, p_y, p_z) \\ q &= (q_x, q_y, q_z) \\ r &= (r_x, r_y, r_z), \end{aligned} \quad (1.1.43)$$

We can get two vectors lying on the plane by first considering the points as vectors, i.e.

$$\vec{p} = \begin{bmatrix} p_x \\ p_y \\ p_z \end{bmatrix}, \quad \vec{q} = \begin{bmatrix} q_x \\ q_y \\ q_z \end{bmatrix}, \quad \vec{r} = \begin{bmatrix} r_x \\ r_y \\ r_z \end{bmatrix}. \quad (1.1.44)$$

Then, we calculate two vectors on the plane by subtraction, e.g.

$$\begin{aligned} \vec{v}_{pq} &= \vec{q} - \vec{p} = \begin{bmatrix} q_x - p_x \\ q_y - p_y \\ q_z - p_z \end{bmatrix}, \\ \vec{v}_{pr} &= \vec{r} - \vec{p} = \begin{bmatrix} r_x - p_x \\ r_y - p_y \\ r_z - p_z \end{bmatrix}. \end{aligned} \quad (1.1.45)$$

The normal vector \vec{n}_P must be orthogonal to both \vec{v}_{pq} and \vec{v}_{pr} - and so we use the cross product to find its direction:

$$\vec{n}_P = \vec{v}_{pq} \times \vec{v}_{pr} = \begin{bmatrix} (q_y - p_y)(r_z - p_z) - (r_y - p_y)(q_z - p_z) \\ (p_x - q_x)(r_z - p_z) - (r_x - p_x)(q_z - p_z) \\ (q_x - p_x)(r_y - p_y) - (r_x - p_x)(p_y - q_y) \end{bmatrix}. \quad (1.1.46)$$

Normalizing \vec{n}_P will then yield the normal vector \hat{n}_P ².

²I leave this as a challenge to the reader, because I'm lazy.

Note 1.6 Sign of normal vectors

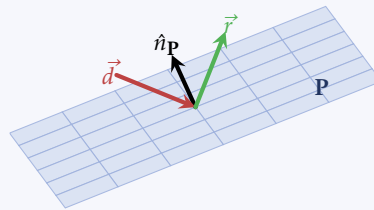
The vector $\vec{m} = -\hat{n}_P$ has all the properties of \hat{n}_P , and is indeed a normal vector to P . The choice of which of the two vectors to use depends on the application. For now, we do not elaborate on this further.



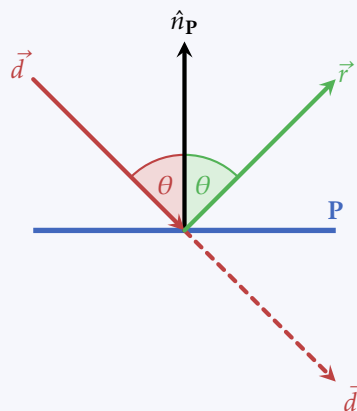
To wrap up the vectors section, we present and solve a single problem in the following example.

Example 1.17 Reflection of light rays

A ray of light hits a mirror, modelled by the plane P which is defined by the normal vector \hat{n}_P . The direction of the light ray is given by \vec{d} . What is the direction of the reflected light ray \vec{r} ? Recall that both the incident and reflected rays are at the same angle in respect to the normal vector of \hat{n}_P , and that the incident ray lies on the plane defined by \vec{d} and \hat{n}_P .



We can rotate our viewpoint of the problem, looking at P from the side and in such a way that we look head-on at the plane spanned by \hat{n}_P and \vec{d} :



(the dashed red vector in the above figure represents the vector incident ray, \vec{d} , moved such that its origin lies at the origin of the other vectors)

As with any vector, we can decompose \vec{d} to its projections on the vectors of an orthonormal basis set (Equation 1.1.35). Since we reduced the problem to two dimensions, we need a basis of two orthonormal directions: we choose one to be \hat{n}_P , and the other orthogonal to it (in the figure above it is in the horizontal direction) which we call \hat{p} . The decomposition of \vec{d} then reads:

$$\vec{d} = (\vec{d} \cdot \hat{n}_P) \hat{n}_P + (\vec{d} \cdot \hat{p}) \hat{p}.$$

Since there are only two vectors in the basis set $\{\hat{n}_P, \hat{p}\}$, we can actually write the component $(\vec{d} \cdot \hat{p}) \hat{p}$ as $\vec{d} - (\vec{d} \cdot \hat{n}_P) \hat{n}_P$, yielding a rather silly looking expression for \vec{d} :

$$\vec{d} = (\vec{d} \cdot \hat{n}_P) \hat{n}_P + [\vec{d} - (\vec{d} \cdot \hat{n}_P) \hat{n}_P].$$

However, in closer inspection the above expression is not at all silly, and is actually very similar to the reflected vector \vec{r} : since they are both of same norm and opposing directions with respect to the direction \hat{n}_P , we can write \vec{r} as

$$\vec{r} = -(\vec{d} \cdot \hat{n}_P) \hat{n}_P + [\vec{d} - (\vec{d} \cdot \hat{n}_P) \hat{n}_P].$$

From the above expressions for \vec{d} and \vec{r} we can isolate an expression for \vec{r} as a function of \vec{d} and \hat{n}_P :

$$\begin{aligned} \vec{r} &= \vec{d} - (\vec{d} \cdot \hat{n}_P) \hat{n}_P - (\vec{d} \cdot \hat{n}_P) \hat{n}_P \\ &= \vec{d} - 2(\vec{d} \cdot \hat{n}_P) \hat{n}_P. \end{aligned}$$



NOTE: ADD DISCUSSION ABOUT RIGHT- AND LEFT-HANDED SPACES/ORIENTATIONS!

1.2 LINEAR TRANSFORMATIONS

In the previous section we introduced real vectors and their most important properties. In this section we explore a special set of operations that can act on vectors, namely **linear transformations**.

Linear transformations are a special set of transformations that are relatively easy to analyze. Their use is extremely widespread all throughout different fields of mathematics and its application, e.g. (just to name a few): in computer graphics, machine learning, quantum physics and engineering.

1.2.1 Definition

As mentioned in [Chapter 0](#), a “transformation” is simply another name for a function. Thus in our context, linear transformations are some functions that act on vectors: a linear transformation T takes a vector as an input, and outputs another vector, possibly of a different dimension, i.e.

$$T : \mathbb{R}^n \rightarrow \mathbb{R}^m. \quad (1.2.1)$$

What makes linear transformations more “special” than other functions is their property of **linearity**, which entails the following two properties:

- Scalability: for any scalar α and vector \vec{v} ,

$$T(\alpha \vec{v}) = \alpha T(\vec{v}).$$

- Additivity: for any two vectors \vec{u}, \vec{v}

$$T(\vec{u} + \vec{v}) = T(\vec{u}) + T(\vec{v}).$$

Example 1.18 A linear transformation

Claim: the following $\mathbb{R}^3 \rightarrow \mathbb{R}$ transformation is linear:

$$T \left(\begin{bmatrix} x \\ y \\ z \end{bmatrix} \right) = 2x + 3y - z.$$

Proof: We can show this using the properties of linear transformations.

- Scalability: given a scalar $\alpha \in \mathbb{R}$,

$$T \left(\begin{bmatrix} \alpha x \\ \alpha y \\ \alpha z \end{bmatrix} \right) = 2(\alpha x) + 3(\alpha y) - (\alpha z) = \alpha(2x + 3y - z) = \alpha T \left(\begin{bmatrix} x \\ y \\ z \end{bmatrix} \right).$$

- Additivity: given two vectors $\vec{u} = \begin{bmatrix} u_x \\ u_y \\ u_z \end{bmatrix}$ and $\vec{v} = \begin{bmatrix} v_x \\ v_y \\ v_z \end{bmatrix}$,

$$\begin{aligned} T \left(\begin{bmatrix} u_x \\ u_y \\ u_z \end{bmatrix} + \begin{bmatrix} v_x \\ v_y \\ v_z \end{bmatrix} \right) &= T \left(\begin{bmatrix} u_x + v_x \\ u_y + v_y \\ u_z + v_z \end{bmatrix} \right) \\ &= 2(u_x + v_x) + 3(u_y + v_y) - (u_z + v_z) \\ &= T \left(\begin{bmatrix} u_x \\ u_y \\ u_z \end{bmatrix} \right) + T \left(\begin{bmatrix} v_x \\ v_y \\ v_z \end{bmatrix} \right). \end{aligned}$$



Example 1.19 A non-linear transformation

Claim: the following $\mathbb{R}^3 \rightarrow \mathbb{R}$ transformation is **not** a linear transformation:

$$T\left(\begin{bmatrix} x \\ y \\ z \end{bmatrix}\right) = 2x^2 + 3y - z.$$

Proof: this time we only need to show a single case where linearity breaks - let's choose *scalability*. Given the vector $\vec{v} = \begin{bmatrix} v_x \\ v_y \\ v_z \end{bmatrix}$, on one hand

$$T\left(\alpha \begin{bmatrix} u_x \\ u_y \\ u_z \end{bmatrix}\right) = 2(\alpha u_x)^2 + 3\alpha u_y - \alpha u_z = 2\alpha^2 u_x^2 + 3\alpha u_y - \alpha u_z.$$

On the other hand

$$\alpha T\left(\begin{bmatrix} u_x \\ u_y \\ u_z \end{bmatrix}\right) = \alpha(2u_x^2 + 3u_y - u_z) = 2\alpha u_x^2 + 3\alpha u_y - \alpha u_z.$$

For any $\alpha \notin \{0, 1\}$ we get that $T(\alpha \vec{v}) \neq \alpha T(\vec{v})$. Therefore, T is not linear.



1.2.2 Developing intuition

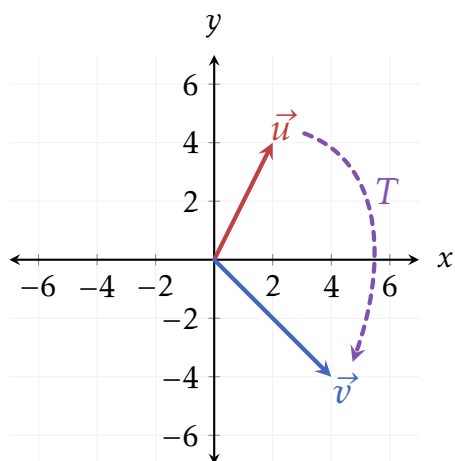
Before moving on to explore the algebraic properties of linear transformations, we first shift our focus to gain some intuition about them. Much like in the last section, we do this using graphical representations of linear transformations in \mathbb{R}^2 and \mathbb{R}^3 . We start with a single vector under transformation: let $\vec{u} = \begin{bmatrix} 2 \\ 4 \end{bmatrix}$ and $T : \mathbb{R}^2 \rightarrow \mathbb{R}^2$ defined by

$$T\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = \begin{bmatrix} 2x \\ -y \end{bmatrix}. \quad (1.2.2)$$

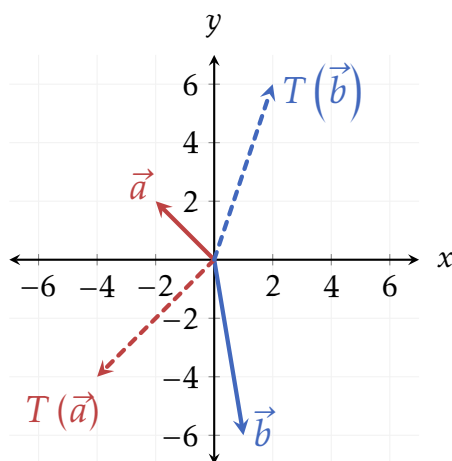
(to the reader: verify that this transformation is indeed linear)

Applying T to \vec{u} yields the vector $\vec{v} = \begin{bmatrix} 4 \\ -4 \end{bmatrix}$ (see [Figure 1.141](#)), i.e. it scales the x -component of \vec{u} by 2 and flips over its y -component.

If we take other vectors, e.g. $\vec{a} = \begin{bmatrix} -2 \\ -2 \end{bmatrix}$ and $\vec{b} = \begin{bmatrix} 1 \\ -6 \end{bmatrix}$ we see that T transforms them in the exact same manner: it scales their x -components by 2 and flips over their y -components ([Figure 1.142](#)). This is a fundamental aspect of linear transformations: they always transform all vectors in the exact same manner. We can use this fact to help visualize transformations, by looking at how they transform the entire space. For example, we can draw all grid lines and observe how they are transformed.



1 The vector $\vec{u} = \begin{bmatrix} 2 \\ 4 \end{bmatrix}$ is transformed by T yielding the vector $\vec{v} = \begin{bmatrix} 4 \\ -4 \end{bmatrix}$.



2 The vectors $\vec{a} = \begin{bmatrix} -2 \\ 2 \end{bmatrix}$ and \vec{b} are transformed by the same T .

In Figure 1.15 a schematic of \mathbb{R}^2 is shown before and after the application of a linear transformation T , by placing a transformed grid (blue) ontop of an untouched grid (gray). In this view, one can see how each point in space is transformed: assuming for example that each two adjacent grid points are 1 unit apart, the gray point at $(-2, 2)$ is transformed to where the blue point is, i.e. $(-1, 1)$ when measured using the original axes.

For comparison, Figure 1.16 shows a non linear transformation applied to \mathbb{R}^2 .

Figure 1.15 shows some important properties of linear transformation (cf. Figure 1.16):

- 1.1. The origin stays at the same place after application of the transformation, i.e. $T(\vec{0}) = \vec{0}$.
- 1.2. Parallel lines remain parallel after application of the transformation.
- 1.3. All areas are scaled by the same amount.

It is rather easy to prove the first two properties.

Proof 1.5 Two properties of linear transformations

- 1.1. Let T be a transformation that does not preserve the origin, i.e.

$$T(\vec{0}) = \vec{v} \neq \vec{0}.$$

We can scale $\vec{0}$ by a scalar $\alpha \neq 0$, which would yield

$$T(\alpha \vec{0}) = T(\vec{0}) = \vec{v}.$$

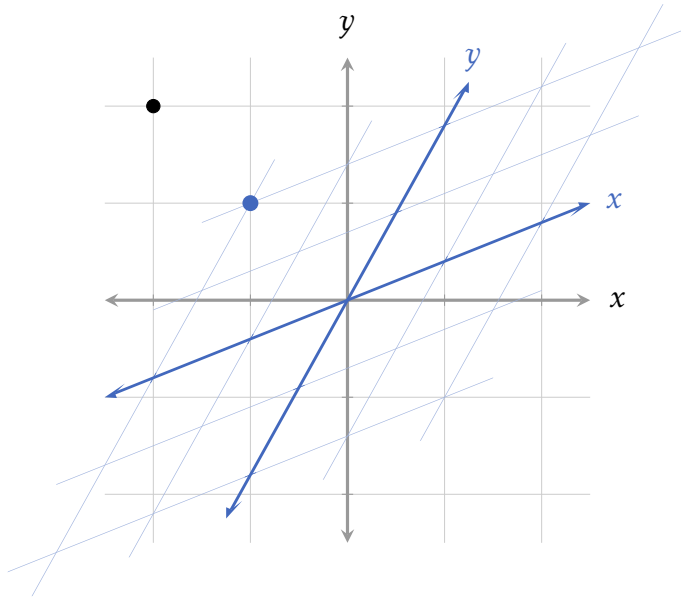


Figure 1.15 \mathbb{R}^2 after application of a linear transformation (blue), placed on top of \mathbb{R}^2 before the transformation (gray). Note the black point at the top left at $(-2, 2)$ transforming into the blue point at $(-1, 1)$.

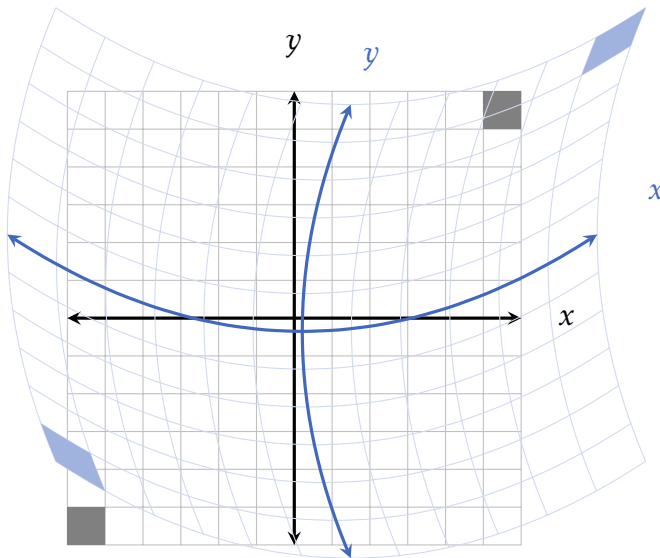


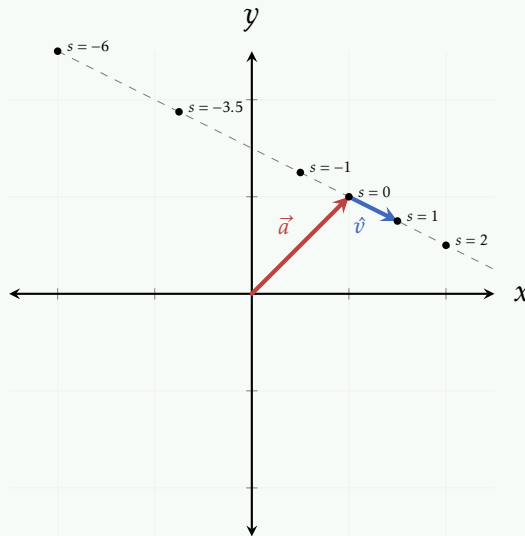
Figure 1.16 A non linear transformation applied to \mathbb{R}^2 for comparison.

However, for T to be linear we expect (due to scalability)

$$T(\alpha \vec{v}) = \alpha T(\vec{v}),$$

but since $\alpha \neq 0$ and $\vec{v} \neq \vec{0}$ this does not happen. Therefore, T can not be linear - and in turn linear transformations must preserve the origin.

- 1.2. A line is defined using a point \vec{a} , and a direction \hat{v} as the set of all the points $\{x = \vec{a} + s\hat{v}, s \in \mathbb{R}\}$:



Parallel lines have the same direction \hat{v} , i.e. $x_1 = \vec{a}_1 + s_1 \hat{v}$ and $x_2 = \vec{a}_2 + s_2 \hat{v}$ are parallel lines. Applying a linear transformation T to these lines yields (using the two defining properties of linear transformations)

$$T(x_1) = T(\vec{a}_1) + s_1 T(\hat{v}),$$

$$T(x_2) = T(\vec{a}_2) + s_2 T(\hat{v}).$$

We can see that the two right-hand side equations represent two new lines with the same direction, i.e. $T(\hat{v})$. Therefore parallel lines remain parallel under a linear transformation.

QED

We will prove the the third property (all areas are scaled by the same amount) later in the chapter.

All linear transformations in \mathbb{R}^2 can be created by composing transformations from a set of linear transformation which we will refer to as the **basic linear transformations**³. To visualize these basic transformations we apply them on a figure of a tapir⁴:

³not an official name.

⁴They are here, they are a trans tapir. Get used to it.

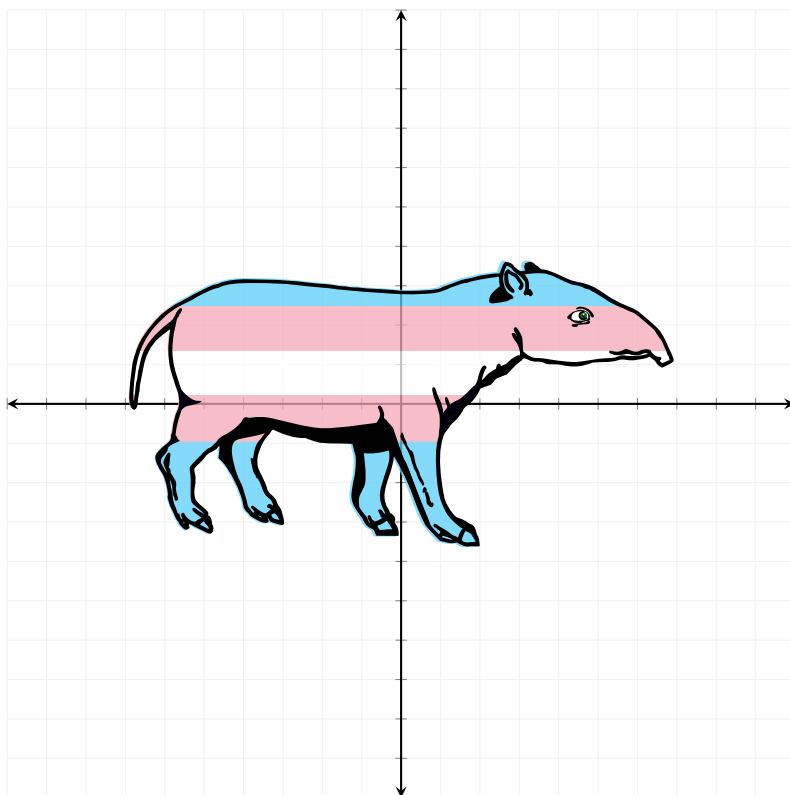


Figure 1.17 shows the basic linear transformations applied to our happy tapir.

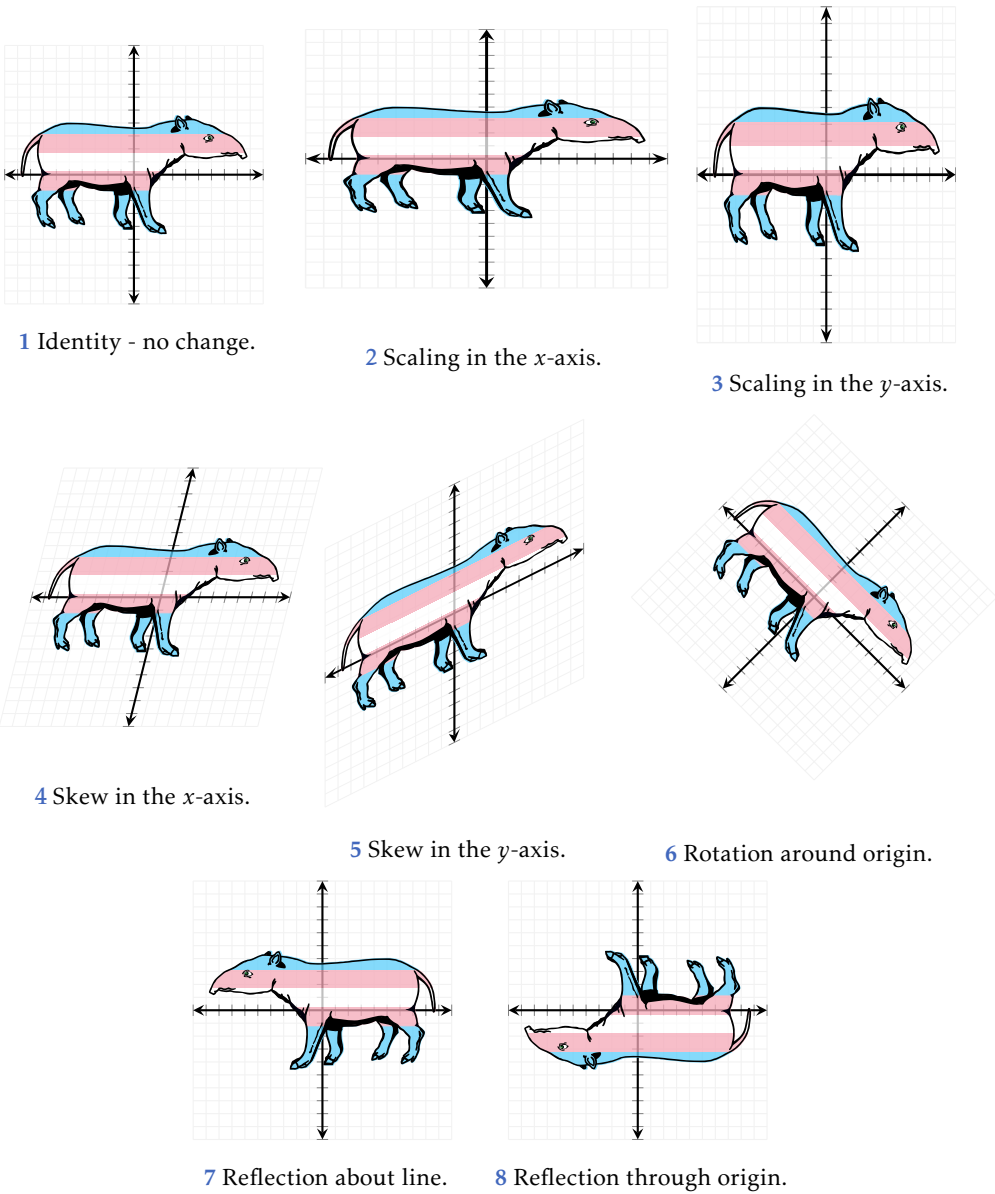


Figure 1.17 The basic linear transformations, exemplified using a very happy tapir.

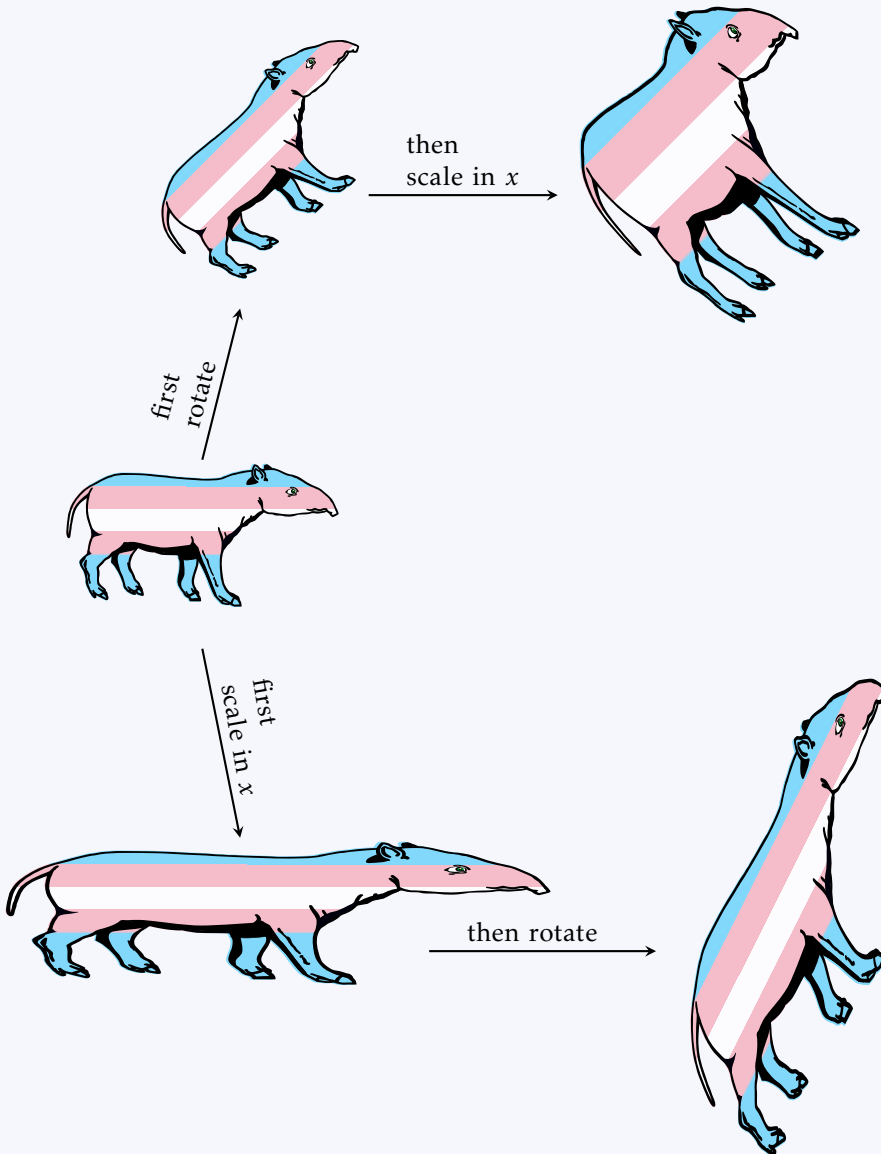
Example 1.20 Composing basic linear transformations

Given the following two linear transformations:

- 1.1. Scale by 1.5 in the x -direction,
- 1.2. Rotate by $\frac{\pi}{4}$ anti-clockwise around the origin,

two composite linear transformations can be created: first scale then rotate, and

first rotate then scale. As can be seen in the figure bellow, changing the order of composition results in a different linear transformations all together:



This is not a suprising result: in [Chapter 0](#) we learned that function composition is not a commutative operation.



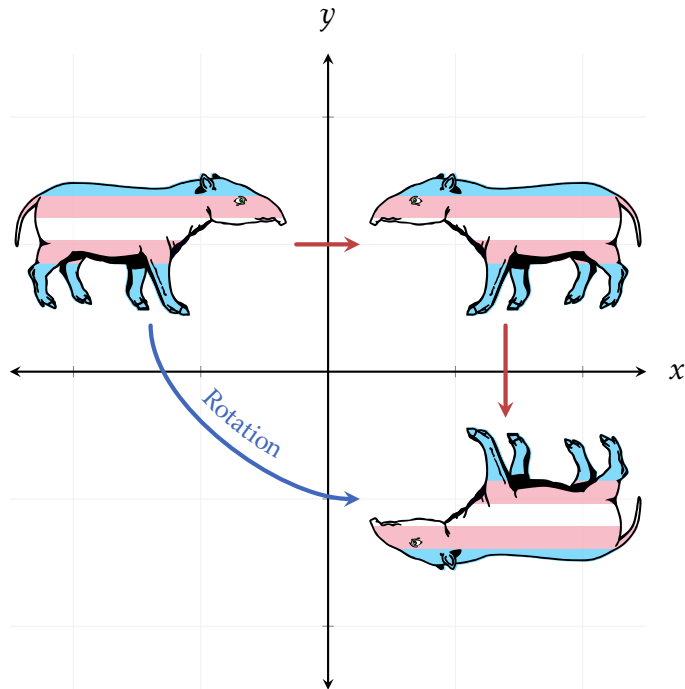


Figure 1.18 Reflection across the y -axis (red arrow) followed by a reflection across the x -axis (red arrow) results in a rotation by 180° around the origin (blue arrow).

Some of the basic linear transformations can be created as compositions of other basic linear transformations. For example, the composition of reflection across the y -axis followed by reflection across the x -axis results in a 180° rotation around the origin (see [Figure 1.18](#)).

1.2.3 3D Linear transformations

The basic linear transformations in \mathbb{R}^3 are very much similar to those in \mathbb{R}^2 with some small differences worth mentioning. For a start, scaling and skewing can be done in three different directions instead of just two directions (namely, x, y and z instead of just x and y). In addition, there are infinitely many axes of rotation: in \mathbb{R}^2 there is just a single axis (actually a point) of rotation - the origin. In \mathbb{R}^3 any line that goes through the origin can be an axis of rotation (see [Figure 1.19](#)). Lastly, there are three types of reflections: about the origin (a point), across a line going through the origin, and across a plane (see fig?).

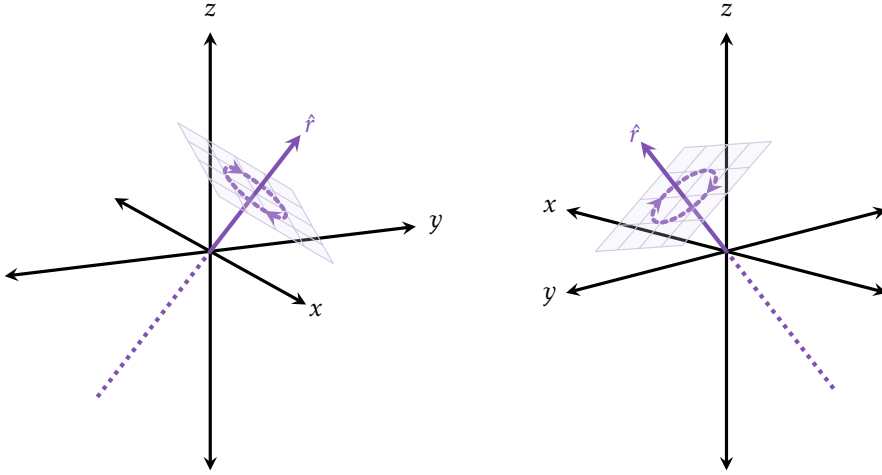


Figure 1.19 Rotation around a direction \hat{r} from two different viewpoints, showing an example of a plane orthogonal to \hat{r} on which the rotation happens.

1.3 MATRICES

In the previous section we described linear transformations in a rather abstract way: what they are, how they behave qualitatively and how they look like in 2- and 3-dimensions. In this section we introduce a numerical method of representing linear transformations: matrices.

1.3.1 Linear transformation of basis vectors

Recall that any vector $\vec{v} \in \mathbb{R}^n$ can be written as a linear combination of basis vectors $\vec{b}_1, \vec{b}_2, \dots, \vec{b}_n$:

$$\vec{v} = \sum_{i=1}^n \alpha_i \vec{b}_i = \alpha_1 \vec{b}_1 + \alpha_2 \vec{b}_2 + \dots + \alpha_n \vec{b}_n. \quad (1.3.1)$$

Applying a linear transformation T on \vec{v} yields, using the properties of linear transformations,

$$\begin{aligned} T(\vec{v}) &= T(\alpha_1 \vec{b}_1 + \alpha_2 \vec{b}_2 + \dots + \alpha_n \vec{b}_n) \\ \text{additivity} \longrightarrow &= T(\alpha_1 \vec{b}_1) + T(\alpha_2 \vec{b}_2) + \dots + T(\alpha_n \vec{b}_n) \\ \text{scalability} \longrightarrow &= \alpha_1 T(\vec{b}_1) + \alpha_2 T(\vec{b}_2) + \dots + \alpha_n T(\vec{b}_n). \end{aligned} \quad (1.3.2)$$

This result is pretty neat: it means that by knowing how a linear transformation T changes the basis vectors, we know exactly how any vector is transformed by T . This

true for any basis, and thus specifically to the standard basis, where the coefficients $\alpha_1, \alpha_2, \dots, \alpha_n$ are actually the components of the vector, i.e. v_1, v_2, \dots, v_n . Thus in the standard basis:

$$T(\vec{v}) = v_1 T(\hat{e}_1) + v_2 T(\hat{e}_2) + \dots + v_n T(\hat{e}_n). \quad (1.3.3)$$

Example 1.21 Vector transformation via a basis

Applying the transformation $T : \mathbb{R}^3 \rightarrow \mathbb{R}^3$, defined as

$$T\left(\begin{bmatrix} x \\ y \\ z \end{bmatrix}\right) = \begin{bmatrix} x + y - 2z \\ 2x + z \\ -x - y - z \end{bmatrix}$$

on the vector $\vec{v} = \begin{bmatrix} 2 \\ -1 \\ 3 \end{bmatrix}$ yields the following vector:

$$T(\vec{v}) = T\left(\begin{bmatrix} 2 \\ -1 \\ 3 \end{bmatrix}\right) = \begin{bmatrix} 2 + (-1) - 2 \cdot 3 \\ 2 \cdot 2 + 3 \\ -2 - (-1) - 3 \end{bmatrix} = \begin{bmatrix} 2 - 1 - 6 \\ 4 + 3 \\ -2 + 1 - 3 \end{bmatrix} = \begin{bmatrix} -5 \\ 7 \\ -4 \end{bmatrix}.$$

Now, let us apply T first to the three standard basis vectors $\hat{x}, \hat{y}, \hat{z}$:

$$T(\hat{x}) = T\left(\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}\right) = \begin{bmatrix} 1 + 0 - 2 \cdot 0 \\ 2 \cdot 1 + 0 \\ -1 - 0 - 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \\ -1 \end{bmatrix},$$

$$T(\hat{y}) = T\left(\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}\right) = \begin{bmatrix} 0 + 1 - 2 \cdot 0 \\ 2 \cdot 0 + 0 \\ -0 - 1 - 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ -1 \end{bmatrix},$$

$$T(\hat{z}) = T\left(\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}\right) = \begin{bmatrix} 0 + 0 - 2 \cdot 1 \\ 2 \cdot 0 + 1 \\ -0 - 0 - 1 \end{bmatrix} = \begin{bmatrix} -2 \\ 1 \\ -1 \end{bmatrix}.$$

Taking these results and applying [Equation 1.3.2](#) yields

$$\begin{aligned} T(\vec{v}) &= 2T(\hat{x}) - T(\hat{y}) + 3T(\hat{z}) \\ &= 2 \begin{bmatrix} 1 \\ 2 \\ -1 \end{bmatrix} - \begin{bmatrix} 1 \\ 0 \\ -1 \end{bmatrix} + 3 \begin{bmatrix} -2 \\ 1 \\ -1 \end{bmatrix} \\ &= \begin{bmatrix} 2 \\ 4 \\ -2 \end{bmatrix} - \begin{bmatrix} 1 \\ 0 \\ -1 \end{bmatrix} + \begin{bmatrix} -6 \\ 3 \\ -3 \end{bmatrix} \\ &= \begin{bmatrix} 2 - 1 - 6 \\ 4 - 0 + 3 \\ -2 - (-1) + (-3) \end{bmatrix} \\ &= \begin{bmatrix} -5 \\ 7 \\ -4 \end{bmatrix}, \end{aligned}$$

which is indeed what we got when we applied T directly to \vec{v} .



1.3.2 From transformations to matrices

The most general linear transformation $T : \mathbb{R}^2 \rightarrow \mathbb{R}^2$ has the following form:

$$T\left(\begin{bmatrix} x \\ y \end{bmatrix}\right) = \begin{bmatrix} ax + by \\ cx + dy \end{bmatrix}, \quad (1.3.4)$$

where $a, b, c, d \in \mathbb{R}$. If we apply this transformation to \hat{x} and \hat{y} we get, respectively,

$$T(\hat{x}) = \begin{bmatrix} a \\ c \end{bmatrix}, \quad T(\hat{y}) = \begin{bmatrix} b \\ d \end{bmatrix}. \quad (1.3.5)$$

We can now collect these two vectors to form a new structure, which we call a **matrix** (in this specific case a 2×2 matrix):

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}. \quad (1.3.6)$$

We then define the product of M with a vector $\vec{v} = \begin{bmatrix} x \\ y \end{bmatrix}$ to yield $T(\vec{v})$, i.e.

$$A\vec{v} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} ax + by \\ cx + dy \end{bmatrix}. \quad (1.3.7)$$

This definition can be re-written as following:

$$A\vec{v} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} A_1 \cdot \vec{v} \\ A_2 \cdot \vec{v} \end{bmatrix}, \quad (1.3.8)$$

i.e. the i -th component of the resulting vector is the scalar product of the i -th **row** of the matrix with the vector \vec{v} .

Example 1.22 Matrix-vector product

Some matrix-vector products:

$$\begin{bmatrix} 1 & -2 \\ 0 & 5 \end{bmatrix} \begin{bmatrix} -3 \\ 2 \end{bmatrix} = \begin{bmatrix} 1 \cdot (-3) + (-2) \cdot 2 \\ 0 \cdot (-3) + 5 \cdot 2 \end{bmatrix} = \begin{bmatrix} -7 \\ 10 \end{bmatrix},$$

$$\begin{bmatrix} 1 & 2 \\ 1 & 2 \end{bmatrix} \begin{bmatrix} 5 \\ -4 \end{bmatrix} = \begin{bmatrix} 1 \cdot 5 + 2 \cdot (-4) \\ 1 \cdot 5 + 2 \cdot (-4) \end{bmatrix} = \begin{bmatrix} -3 \\ -3 \end{bmatrix},$$

$$\begin{bmatrix} 1 & 0 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} 2 \\ -2 \end{bmatrix} = \begin{bmatrix} 2 \cdot 2 + 0 \cdot (-2) \\ 0 \cdot 2 + 2 \cdot (-2) \end{bmatrix} = \begin{bmatrix} 4 \\ -4 \end{bmatrix}.$$



Challenge 1.4 Proof of linearity

Prove that the transformation T in Equation 1.3.4 is indeed linear.

?

The most general form of a linear transformation is $T : \mathbb{R}^n \rightarrow \mathbb{R}^m$, i.e. a transformation which takes n -dimensional vectors as input and returns m -dimensional vectors as output:

$$\mathbb{R}^n \ni T \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} a_{11}x_1 + a_{12}x_2 + \cdots + a_{1n}x_n \\ a_{21}x_1 + a_{22}x_2 + \cdots + a_{2n}x_n \\ \vdots \\ a_{m1}x_1 + a_{m2}x_2 + \cdots + a_{mn}x_n \end{pmatrix}, \quad (1.3.9)$$

$\in \mathbb{R}^m$

where $a_{ij} \in \mathbb{R}$, $i = 1, 2, 3, \dots, m$ and $j = 1, 2, 3, \dots, n$.

Challenge 1.5 Proof of linearity

Prove that the above transformation T is indeed linear.

?

Respectively, we define an $m \times n$ matrix (m rows by n columns) by collecting all the coefficients a_{ij} into a single structure:

$$A = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} \end{bmatrix}. \quad (1.3.10)$$

The product $M\vec{v}$ (where $\vec{v} \in \mathbb{R}^n$) is then defined as

$$A\vec{v} = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} a_{11}x_1 + a_{12}x_2 + \cdots + a_{1n}x_n \\ a_{21}x_1 + a_{22}x_2 + \cdots + a_{2n}x_n \\ \vdots \\ a_{m1}x_1 + a_{m2}x_2 + \cdots + a_{mn}x_n \end{bmatrix}. \quad (1.3.11)$$

Again, note that the i -th component of the resulting vector is the scalar product $A_i \cdot \vec{v}$.

Note 1.7 When is a matrix-vector product defined

In order for a matrix-vector product to be defined, the vector must be of the same dimension as the number of **columns** in the matrix - i.e. given an $a \times b$ matrix, a vector must be b -dimensional for the product to be defined.

!

Example 1.23 Some matrix-vector products

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The structure of an $m \times n$ matrix A has a nice property: given that the transformation in represented in some basis $B = \{\vec{b}_1, \vec{b}_2, \dots, \vec{b}_n\}$, the i -th column of the matrix always shows how \vec{b}_i is transformed by the product $A\vec{b}_i$. This is easy to see in the case of the standard basis, which we anyway use throughout this chapter:

$$A = \begin{bmatrix} \begin{matrix} a_{11} \\ a_{21} \\ \vdots \\ a_{m1} \end{matrix} & \begin{matrix} a_{12} \\ a_{22} \\ \vdots \\ a_{m2} \end{matrix} & \cdots & \begin{matrix} a_{1n} \\ a_{2n} \\ \vdots \\ a_{mn} \end{matrix} \end{bmatrix}.$$

$T(\hat{e}_1)$ $T(\hat{e}_2)$ $T(\hat{e}_n)$

Example 1.24 Matrices

The product of the following matrix A with each of the vectors $\hat{e}_1, \hat{e}_2, \hat{e}_3$ (i.e. \hat{x}, \hat{y} and \hat{z} , respectively) returns the respective column of the matrix:

$$A\hat{e}_1 = \begin{bmatrix} 1 & 2 & 0 \\ -1 & 3 & 4 \\ 0 & 1 & 3 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \cdot 1 + 2 \cdot 0 + 0 \cdot 0 \\ -1 \cdot 1 + 3 \cdot 0 + 4 \cdot 0 \\ 0 \cdot 1 + 1 \cdot 0 + 3 \cdot 0 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix},$$

$$A\hat{e}_2 = \begin{bmatrix} 1 & 2 & 0 \\ -1 & 3 & 4 \\ 0 & 1 & 3 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \cdot 0 + 2 \cdot 1 + 0 \cdot 0 \\ -1 \cdot 0 + 3 \cdot 1 + 4 \cdot 0 \\ 0 \cdot 0 + 1 \cdot 1 + 3 \cdot 0 \end{bmatrix} = \begin{bmatrix} 2 \\ 3 \\ 1 \end{bmatrix},$$

$$A\hat{e}_3 = \begin{bmatrix} 1 & 2 & 0 \\ -1 & 3 & 4 \\ 0 & 1 & 3 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} \cancel{1 \cdot 0} + \cancel{2 \cdot 0} + \cancel{0 \cdot 1} \\ \cancel{-1 \cdot 0} + \cancel{3 \cdot 0} + 4 \cdot 1 \\ \cancel{0 \cdot 0} + \cancel{1 \cdot 0} + 3 \cdot 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 4 \\ 3 \end{bmatrix}.$$



1.3.3 Matrix representation of the basic linear transformations (2D)

We can now represent all of the basic linear transformations in \mathbb{R}^2 mentioned in the previous section (Figure 1.17) as 2×2 matrices. We do this by observing how the basis vectors \hat{x} and \hat{y} change after the application of each transformation.

- **Identity:** both basis vectors remain the same: $\begin{bmatrix} 1 \\ 0 \end{bmatrix} \rightarrow \begin{bmatrix} 1 \\ 0 \end{bmatrix}$, $\begin{bmatrix} 0 \\ 1 \end{bmatrix} \rightarrow \begin{bmatrix} 0 \\ 1 \end{bmatrix}$. Therefore the matrix I representing the identity transformation is

$$I = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}. \quad (1.3.12)$$

- **Scaling by s in the x -direction:** the basis vector \hat{x} is stretched by s : $\begin{bmatrix} 1 \\ 0 \end{bmatrix} \rightarrow \begin{bmatrix} s \\ 0 \end{bmatrix}$. The basis vector $\hat{y} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ stays the same. Therefore the matrix S_x representing the transformation is

$$S_x = \begin{bmatrix} s & 0 \\ 0 & 1 \end{bmatrix}. \quad (1.3.13)$$

- **Scaling by s in the y -direction:** much like with S_x , now the basis vector \hat{y} is the one getting stretched, by β : $\begin{bmatrix} 0 \\ 1 \end{bmatrix} \rightarrow \begin{bmatrix} 0 \\ s \end{bmatrix}$. The basis vector $\hat{x} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$ stays the same. Therefore the matrix S_y representing the transformation is

$$S_y = \begin{bmatrix} 1 & 0 \\ 0 & s \end{bmatrix}. \quad (1.3.14)$$

- **Rotating by θ counter-clockwise about the origin:** Figure 1.20 shows how do \hat{x} and \hat{y} transformed by the rotation. In the case of \hat{x} , the resulting vector is $R_\theta(\hat{x}) = [\cos(\theta), \sin(\theta)]$, since these are the respective sides of a right triangle of hypotenous 1 and angle θ . The components of $R_\theta(\hat{y})$ can be calculated by rotating \hat{x} by $\theta + \frac{\pi}{2}$ ($\theta + 90^\circ$): $\cos(\theta + \frac{\pi}{2}) = -\sin(\theta)$, and $\sin(\theta + \frac{\pi}{2}) = \cos(\theta)$. Therefore we get

$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \rightarrow \begin{bmatrix} \cos(\theta) \\ \sin(\theta) \end{bmatrix}, \quad \begin{bmatrix} 0 \\ 1 \end{bmatrix} \rightarrow \begin{bmatrix} -\sin(\theta) \\ \cos(\theta) \end{bmatrix}. \quad (1.3.15)$$

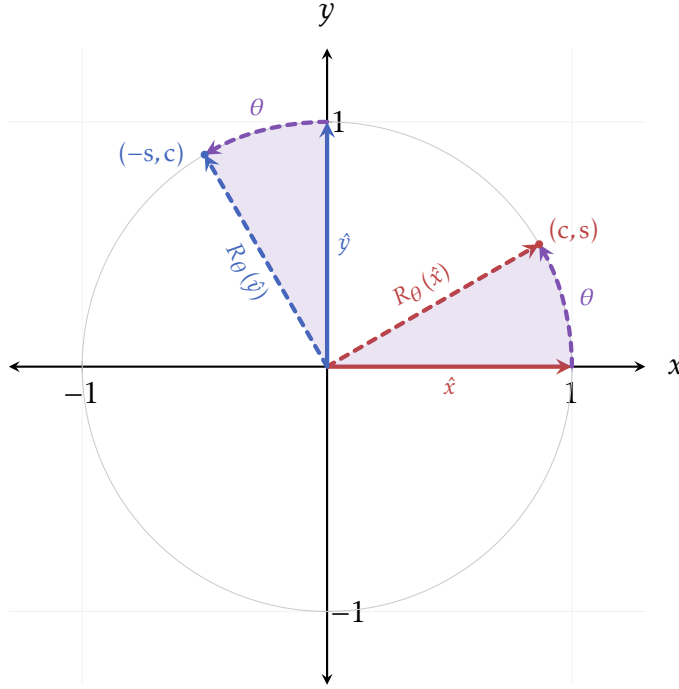


Figure 1.20 Rotation of \hat{x} and \hat{y} by an angle θ counter-clockwise about the origin. The notations c, s stand for $\cos(\theta)$ and $\sin(\theta)$, respectively.

Altogether the rotation matrix R_θ is

$$R_\theta = \begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix}. \quad (1.3.16)$$

- **Skew by k in the x -direction:** what differentiates this transformation from scaling in the x -direction is that a skew changes only \hat{y} by adding to it some horizontal displacement $\vec{K} = k\hat{x}$ (see Figure 1.21). Therefore \hat{x} remains the same while \hat{y} is transformed as $\hat{y} \rightarrow \hat{y} + \vec{k} = \hat{y} + k\hat{x} = \begin{bmatrix} 0 \\ 1 \end{bmatrix} + \begin{bmatrix} k \\ 0 \end{bmatrix} = \begin{bmatrix} k \\ 1 \end{bmatrix}$, and altogether the matrix is

$$K_x = \begin{bmatrix} 1 & k \\ 0 & 1 \end{bmatrix}. \quad (1.3.17)$$

- **Skew by k in the y -direction:** same idea, except the roles of the axes are reversed:

$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \rightarrow \begin{bmatrix} 1 \\ k \end{bmatrix}, \quad \begin{bmatrix} 0 \\ 1 \end{bmatrix} \rightarrow \begin{bmatrix} 0 \\ 1 \end{bmatrix}.$$

Thus the matrix is

$$K_y = \begin{bmatrix} 1 & 0 \\ k & 1 \end{bmatrix}. \quad (1.3.18)$$

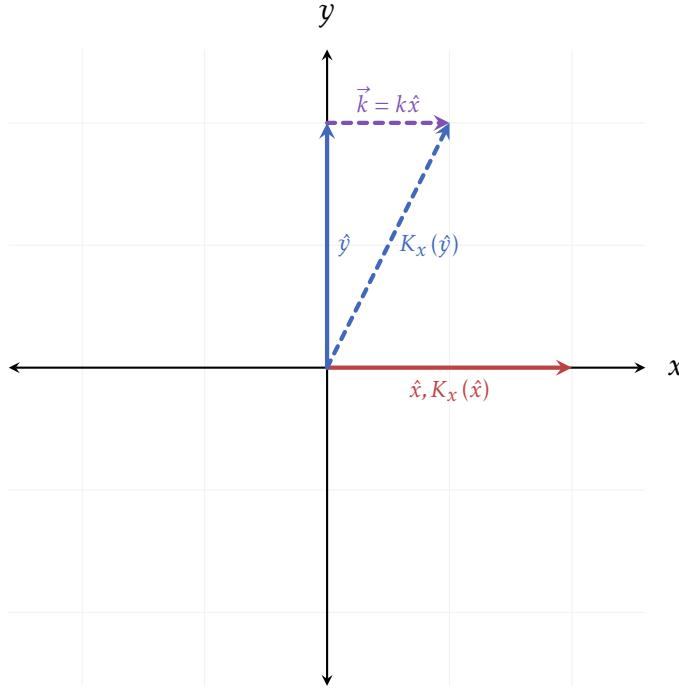


Figure 1.21 Skew in the x -direction.

- **Reflections across a line going through the origin:** in the case of reflections across the x -axis, \hat{x} stays the same, while \hat{y} is flipped (see [Figure 1.221](#)), i.e.

$\begin{bmatrix} 0 \\ 1 \end{bmatrix} \rightarrow -\begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ -1 \end{bmatrix}$. Therefore the matrix is

$$\text{Ref}_x = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}. \quad (1.3.19)$$

Similarly, a reflection across the y -axis flips \hat{x} while keeping \hat{y} the same (see [Figure 1.222](#)), i.e.

$$\text{Ref}_y = \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}. \quad (1.3.20)$$

Another special case of these kinds of reflections is done across the line rotated by $\frac{\pi}{4} = 45^\circ$ relative to the x -axis, i.e the line $y = x$. In this case \hat{x} and \hat{y} are swapped, giving

$$\text{Ref}_{\frac{\pi}{4}} = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}. \quad (1.3.21)$$

The most general reflection is made across a line of angle θ relative to the x -axis (see [Figure 1.223](#)):

$$\text{Ref}_\theta = \begin{bmatrix} \cos(2\theta) & \sin(2\theta) \\ \sin(2\theta) & -\cos(2\theta) \end{bmatrix}. \quad (1.3.22)$$

A way to calculate this matrix will be shown later in the chapter.

We can translate the matrix to be based on the slope m of the line instead of its angle θ relative to the x -axis by using the relation $m = \tan(\theta)$ and the two trigonometric identities for double angles (Equation 0.5.18):

$$\begin{aligned} \begin{bmatrix} \cos(2\theta) & \sin(2\theta) \\ \sin(2\theta) & -\cos(2\theta) \end{bmatrix} &= \begin{bmatrix} \frac{1-\tan^2(\theta)}{1+\tan^2(\theta)} & \frac{2\tan(\theta)}{1+\tan^2(\theta)} \\ \frac{2\tan(\theta)}{1+\tan^2(\theta)} & \frac{\tan^2(\theta)-1}{1+\tan^2(\theta)} \end{bmatrix} \\ &= \frac{1}{1+\tan^2(\theta)} \begin{bmatrix} 1-\tan^2(\theta) & 2\tan(\theta) \\ 2\tan(\theta) & \tan^2(\theta)-1 \end{bmatrix} \\ &= \frac{1}{1+m^2} \begin{bmatrix} 1-m^2 & 2m \\ 2m & m^2-1 \end{bmatrix}. \end{aligned}$$

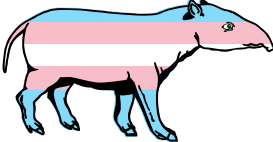
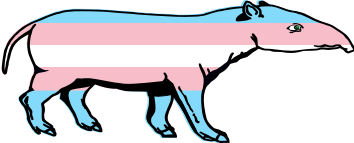
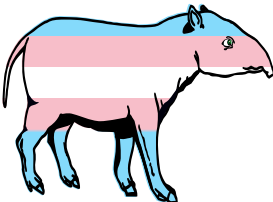
- **Reflection across the origin:** in this case both \hat{x} and \hat{y} are flipped, i.e.

$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \rightarrow \begin{bmatrix} -1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \end{bmatrix} \rightarrow \begin{bmatrix} 0 \\ -1 \end{bmatrix},$$

and the matrix is essentially a rotation by π (180°) around the origin:

$$R = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}. \quad (1.3.23)$$

Table ?? summarizes all the matrices of the basic linear transformations.

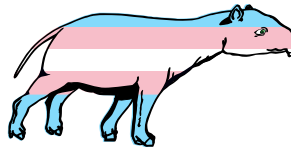
| Transformation | Trans Tapir | $T(\hat{x})$ | $T(\hat{y})$ | Matrix |
|----------------|---|--|--|--|
| Identity |  | $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$ | $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ | $\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$ |
| Scale in x |  | $\begin{bmatrix} s \\ 0 \end{bmatrix}$ | $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ | $\begin{bmatrix} s & 0 \\ 0 & 1 \end{bmatrix}$ |
| Scale in y |  | $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$ | $\begin{bmatrix} 0 \\ s \end{bmatrix}$ | $\begin{bmatrix} 1 & 0 \\ 0 & s \end{bmatrix}$ |

Rotation



$$\begin{bmatrix} c \\ -s \end{bmatrix} \quad \begin{bmatrix} s \\ c \end{bmatrix} \quad \begin{bmatrix} c & -s \\ s & c \end{bmatrix}$$

Skew in x



$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad \begin{bmatrix} k \\ 1 \end{bmatrix} \quad \begin{bmatrix} 1 & 0 \\ k & 1 \end{bmatrix}$$

Skew in y



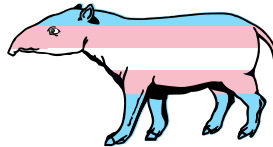
$$\begin{bmatrix} 1 \\ k \end{bmatrix} \quad \begin{bmatrix} 0 \\ 1 \end{bmatrix} \quad \begin{bmatrix} 1 & k \\ 0 & 1 \end{bmatrix}$$

Reflection by x



$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad \begin{bmatrix} 0 \\ -1 \end{bmatrix} \quad \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

Reflection by y



$$\begin{bmatrix} -1 \\ 0 \end{bmatrix} \quad \begin{bmatrix} 0 \\ 1 \end{bmatrix} \quad \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}$$

Reflection by line

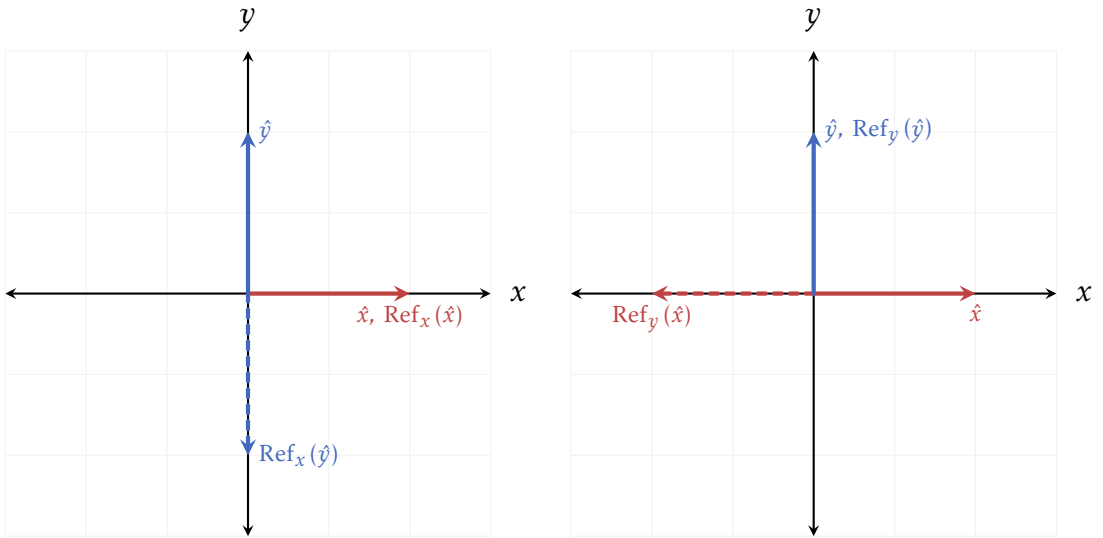


$$\begin{bmatrix} c_2 \\ s_2 \end{bmatrix} \quad \begin{bmatrix} s_2 \\ -c_2 \end{bmatrix} \quad \begin{bmatrix} c_2 & s_2 \\ s_2 & -c_2 \end{bmatrix}$$

Reflection about origin

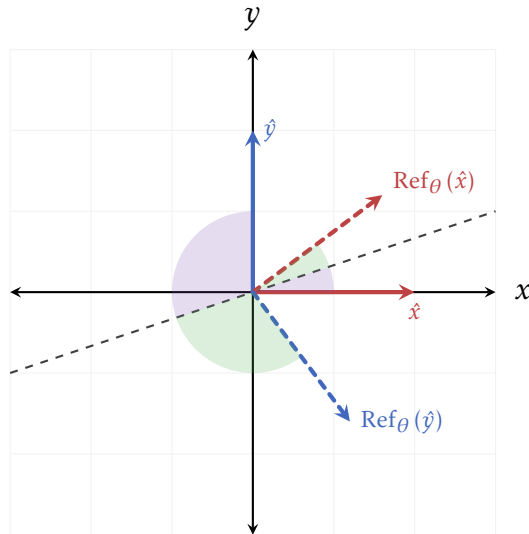


$$\begin{bmatrix} -1 \\ 0 \end{bmatrix} \quad \begin{bmatrix} 0 \\ -1 \end{bmatrix} \quad \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}$$



1 Reflection across the x -axis.

2 Reflection across the y -axis.



3 Reflection across a line going through the origin. Notice how in both cases the purple and green angles are the same: this shows that both \hat{x} and \hat{y} are reflected across the line.

Figure 1.22 Reflections across different lines going through the origin.

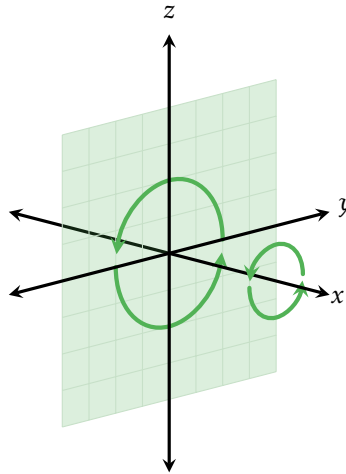


Figure 1.23 In \mathbb{R}^3 , rotation around the x -axis is a rotation in the yz -plane (i.e. $x = 0$).

1.3.4 Matrix representation of the basic linear transformations (3D)

In 3-dimensions, the respective matrices are very similar. For example, the matrix for scaling by α in the x -direction, β in the y -direction and γ in the z -direction is

$$S = \begin{bmatrix} \alpha & 0 & 0 \\ 0 & \beta & 0 \\ 0 & 0 & \gamma \end{bmatrix}. \quad (1.3.24)$$

As mentioned in the previous section, in 3-dimensions there are infinitely many rotations: the axis of rotation can be any line going through the origin (i.e. any vector except $\vec{0}$ can represent an axis of rotation). Let us start with constructing rotations around the three axes x, y and z first. When rotating around the x axis it stays stationary, while the rotation itself is done in the yz -plane. This means that we can take the 2×2 rotation matrix (Equation 1.3.16) and expand it such that it affects only the yz -plane:

\hat{x} doesn't change

$$R_{\theta}^x = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos(\theta) & -\sin(\theta) \\ 0 & \sin(\theta) & \cos(\theta) \end{bmatrix}. \quad (1.3.25)$$

2D rotation matrix

A graphical representation of the rotation can be seen in Figure 1.23.

The rotation matrices around the y - and z -axes follow the same structure:

$$R_\varphi^y = \begin{bmatrix} \cos(\varphi) & 0 & \sin(\varphi) \\ 0 & 1 & 0 \\ -\sin(\varphi) & 0 & \cos(\varphi) \end{bmatrix}, \quad (1.3.26)$$

$$R_\psi^z = \begin{bmatrix} \cos(\psi) & -\sin(\psi) & 0 \\ \sin(\psi) & \cos(\psi) & 0 \\ 0 & 0 & 1 \end{bmatrix}. \quad (1.3.27)$$

Note 1.8 Direction of the y -axis

The signs of $\sin(\varphi)$ in R_φ^y are flipped compared to R_θ^x and R_ψ^z , for the same reason a similar thing happens in the y -component of the cross product: it is due to the use of a right-handed system.



The most general rotation in \mathbb{R}^3 , i.e. around an axis represented by the unit vector

$\hat{u} = \begin{bmatrix} u_x \\ u_y \\ u_z \end{bmatrix}$ counter-clockwise by an angle θ , is given in matrix form as

$$R_\theta = \begin{bmatrix} \cos(\theta) + u_x^2[1 - \cos(\theta)] & u_x u_y[1 - \cos(\theta)] - u_z \sin(\theta) & u_x u_z[1 - \cos(\theta)] + u_y \sin(\theta) \\ u_y u_x[1 - \cos(\theta)] + u_z \sin(\theta) & \cos(\theta) + u_y^2[1 - \cos(\theta)] & u_y u_z[1 - \cos(\theta)] - u_x \sin(\theta) \\ u_z u_x[1 - \cos(\theta)] - u_y \sin(\theta) & u_z u_y[1 - \cos(\theta)] + u_x \sin(\theta) & \cos(\theta) + u_z^2[1 - \cos(\theta)] \end{bmatrix}. \quad (1.3.28)$$

For the moment the derivation of this matrix is not presented.

TBW: REFLECTIONS IN 3D.

1.3.5 Matrix operations

An important operation that can be performed on a matrix is the **transpose**: this operation "rotates" all rows of the matrix to columns, and vice-versa:

$$\begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} \end{bmatrix} \xrightarrow{\text{transpose}} \begin{bmatrix} a_{11} & a_{21} & \cdots & a_{n1} \\ a_{12} & a_{22} & \cdots & a_{n2} \\ \vdots & \vdots & \ddots & \vdots \\ a_{1m} & a_{2m} & \cdots & a_{nm} \end{bmatrix}. \quad (1.3.29)$$

Mathematically, the transpose takes any element a_{ij} of the matrix and exchanges its indices, yielding a_{ji} . If the original matrix has dimensions $m \times n$, then the transposed matrix has dimensions $n \times m$. The notation for the transpose of a matrix A is A^T .

Example 1.25 Transposing matrices

The following presents three matrices each with its transpose. The elements in each matrix on the left hand side are highlighted column-wise, and these colors

remain with the elements after the transpose. That way, the effect of the transpose is clear: columns in the original matrix become rows in the transposed matrix and vice-versa. In addition, the dimensions of each matrix are written below it.

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}^T = \begin{bmatrix} 1 & 4 & 7 \\ 2 & 5 & 8 \\ 3 & 6 & 9 \end{bmatrix}$$

$3 \times 3 \qquad 3 \times 3$

$$\begin{bmatrix} 0 & 1 & -1 \\ 2 & -3 & 5 \end{bmatrix}^T = \begin{bmatrix} 0 & 2 \\ 1 & -3 \\ -1 & 5 \end{bmatrix}$$

$2 \times 3 \qquad 3 \times 2$

$$\begin{bmatrix} 1 \\ 2 \\ -1 \\ 0 \\ 7 \\ -4 \end{bmatrix}^T = \begin{bmatrix} 1 & 2 & -1 & 0 & 7 & -4 \end{bmatrix}$$

$6 \times 1 \qquad 1 \times 6$



Since for the main diagonal elements of a matrix the row and column have equal indices, the transpose operation does not affect their position in the matrix, i.e.

$a_{ii} \xrightarrow{\text{transpose}} a_{ii}$. This means that $\text{tr}A = \text{tr}A^T$. Also, diagonal matrices are not affected by a transpose. The transpose of a transposed matrix is the original matrix, i.e. $(A^T)^T = A$.

Much like vectors, a matrix can be scaled by a real number, and two matrices can be added together if their dimensions are identical. The rules for scaling a matrix by a scalar and the addition of two matrices are the same as with vectors, namely everything is done element wise:

- **Scaling:** given a matrix

$$A = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} \end{bmatrix}$$

and a scalar $\gamma \in \mathbb{R}$, their product is

$$\gamma A = \begin{bmatrix} \gamma \cdot a_{11} & \gamma \cdot a_{12} & \cdots & \gamma \cdot a_{1n} \\ \gamma \cdot a_{21} & \gamma \cdot a_{22} & \cdots & \gamma \cdot a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ \gamma \cdot a_{m1} & \gamma \cdot a_{m2} & \cdots & \gamma \cdot a_{mn} \end{bmatrix}. \quad (1.3.30)$$

- **Addition:** given two matrices,

$$A = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} \end{bmatrix}, \quad B = \begin{bmatrix} b_{11} & b_{12} & \cdots & b_{1n} \\ b_{21} & b_{22} & \cdots & b_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ b_{m1} & b_{m2} & \cdots & b_{mn} \end{bmatrix},$$

their sum is

$$A + B = \begin{bmatrix} a_{11} + b_{11} & a_{12} + b_{12} & \cdots & a_{1n} + b_{1n} \\ a_{21} + b_{21} & a_{22} + b_{22} & \cdots & a_{2n} + b_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} + b_{m1} & a_{m2} + b_{m2} & \cdots & a_{mn} + b_{mn} \end{bmatrix}. \quad (1.3.31)$$

Note 1.9 Matrix addition

Since matrix addition is done **element wise** it is comutative, i.e. for any two $m \times n$ matrices A and B ,

$$A + B = B + A.$$



1.3.6 Types of matrices

Any matrix A which represents a transformation of the type $\mathbb{R}^n \rightarrow \mathbb{R}^n$ (i.e. from a space onto itself) has the same number of rows and columns (i.e. its dimension is $n \times n$):

$$A = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{bmatrix}. \quad (1.3.32)$$

Due to their shape, such matrices are called **square matrices**. The elements $a_{11}, a_{22}, a_{33}, \dots, a_{nn}$ of a square matrix jointly form its **main diagonal** (also: **principal diagonal**):

$$A = \begin{bmatrix} a_{11} & a_{12} & a_{13} & \cdots & a_{1n} \\ a_{21} & a_{22} & a_{23} & \cdots & a_{2n} \\ a_{31} & a_{32} & a_{33} & \cdots & a_{3n} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & a_{n3} & \cdots & a_{nn} \end{bmatrix}. \quad (1.3.33)$$

The sum of the main diagonal elements is called the **trace** of the matrix:

$$\text{tr}(A) = \sum_{i=1}^n a_{ii}. \quad (1.3.34)$$

Triangular matrices are matrices in which the elements above or below the main diagonal are all zeros, e.g.

$$U = \begin{bmatrix} 1 & 6 & 6 & -3 \\ 0 & 2 & 7 & 1 \\ 0 & 0 & 3 & 5 \\ 0 & 0 & 0 & -4 \end{bmatrix}, \quad L = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 2 & 3 & 0 & 0 \\ 5 & 1 & -5 & 0 \\ -4 & 1 & 2 & -3 \end{bmatrix}.$$

upper triangular lower triangular

A somewhat formal way of defining the elements "above" the main diagonal is all elements a_{ij} for which $j < i$. Similarly, when $j > i$ the element a_{ij} is "below" the main diagonal. Note that the transpose of an upper triangular matrix is a lower triangular matrix and vice-versa.

Challenge 1.6 Upper/lower triangular matrices

Show that if A is an upper triangular matrix then A^T is a lower triangular matrix, and if B is a lower triangular matrix then B^T is an upper triangular matrix.

A **diagonal matrix** A is a matrix in which all the non-main diagonal elements, i.e. a_{ij} where $i \neq j$, equal zero. These matrices can be thought of as scaling matrices: each entry a_{ii} tells us how the space is scaled in the i -th dimension.

Example 1.26 Diagonal matrices

Text.

As we saw in the cases of \mathbb{R}^2 and \mathbb{R}^3 , diagonal matrices are **scaling matrices**: each entry a_{ii} tells us by how much space is scaled in the i -th direction.

A very important family of **square** matrices are the **identity matrices**. These matrices have a unique structure: their main diagonal elements are all 1, while the rest of the elements (the **off-diagonal elements**) are all 0:

$$I_n = \begin{bmatrix} 1 & 0 & 0 & \cdots & 0 \\ 0 & 1 & 0 & \cdots & 0 \\ 0 & 0 & 1 & \cdots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \cdots & 1 \end{bmatrix} \quad \left. \vphantom{\begin{bmatrix} 1 & 0 & 0 & \cdots & 0 \\ 0 & 1 & 0 & \cdots & 0 \\ 0 & 0 & 1 & \cdots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \cdots & 1 \end{bmatrix}} \right\} \begin{array}{l} n \text{ columns} \\ n \text{ rows} \end{array} \quad (1.3.35)$$

Sometimes for clarity large areas of zero-value elements in a matrix are depicted

together. In that form, the identity matrix is written as

$$I_n = \begin{bmatrix} 1 & & & 0 \\ & 1 & & \\ & & \ddots & \\ 0 & & & 1 \end{bmatrix}.$$

In such a depiction, the off-diagonal elements are each written using a single zero. This kind of notation will come in handy in later sections. Yet another way of defining the identity matrix is by using the **Kronecker delta**, which takes two integers i, j and returns 1 if they are equal, otherwise it returns 0:

$$\delta_{ij} = \begin{cases} 1 & i = j, \\ 0 & i \neq j. \end{cases} \quad (1.3.36)$$

Using the Kronecker delta, each element a_{ij} of the identity matrix I_n simply equals δ_{ij} .

An identity matrix of dimension n represents the identity transformation in \mathbb{R}^n : each standard basis vector \hat{e}_i is left unchanged by the transformation.

Example 1.27 Identity matrices

The following are the identity matrices of $\mathbb{R}^2, \mathbb{R}^3, \dots, \mathbb{R}^6$, where in each matrix the main diagonal is highlighted:

$$\begin{array}{ccccc} \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} & \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} & \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} & \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix} & \begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix} \\ I_2 & I_3 & I_4 & I_5 & I_6 \end{array}$$

In the next section we will see the importance of the identity matrices.

Another important family of matrices are the **orthogonal matrices** (also **orthonormal matrices**): we say that a matrix Q is an orthogonal matrix if all of its columns, when viewed as column vectors, form an orthonormal set. For example, the identity matrices are all orthogonal matrices. Another orthogonal matrix is the matrix

$$B = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}, \quad (1.3.37)$$

since both $\frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ and $\frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ -1 \end{bmatrix}$ are unit vectors, and they are orthogonal to each other (as seen in REF).

A **symmetric matrix** is a square matrix for which

$$A^\top = A. \quad (1.3.38)$$

“Graphically”, the symmetry of such matrices can be seen in respect to their main diagonal: if we imagine placing a mirror on the main diagonal, each element a_{ij} would be “reflected” across the mirror, and thus be equal to a_{ji} (see example below).

Example 1.28 Symmetric matrix

The following matrix S is a symmetric 4×4 matrix, in which the elements a_{ij}, a_{ji} are highlighted with the same color:

$$S = \begin{bmatrix} 1 & 3 & 5 & 7 \\ 3 & 0 & 1 & 3 \\ 5 & 1 & 4 & 2 \\ 7 & 3 & 2 & 6 \end{bmatrix}$$



Note 1.10 Transpose of a symmetric matrix

A symmetric matrix is its own transpose, i.e. if A is a symmetric matrix then $A^T = A$.



A rather non-interesting family of matrices are the **zero matrices**: these are matrices which have only zero-elements, i.e.

$$\mathbf{0}_n = \begin{bmatrix} 0 & 0 & \cdots & 0 \\ 0 & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & 0 \end{bmatrix} \quad \left. \begin{array}{c} n \text{ columns} \\ m \text{ rows} \end{array} \right\} \quad (1.3.39)$$

The zero matrices are called that way since for a given matrix A ,

$$\begin{aligned} A + \mathbf{0} &= \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} \end{bmatrix} + \begin{bmatrix} 0 & 0 & \cdots & 0 \\ 0 & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & 0 \end{bmatrix} \\ &= \begin{bmatrix} a_{11} + 0 & a_{12} + 0 & \cdots & a_{1n} + 0 \\ a_{21} + 0 & a_{22} + 0 & \cdots & a_{2n} + 0 \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} + 0 & a_{m2} + 0 & \cdots & a_{mn} + 0 \end{bmatrix} \\ &= \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} \end{bmatrix} = A. \end{aligned} \quad (1.3.40)$$

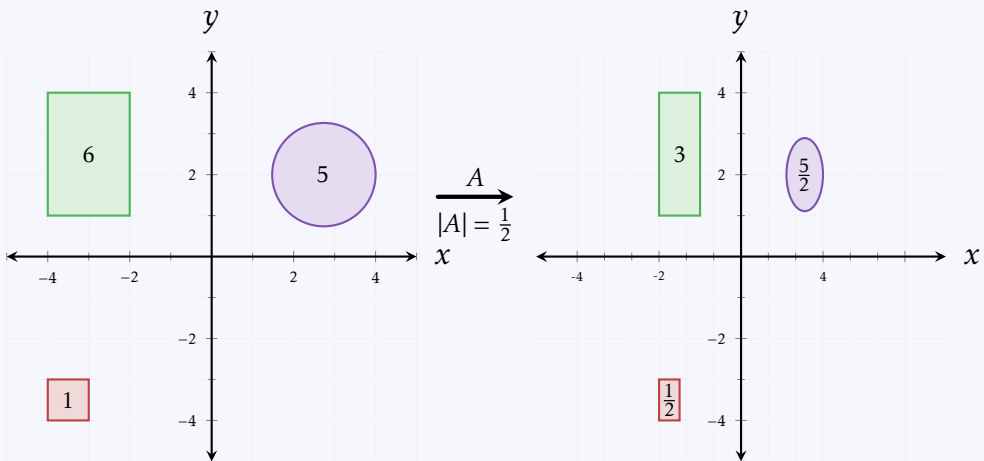
I.e. much like the number zero and the zero vector, the zero matrix is neutral in respect to addition.

1.3.7 The determinant

As mentioned in [subsection 1.2.2](#), linear transformation scale all volumes by the same amount⁵. This scaling factor is encapsulated in the matrix representing the transformation by a number called the **determinant** of the matrix. The determinant of a matrix A is written as $|A|$ and sometimes $\det(A)$.

Example 1.29 The determinant as a scaling factor

In the following transformation, represented by the matrix $A = \begin{bmatrix} \frac{1}{2} & 0 \\ 0 & 1 \end{bmatrix}$, areas are scaled by a factor of $\frac{1}{2}$ and therefore $|A| = \frac{1}{2}$ (the number inside each shapes is its area):



Since there is not much sense in discussing volume changes between different spaces (e.g. $\mathbb{R}^5 \rightarrow \mathbb{R}^7$), only square matrices, which as you recall represent linear transformations from a space onto itself, have determinants. Determinants can take any real number as values, including zero and negative numbers.

What does a zero determinant mean? Since in \mathbb{R}^2 determinants tells us the scaling factor of areas by the transformation, if the matrix representing the linear transformation has a zero determinant, it means that somehow all areas are "squashed" by the transformation to zero. There are two possible relevant shapes of zero area: a line going through the origin, or the origin itself which is a point. See [Figure 1.24](#) for a visualization.

Similarly, in \mathbb{R}^3 the determinant tells us how volumes are scaled by a linear transformation, and thus a 3×3 matrix with zero determinant means that all the transformation represented by the matrix "squashes" all volumes to one of three relevant shapes with zero volume: a plane going through the origin, a line going through the origin, or the origin point itself. See ?? for a visualization.

⁵remember that 2-dimensional volumes are areas.

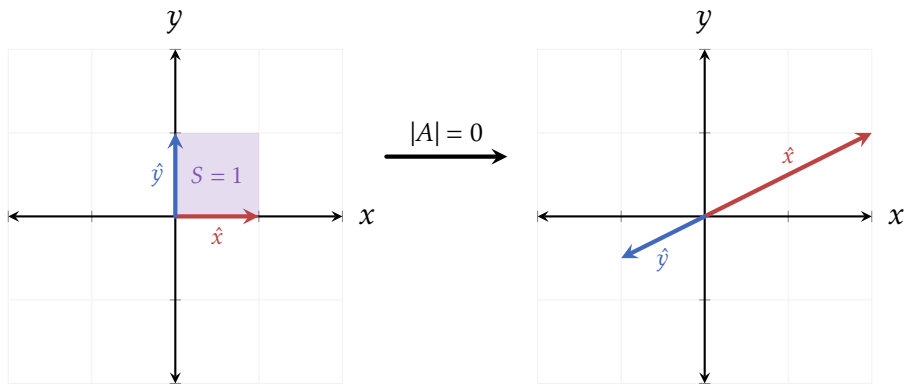


Figure 1.24 A transformation which "squashes" all areas into a line is represented by a matrix A with $|A| = 0$. Note how the unit volume defined by \hat{x} and \hat{y} is transformed into a shape of zero area: a line going through the origin. Also note that \hat{x} and \hat{y} are linearly dependent, since they lie on the same line. Cf. Figure 1.25.

DISCUSSION OF NEGATIVE DETERMINANTS...

To calculate the determinant of a matrix, we start with the simplest case: 2×2 matrices. Since all areas are equally scaled by a linear transformation, we look at the unit square defined by \hat{x} and \hat{y} (see Figure 1.25). After the application of the transformation

represented by the generic matrix $A = \begin{bmatrix} a & c \\ b & d \end{bmatrix}$ (where $a, b, c, d \in \mathbb{R}$), these basis vectors are transformed into the vectors

$$A\hat{x} = \begin{bmatrix} a \\ b \end{bmatrix} \quad \text{and} \quad A\hat{y} = \begin{bmatrix} c \\ d \end{bmatrix}, \quad (1.3.41)$$

respectively.

The unit square defined by \hat{x} and \hat{y} is therefore transformed into the parallelogram defined by $A\hat{x}$ and $A\hat{y}$. Equation 1.1.39 tells us that the area of the parallelogram is $S = ad - bc$. Therefore, the determinant - which equals the change in area after application of A , is

$$|A| = ad - bc \quad (1.3.42)$$

as well.

Example 1.30 Determinants of 2×2 matrices

Some 2×2 matrices and their determinants:

$$\begin{bmatrix} 1 & -2 \\ 0 & 3 \end{bmatrix} \rightarrow 1 \cdot 3 - (-2) \cdot 0 = 3.$$

$$\begin{bmatrix} 1 & 5 \\ 1 & 3 \end{bmatrix} \rightarrow 1 \cdot 3 - 1 \cdot 5 = -2.$$

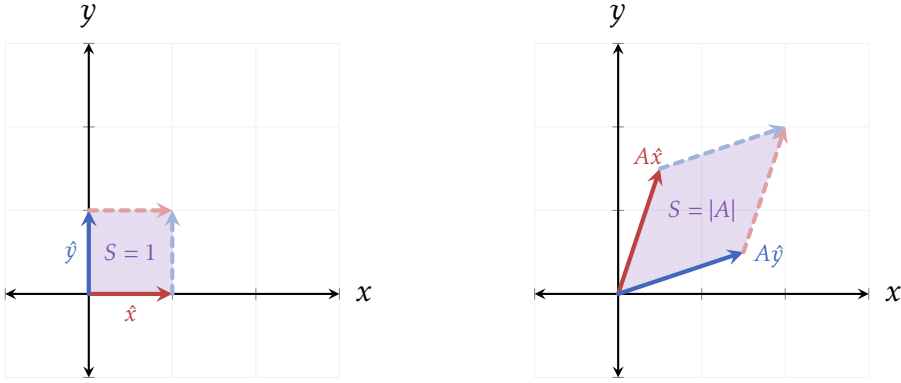


Figure 1.25 Unit area defined by the vectors \hat{x} and \hat{y} before application of a linear transformation represented by the matrix A (left) and the parallelogram defined by the vectors $A\hat{x}$ and $A\hat{y}$ after application of the transformation (right).

$$\begin{aligned} \begin{bmatrix} 1 & 2 \\ 1 & 2 \end{bmatrix} &\rightarrow 1 \cdot 2 - 1 \cdot 2 = 0. \\ \begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix} &\rightarrow 1 \cdot 4 - 2 \cdot 2 = 0. \\ \begin{bmatrix} 0 & 7 \\ 0 & -3 \end{bmatrix} &\rightarrow 0 \cdot (-3) - 0 \cdot 7 = 0. \end{aligned}$$



Calculating the determinant of a 3×3 matrix is based on the calculation of the determinant of a 2×2 matrix. First, we should define an idea called a **minor** of a matrix. The ij -minor of a 3×3 matrix A is the determinant of the 2×2 matrix resulting by the removal of the i -th row and j -th column of A , e.g. let

$$A = \begin{bmatrix} 2 & -5 & 4 \\ -3 & 0 & 2 \\ 3 & 3 & 2 \end{bmatrix},$$

then [Table 1.2](#) shows all the minors of A .

Using the its minors, the determinant of a 3×3 matrix can be calculated using the following formula:

$$|A| = a_{11}m_{11} - a_{12}m_{12} + a_{13}m_{13}, \quad (1.3.43)$$

where a_{ij} and m_{ij} are the elements and minors of the matrix, respectively. For example, using the above matrix A , we get that

$$\begin{aligned} |A| &= a_{11}m_{11} - a_{12}m_{12} + a_{13}m_{13} \\ &= 2 \begin{vmatrix} 0 & 2 \\ 3 & 2 \end{vmatrix} - (-5) \begin{vmatrix} -3 & 2 \\ 3 & 2 \end{vmatrix} + 4 \begin{vmatrix} -3 & 0 \\ 3 & 3 \end{vmatrix} \\ &= 2 \cdot (-6) - (-5) \cdot (-12) + 4 \cdot (-9) \end{aligned}$$

Table 1.2 All the minors of the matrix A .

| i | j | 3×3 -matrix | 2×2 determinant | value |
|-----|-----|--|--|-------|
| 1 | 1 | $\begin{bmatrix} \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & 0 & 2 \\ \blacksquare & 3 & 2 \end{bmatrix}$ | $\begin{vmatrix} 0 & 2 \\ 3 & 2 \end{vmatrix}$ | -6 |
| 1 | 2 | $\begin{bmatrix} \blacksquare & \blacksquare & \blacksquare \\ -3 & \blacksquare & 2 \\ 3 & \blacksquare & 2 \end{bmatrix}$ | $\begin{vmatrix} -3 & 2 \\ 3 & 2 \end{vmatrix}$ | -12 |
| 1 | 3 | $\begin{bmatrix} \blacksquare & \blacksquare & \blacksquare \\ -3 & 0 & \blacksquare \\ 3 & 3 & \blacksquare \end{bmatrix}$ | $\begin{vmatrix} -3 & 0 \\ 3 & 3 \end{vmatrix}$ | -9 |
| 2 | 1 | $\begin{bmatrix} \blacksquare & -5 & 4 \\ \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & 3 & 2 \end{bmatrix}$ | $\begin{vmatrix} -5 & 4 \\ 3 & 2 \end{vmatrix}$ | -22 |
| 2 | 2 | $\begin{bmatrix} 2 & \blacksquare & 4 \\ \blacksquare & \blacksquare & \blacksquare \\ 3 & \blacksquare & 2 \end{bmatrix}$ | $\begin{vmatrix} 2 & 4 \\ 3 & 2 \end{vmatrix}$ | -8 |
| 2 | 3 | $\begin{bmatrix} 2 & -5 & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \\ 3 & 3 & \blacksquare \end{bmatrix}$ | $\begin{vmatrix} 2 & -5 \\ 3 & 3 \end{vmatrix}$ | 21 |
| 3 | 1 | $\begin{bmatrix} \blacksquare & -5 & 4 \\ \blacksquare & 0 & 2 \\ \blacksquare & \blacksquare & \blacksquare \end{bmatrix}$ | $\begin{vmatrix} -5 & 4 \\ 0 & 2 \end{vmatrix}$ | -10 |
| 3 | 2 | $\begin{bmatrix} 2 & \blacksquare & 4 \\ -3 & \blacksquare & 2 \\ \blacksquare & \blacksquare & \blacksquare \end{bmatrix}$ | $\begin{vmatrix} 2 & 4 \\ -3 & 2 \end{vmatrix}$ | 16 |
| 3 | 3 | $\begin{bmatrix} 2 & -5 & \blacksquare \\ -3 & 0 & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \end{bmatrix}$ | $\begin{vmatrix} 2 & -5 \\ -3 & 0 \end{vmatrix}$ | -15 |

$$= -12 - 60 - 36 = -108.$$

Example 1.31 Determinants of 3×3 matrices

...



The determinant of a 4×4 matrix follows the same pattern, i.e.

$$|A| = a_{11}m_{11} - a_{12}m_{12} + a_{13}m_{13} - a_{14}m_{14}, \quad (1.3.44)$$

where again a_{ij} and m_{ij} are, respectively, the elements and minors of a matrix. Much like with the case of a minor of a 3×3 matrix being a determinant of a 2×2 matrix, the minor of a 4×4 matrix is a determinant of a 3×3 matrix, itself calculated using determinants of 2×2 matrices. This pattern continues to higher dimensions, i.e. the calculation of the determinant of a 5×5 matrix uses determinants of 4×4 matrices, the calculation of the determinant of a 6×6 matrix uses 6 determinants of 5×5 matrices, and so forth. Therefore, the total number of 2×2 determinants needed for the calculation of the determinant of an $n \times n$ matrix is

$$d = n \times (n-1) \times (n-2) \times \cdots \times 5 \times 4 \times 3 = \frac{n!}{2}. \quad (1.3.45)$$

Some properties of determinants:

- In any case where the columns of a matrix form a linearly dependent set, the determinant is zero. This is due to the loss of dimensionality (i.e. at least one basis vector is mapped to a vector which can be written as a linear combination of the other vectors). One obvious case is where there is one or more columns of zeros in the matrix.
- The determinant of the transpose of a matrix is the same as the determinant of the original matrix, i.e. $|A| = |A^T|$. This is due to the fact that all ideas discussed here can be applied directly to row vectors (as mentioned in the previous sections), and the transpose operation essentially switches between these forms: the columns of the original matrix become the rows in its transposed format. Therefore, the previous property applies to the rows of a matrix as well: e.g. a row of zeros means that the determinant is zero.

1.3.8 Matrix-vector products

As discussed in the first part of this section, matrices represent linear transformations - in fact, we define a matrix in such a way that its product with a vector gives the result of applying the transformation the matrix represents on the vector (see [Equation 1.3.11](#)). Let us now review this idea and elaborate a bit on the process of calculating matrix-vector products.

Given an $m \times n$ matrix A and an n -dimensional vector \vec{v} , the product $A\vec{v}$ is an m -dimensional vector, in which each element v_i is the scalar product between the i -th

row of A (interpreted as a vector) and the vector \vec{v} itself. To illustrate this, we use the following 4×3 matrix A and 3-dimensional vector \vec{v} :

$$A = \begin{bmatrix} 1 & 0 & 2 \\ -1 & 3 & -1 \\ 2 & 4 & 0 \\ 6 & 1 & -3 \end{bmatrix}, \quad \vec{v} = \begin{bmatrix} 2 \\ 5 \\ -3 \end{bmatrix}$$

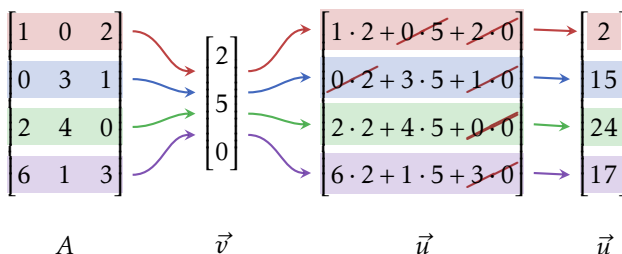
(note that the number of **columns** in A is the same as the number of elements of \vec{v} , namely 3).

The resulting vector \vec{u} is then given by the following formula:

$$u_i = A^i \cdot \vec{v}.$$

i -th row of A

In the following illustration, each row of A is scalar multiplied with the vector \vec{v} , yielding the respective element of \vec{u} . The respective rows of A and elements of \vec{v} are color-coded for clarity.



Example 1.32 Matrix-vector products

The following are some examples of matrix-vector products. Note how in each product the number of columns in the matrix is the same as the number of elements of the vector.

$$\begin{bmatrix} 1 & 0 & 2 \\ 3 & -1 & 5 \end{bmatrix} \cdot \begin{bmatrix} 2 \\ -7 \\ 4 \end{bmatrix} = \begin{bmatrix} 1 \cdot 2 + 0 \cdot (-7) + 2 \cdot 4 \\ 3 \cdot 2 - 1 \cdot (-7) + 5 \cdot 4 \end{bmatrix} = \begin{bmatrix} 10 \\ 33 \end{bmatrix}.$$

$$\begin{bmatrix} 0 & 4 & -5 \\ 4 & 6 & -2 \\ -2 & 2 & 0 \end{bmatrix} \cdot \begin{bmatrix} 0 \\ -3 \\ -2 \end{bmatrix} = \begin{bmatrix} 0 \cdot 0 + 4 \cdot (-3) - 5 \cdot (-2) \\ 4 \cdot 0 + 6 \cdot (-3) - 2 \cdot (-2) \\ -2 \cdot 0 + 2 \cdot (-3) + 0 \cdot (-2) \end{bmatrix} = \begin{bmatrix} -2 \\ -14 \\ -6 \end{bmatrix}.$$

$$\begin{bmatrix} -2 & -1 \\ -2 & 1 \end{bmatrix} \cdot \begin{bmatrix} 0 \\ -1 \end{bmatrix} = \begin{bmatrix} -2 \cdot 0 - 1 \cdot (-1) \\ -2 \cdot 0 + 1 \cdot (-1) \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \end{bmatrix}.$$

$$\begin{bmatrix} 6 & -1 \\ 5 & 0 \end{bmatrix} \cdot \begin{bmatrix} 2 \\ 2 \end{bmatrix} = \begin{bmatrix} 6 \cdot 2 - 1 \cdot 2 \\ 5 \cdot 2 + 0 \cdot 2 \end{bmatrix} = \begin{bmatrix} 10 \\ 10 \end{bmatrix}.$$

$$\begin{bmatrix} 2 & -1 & -2 & -2 \\ 2 & 0 & 0 & 5 \end{bmatrix} \cdot \begin{bmatrix} 0 \\ -2 \\ 2 \\ 4 \end{bmatrix} = \begin{bmatrix} 2 \cdot 0 - 1 \cdot (-2) - 2 \cdot 2 - 2 \cdot 4 \\ 2 \cdot 0 + 0 \cdot (-2) + 0 \cdot 2 + 5 \cdot 4 \end{bmatrix} = \begin{bmatrix} -10 \\ 20 \end{bmatrix}.$$

$$\begin{bmatrix} 3 & 4 & -1 & 1 \\ -2 & 5 & 6 & -2 \\ 4 & 5 & -1 & 3 \end{bmatrix} \cdot \begin{bmatrix} 6 \\ 3 \\ 0 \\ 4 \end{bmatrix} = \begin{bmatrix} 3 \cdot 6 + 4 \cdot 3 - 1 \cdot 0 + 1 \cdot 4 \\ -2 \cdot 6 + 5 \cdot 3 + 6 \cdot 0 - 2 \cdot 4 \\ 4 \cdot 6 + 5 \cdot 3 - 1 \cdot 0 + 3 \cdot 4 \end{bmatrix} = \begin{bmatrix} 34 \\ -5 \\ 51 \end{bmatrix}.$$



1.3.9 Matrix-matrix products

Since the product of a matrix and a vector is itself a vector, one can take the resulting vector and multiply it by another matrix, i.e. given the matrices A, B and a vector \vec{v} , the expression

$$B \cdot (A \cdot \vec{v})$$

is a vector as well.

Of course, the dimensions of all participating objects must align for the products to be properly defined: if A is an $m \times n$ matrix, then \vec{v} must be an n -dimensional vector. The result of the product $A \cdot \vec{v}$ is then an m -dimensional vector which we can call \vec{u} . Thus, for the product $B \cdot \vec{u}$ to be properly defined, B must have the same number of columns as \vec{u} has elements, namely m columns. The number of rows is free, and can be any natural number k . Therefore, B is a $k \times m$ matrix, and the product $B \cdot \vec{u}$ is a k -dimensional vector.

Example 1.33 Multiple matrix-vector products

Let

$$A = \begin{bmatrix} 2 & -1 & 0 \\ 5 & 4 & 3 \end{bmatrix}, \quad B = \begin{bmatrix} 5 & 2 \\ 6 & -7 \\ -1 & 0 \end{bmatrix}, \quad \vec{v} = \begin{bmatrix} 1 \\ 2 \\ 5 \end{bmatrix},$$

then

$$\vec{u} = A \cdot \vec{v} = \begin{bmatrix} 2 \cdot 1 - 1 \cdot 2 + 0 \cdot 5 \\ 5 \cdot 1 + 4 \cdot 2 + 3 \cdot 5 \end{bmatrix} = \begin{bmatrix} 0 \\ 28 \end{bmatrix}.$$

The product $B \cdot \vec{u}$ is defined, since \vec{u} has the same number of elements as B has columns (namely 2). Its result is the 3-dimensional vector

$$\vec{w} = B \cdot \vec{u} = \begin{bmatrix} 5 \cdot 0 + 2 \cdot 28 \\ 6 \cdot 0 - 7 \cdot 28 \\ -1 \cdot 0 + 0 \cdot 28 \end{bmatrix} = \begin{bmatrix} 56 \\ -196 \\ 0 \end{bmatrix}.$$



Multiple matrix-vector product therefore represent application of multiple linear transformations on an initial vector, in the order the matrix-vector products are performed. For example, consider the vector $\vec{v} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$. Rotating \vec{v} by $\frac{\pi}{2}$ ($= 90^\circ$) counter-clockwise around the origin and then scaling the result by 2 should yield the vector $\vec{w} = \begin{bmatrix} -2 \\ 2 \end{bmatrix}$:

$$\begin{bmatrix} 1 \\ 1 \end{bmatrix} \xrightarrow{\text{rotation by } \frac{\pi}{2}} \begin{bmatrix} -1 \\ 1 \end{bmatrix} \xrightarrow{\text{scaling by 2}} \begin{bmatrix} -2 \\ 2 \end{bmatrix}.$$

Using the respective matrix representation of each transformation, we get the following:

$$\begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix} \cdot \left(\begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 1 \end{bmatrix} \right) = \begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix} \cdot \begin{bmatrix} -1 \\ 1 \end{bmatrix} = \begin{bmatrix} -2 \\ 2 \end{bmatrix}.$$

(note that the matrix-vector products are performed from right to left)

More generally, there could be several products made successively, i.e.

$$A_n (A_{n-1} (A_{n-2} \cdots (A_2 (A_1 \vec{v}))))).$$

Matrix-vector products are most commonly written without the paranthesis nor the dot symbol, i.e. as

$$A_n A_{n-1} A_{n-2} \cdots A_2 A_1 \vec{v},$$

and the order of multiplication is from left to right, i.e. A_1 is the first matrix to be multiplied by \vec{v} , then A_2 is multiplied by the result of the product $A_1 \vec{v}$, then A_3 is multiplied by the result of $A_2 A_1 \vec{v}$ and so on.

At this point one should wonder whether instead of doing this long chain of products on each individual vector, perhaps the matrices themselves could be multiplied first, yielding a matrix representing the total transformation applied to a vector, as a composition of the separate transformations in the correct order. The answer is of course yes!⁶

Let us define the product of two matrices: given the an $m \times n$ matrix A and an $n \times k$ matrix B , the product $C = AB$ is itself a matrix, having the dimension $m \times k$, in which every element c_{ij} is the scalar product of the row A^i and the column B_j , i.e.

$$c_{ij} = A^i \cdot B_j = \sum_{k=1}^n a_{ik} b_{kj} = a_{i1} b_{1j} + a_{i2} b_{2j} + \cdots + a_{in} b_{nj}. \quad (1.3.46)$$

Figure 1.26 illustrates this idea graphically.

Using the previous example, instead of calculating the $\frac{\pi}{2}$ rotation of the vector $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$ and then scaling it by 2, we calculate the product of the two matrices representing these

⁶otherwise this subsection would not be called "Matrix-matrix products", after all.

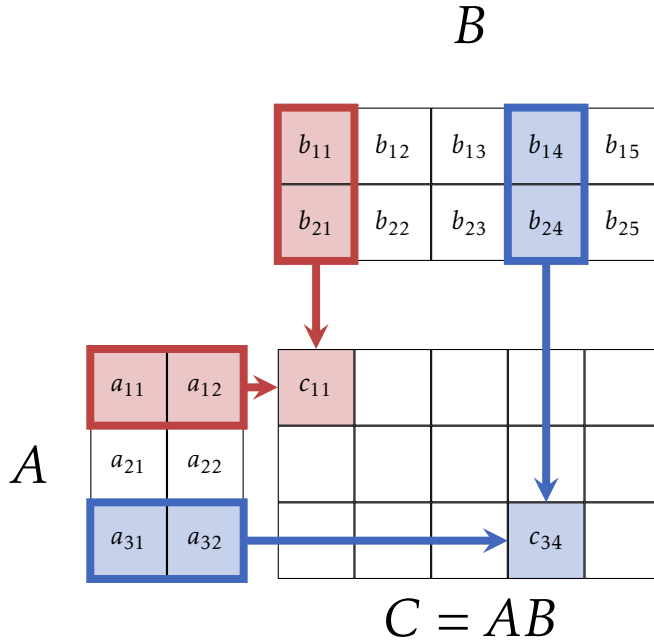


Figure 1.26 The element c_{ij} of the matrix $C = AB$ is the scalar product of the i -th row of A and the j -th column of B .

transformations, and then apply them to the vector:

$$C = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix} = \begin{bmatrix} 0 \cdot 2 - 1 \cdot 0 & 0 \cdot 0 - 1 \cdot 2 \\ 1 \cdot 2 + 0 \cdot 0 & 1 \cdot 0 + 0 \cdot 2 \end{bmatrix} = \begin{bmatrix} 0 & -2 \\ 2 & 0 \end{bmatrix}.$$

We then apply C to the vector and get the expected result:

$$C\vec{v} = \begin{bmatrix} 0 & -2 \\ 2 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \cdot 1 - 2 \cdot 1 \\ 2 \cdot 1 + 0 \cdot 1 \end{bmatrix} = \begin{bmatrix} -2 \\ 2 \end{bmatrix}.$$

Example 1.34 Matrix-matrix products

TBW



Recall that the order of composition of linear transformations matters: $T_1 \circ T_2 \neq T_2 \circ T_1$. Therefore, matrix-matrix products, which represent such compositions, are non-commutative, i.e.

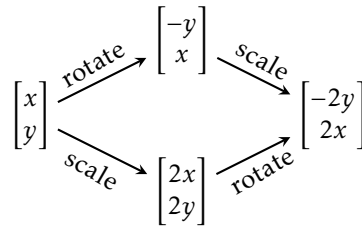
$$AB \neq BA. \quad (1.3.47)$$

Example 1.35 Non-commutativity of matrix-matrix products



Of course, there are special cases where $AB = BA$, but these are the exception and not

the norm. An example is the the rotation and scaling of the vector $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$ we saw above: if we flip the order of application of the two linear transformations we get the same result. This is true for any vector:



We can see that fact by multiplying the two matrices directly, in both directions:

$$\begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix} = \begin{bmatrix} 0 \cdot 2 + (-1) \cdot 0 & 0 \cdot 0 + (-1) \cdot 2 \\ 1 \cdot 2 + 0 \cdot 0 & 1 \cdot 0 + 0 \cdot 2 \end{bmatrix} = \begin{bmatrix} 0 & -2 \\ 2 & 0 \end{bmatrix},$$

$$\begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix} = \begin{bmatrix} 2 \cdot 0 + 0 \cdot 1 & 2 \cdot (-1) + 0 \cdot 0 \\ 0 \cdot 2 + 2 \cdot 0 & 0 \cdot (-1) + 2 \cdot 0 \end{bmatrix} = \begin{bmatrix} 0 & -2 \\ 2 & 0 \end{bmatrix}.$$

Later in this chapter we will analyze the conditions for such commutativity to occur.

The determinant of a matrix-matrix product AB equals the product of the determinants of the separate matrices, i.e.

$$|AB| = |A| \times |B|. \quad (1.3.48)$$

The reason is that the change in volume after application of two consecutive transformations is the product of the change in volume for each separate transformation. This also mean that $|AB| = |BA|$. The trace of a matrix-matrix product behaves the same as well:

$$\text{tr}(AB) = \text{tr}(BA). \quad (1.3.49)$$

Proof 1.6 Trace of a matrix-matrix product

Prove the above behaviour of the trace operator.

QED

On the other hand, the transpose operator doesn't behave so "nicely":

$$(AB)^T = B^T A^T. \quad (1.3.50)$$

1.3.10 Inverse matrices

Some linear transformations are invertible. For example, given a transformation which rotates any vector in \mathbb{R}^2 by θ **counter-clockwise** around the origin, its inverse transformation is one that rotates any vector in \mathbb{R}^2 by θ **clockwise** around the origin (or equivalently by $-\theta$ counter-clockwise). [Figure 1.27](#) illustrates such transformation.

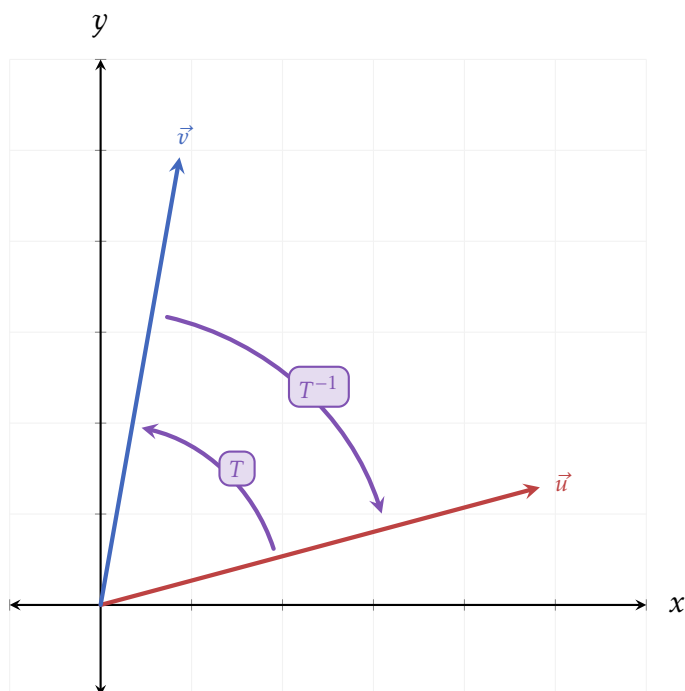


Figure 1.27 The transformation T rotates a vector \vec{u} by θ counter-clockwise, turning it into the vector \vec{v} . Its inverse, T^{-1} , turns the vector \vec{v} back into \vec{u} .

Recall that a transformations (function) is only invertible if and only if it is bijective (Section 0.2). Specifically to our case, a non-bijective linear transformation is a transformation $T : \mathbb{R}^m \rightarrow \mathbb{R}^n$ for which some two vectors $\vec{u}, \vec{v} \in \mathbb{R}^m$ are mapped to the same vector $\vec{w} \in \mathbb{R}^n$.

Example 1.36 Two vectors mapped to the same vector

Let T be a linear transformation represented by the matrix

$$A = \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}.$$

The two vectors $\vec{u} = \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix}$ and $\vec{v} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ are mapped by T to the same vector:

$$A\vec{u} = \begin{bmatrix} 1 \cdot 2 + 0 \cdot 0 + 2 \cdot 0 \\ 0 \cdot 2 + 1 \cdot 0 + 0 \cdot 0 \\ 0 \cdot 2 + 0 \cdot 0 + 0 \cdot 0 \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix},$$

$$A\vec{v} = \begin{bmatrix} 1 \cdot 0 + 0 \cdot 0 + 2 \cdot 1 \\ 0 \cdot 0 + 1 \cdot 0 + 0 \cdot 1 \\ 0 \cdot 0 + 0 \cdot 0 + 0 \cdot 2 \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix}.$$



In fact, when a linear transformation maps two vectors in its domain to a single vector in its image - it actually maps **infinitely many** vectors to that point: let T be a linear transformation and \vec{u}, \vec{v} two vectors in its domain that are mapped to the same output \vec{w} , i.e.

$$T(\vec{u}) = T(\vec{v}) = \vec{w}.$$

Due to the properties of linear transformations, on one side we get

$$T(\alpha\vec{v} + \beta\vec{u}) = T(\alpha\vec{u}) + T(\beta\vec{v}) \quad (1.3.51)$$

$$= \alpha T(\vec{u}) + \beta T(\vec{v}) \quad (1.3.52)$$

$$= \alpha\vec{w} + \beta\vec{w} \quad (1.3.53)$$

$$= (\alpha + \beta)\vec{w}. \quad (1.3.54)$$

(for any $\alpha \in \mathbb{R}$)

Thus, for example, the linear combination $2\vec{u} + 6\vec{v}$ will be mapped to the same output as $6\vec{u} + 2\vec{v}$, $3\vec{u} + 9\vec{v}$, $0.5\vec{u} + 11.5\vec{v}$, etc. - the linear combination using any two coefficients α, β which add up to 12 would be mapped to $12\vec{w}$. This is of course true for any real number, and so for each scale of \vec{w} there are infinitely many linear combinations that are mapped to it.

In fact, the only way in which a linear transformation can be non-bijective is by "loosing" a dimension, i.e. when it maps \mathbb{R}^3 to a single plane/line/point. As we saw earlier, these kind of transformations are represented by matrices for which the determinant is zero, i.e.

$$|A| = 0 \Leftrightarrow \nexists A^{-1}. \quad (1.3.55)$$

which in words mean that if (and only if!) the determinant of a matrix is zero then it has no inverse, and vice-versa (the symbol \nexists means "does not exist"). On the other hand, if the determinant isn't zero, then the inverse must exist.

The product of a matrix and its inverse is the respective identity matrix, since the composition of the respective linear transformations represented by the matrices is the identity transformation. In mathematic terms:

$$AA^{-1} = A^{-1}A = I. \quad (1.3.56)$$

Example 1.37 Inverse matrices

TBW: give a 3×3 matrix, show that its determinant is non-zero, present its inverse and demonstrate it on a specific vector.



Matrices with zero determinant are also known as a **singular** or **degenerate** matrix. For obvious reason, we will not use the latter term in this book⁷.

While the identity matrix is its own inverse (since $I \cdot I = I$), it is not the only matrix

⁷nor should you use it in general, in my opinion.

which shows such behaviour. For example, consider the matrix

$$A = \begin{bmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}.$$

Geometrically, A takes a vector in \mathbb{R}^3 and flips its x -component. In other words it mirrors any vector across the yz -plane (see ??). If we take a vector $\vec{u} = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$ and multiply

it by A we get the vector $\vec{v} = \begin{bmatrix} -x \\ y \\ z \end{bmatrix}$ (tip: calculate the product $A\vec{v}$ directly for practice). If

we take \vec{v} and multiply it by A , we get the vector $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$ - i.e. we retrieved back \vec{u} . Since

this is true for any vector in \mathbb{R}^3 , A is its own inverse. We can check this directly by calculating the product of A with itself:

$$\begin{aligned} A \cdot A &= \begin{bmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \\ &= \begin{bmatrix} -1 \cdot (-1) + 0 \cdot 0 + 0 \cdot 0 & -1 \cdot 0 + 0 \cdot 1 + 0 \cdot 0 & -1 \cdot 0 + 0 \cdot 0 + 0 \cdot 1 \\ 0 \cdot (-1) + 0 \cdot 0 + 0 \cdot 0 & 0 \cdot 1 + 1 \cdot 1 + 0 \cdot 0 & 0 \cdot 0 + 0 \cdot 1 + 0 \cdot 0 \\ 0 \cdot (-1) + 0 \cdot 0 + 0 \cdot 1 & 0 \cdot 0 + 0 \cdot 1 + 0 \cdot 0 & 0 \cdot 0 + 0 \cdot 0 + 1 \cdot 1 \end{bmatrix} \\ &= \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \\ &= I_3. \end{aligned}$$

A matrix which is its own inverse is known as an **involutory matrix**. Such matrices must be square (challenge to the reader: why is that true?).

How do we calculate the inverse of a matrix? In general, non-square matrices don't have so-called "complete" inverses, so we focus on calculating the inverses of square matrices only. The general formula for an inverse matrix A^{-1} is

$$A^{-1} = \frac{1}{|A|} \text{adj}(A), \quad (1.3.57)$$

where $\text{adj}(A)$ is the **adjugate** of the matrix A . The adjugate of a matrix is calculated using its minors, as follows: let

$$A = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} \end{bmatrix},$$

then its adjugate is the matrix

$$\text{adj}(A) = \begin{bmatrix} +m_{11} & -m_{12} & \cdots & \pm m_{1n} \\ -m_{21} & +m_{22} & \cdots & \mp m_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ \pm m_{m1} & \mp m_{m2} & \cdots & \pm m_{mn} \end{bmatrix}^T$$

(where m_{ij} is the ij -minor of A).

Example 1.38 Adjugate of a matrix

Let

$$C = \begin{bmatrix} 1 & 7 & -3 \\ 2 & 5 & 0 \\ 0 & 1 & 1 \end{bmatrix},$$

then

$$\begin{aligned} \text{adj}(C) &= \begin{bmatrix} +m_{11} & -m_{12} & +m_{13} \\ -m_{21} & +m_{22} & -m_{23} \\ +m_{31} & -m_{32} & +m_{33} \end{bmatrix}^T \\ &= \begin{bmatrix} + \begin{vmatrix} 5 & 0 \\ 1 & 1 \end{vmatrix} & - \begin{vmatrix} 2 & 0 \\ 0 & 1 \end{vmatrix} & + \begin{vmatrix} 2 & 5 \\ 0 & 1 \end{vmatrix} \\ - \begin{vmatrix} 7 & -3 \\ 1 & 1 \end{vmatrix} & + \begin{vmatrix} 1 & -3 \\ 0 & 1 \end{vmatrix} & - \begin{vmatrix} 1 & 7 \\ 0 & 1 \end{vmatrix} \\ + \begin{vmatrix} 7 & -3 \\ 5 & 0 \end{vmatrix} & - \begin{vmatrix} 1 & -3 \\ 2 & 0 \end{vmatrix} & + \begin{vmatrix} 1 & 7 \\ 2 & 5 \end{vmatrix} \end{bmatrix}^T \\ &= \begin{bmatrix} 5 \cdot 1 - 1 \cdot 0 & -2 \cdot 1 + 0 \cdot 0 & 2 \cdot 1 - 0 \cdot 5 \\ -(7 \cdot 1 + 1 \cdot 3) & 1 \cdot 1 + 3 \cdot 0 & -(1 \cdot 1 - 7 \cdot 0) \\ 7 \cdot 0 + 3 \cdot 5 & -(1 \cdot 0 + 3 \cdot 2) & 1 \cdot 5 - 2 \cdot 7 \end{bmatrix}^T \\ &= \begin{bmatrix} 5 & -2 & 2 \\ -10 & 1 & -1 \\ 15 & -6 & -9 \end{bmatrix}^T \\ &= \begin{bmatrix} 5 & -10 & 15 \\ -2 & 1 & -6 \\ 2 & -1 & -9 \end{bmatrix}. \end{aligned}$$

We can use the above example to calculate the inverse of the matrix C .

Example 1.39 Inverse of a matrix

The determinant of C is

$$|C| = m_{11} - 7m_{12} - 3m_{13} = 5 - 14 - 6 = -15.$$

Therefore the inverse of C is

$$C^{-1} = \frac{1}{|C|} \text{adj}(C)$$

$$\begin{aligned}
&= -\frac{1}{15} \begin{bmatrix} 5 & -10 & 15 \\ -2 & 1 & -6 \\ 2 & -1 & -9 \end{bmatrix} \\
&= \begin{bmatrix} -\frac{1}{3} & -\frac{2}{3} & -1 \\ \frac{2}{15} & -\frac{1}{15} & \frac{6}{15} \\ -\frac{2}{15} & \frac{1}{15} & \frac{3}{5} \end{bmatrix}.
\end{aligned}$$



In the case of 2×2 matrices, the adjugate has a rather simple formula:

$$\text{adj} \left(\begin{bmatrix} a & b \\ c & d \end{bmatrix} \right) = \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}. \quad (1.3.58)$$

Note 1.11 Minors of 2×2 matrices

The minors of a 2×2 matrix $A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ are simply

$$m_{11} = d, \quad m_{12} = c,$$

$$m_{21} = b, \quad m_{22} = a.$$



Therefore, the inverse of a 2×2 matrix $A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ is

$$A^{-1} = \frac{1}{|A|} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix} = \frac{1}{ad - cb} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}. \quad (1.3.59)$$

We can check that Equation 1.3.59 is correct by directly calculating the products AA^{-1} and $A^{-1}A$:

$$\begin{aligned}
AA^{-1} &= \frac{1}{|A|} \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix} \\
&= \frac{1}{ad - cb} \begin{bmatrix} ad - bc & \cancel{-ab + ba} \\ \cancel{cd - dc} & -cb + da \end{bmatrix} \\
&= \begin{bmatrix} \frac{ad-bc}{ad-cb} & 0 \\ 0 & \frac{da-cb}{ad-bc} \end{bmatrix} \\
&= \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \\
&= I_2.
\end{aligned}$$

$$\begin{aligned}
A^{-1}A &= \frac{1}{|A|} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix} \begin{bmatrix} a & b \\ c & d \end{bmatrix} \\
&= \frac{1}{ad - cb} \begin{bmatrix} da - bc & \cancel{db - bd} \\ \cancel{-ca + ac} & -cb + ad \end{bmatrix}
\end{aligned}$$

$$\begin{aligned}
&= \begin{bmatrix} \frac{da-bc}{ad-cb} & 0 \\ 0 & \frac{ad-cb}{ad-cb} \end{bmatrix} \\
&= \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \\
&= I_2.
\end{aligned}$$

Example 1.40 Inverting a 2×2 matrix

The inverse of the matrix

$$A = \begin{bmatrix} 1 & -3 \\ 2 & 0 \end{bmatrix}$$

is

$$\begin{aligned}
A^{-1} &= \frac{1}{|A|} \begin{bmatrix} 0 & 3 \\ -2 & 1 \end{bmatrix} \\
&= \frac{1}{1 \cdot 0 - (-3) \cdot 2} \begin{bmatrix} 0 & 3 \\ -2 & 1 \end{bmatrix} \\
&= \frac{1}{6} \begin{bmatrix} 0 & 3 \\ -2 & 1 \end{bmatrix}.
\end{aligned}$$

**Example 1.41 Inverse of the 2-dimensional rotation matrix**

We can use [Equation 1.3.59](#) to calculate the inverse of the 2-dimensional rotation matrix

$$R(\theta) = \begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix}.$$

Since the rotation matrix rotates all vector by θ counter-clockwise around the origin, we expect its inverse to rotate all vectors by $-\theta$ counter-clockwise around the origin. Let's show that this is indeed the case: we first calculate the determinant of R :

$$|R| = \cos(\theta) \cdot \cos(\theta) + \sin(\theta) \sin(\theta) = \cos^2(\theta) + \sin^2(\theta) = 1.$$

This result makes sense - rotation does not change areas. We can now use $|R|$ to calculate R^{-1} :

$$\begin{aligned}
R^{-1}(\theta) &= \frac{1}{|R|} \begin{bmatrix} \cos(\theta) & \sin(\theta) \\ -\sin(\theta) & \cos(\theta) \end{bmatrix} \\
&= \begin{bmatrix} \cos(\theta) & \sin(\theta) \\ -\sin(\theta) & \cos(\theta) \end{bmatrix}.
\end{aligned}$$

Since $\cos(-\theta) = \cos(\theta)$ and $\sin(-\theta) = -\sin(\theta)$, the above matrix is exactly a rotation by $-\theta$ counter-clockwise around the origin, as we expected.



We can use the rotation matrix and its inverse to calculate the general 2×2 reflection matrix around a line going through the origin ([Equation 1.3.22](#)), represented by its

angle θ . We do this by taking the following steps (see Figure 1.28 for a graphical illustration):

- 1.1. Rotate space by $-\theta$ such that the reflection line aligns with the horizontal axis.
- 1.2. Reflect space across the horizontal line.
- 1.3. Rotate space by θ to bring back space to its original orientation.

The order of application of the above transformations is 1-2-3. Therefore, in matrix form we write them from **left to right**, i.e. $3 \cdot 2 \cdot 1$:

$$\begin{aligned}
 \text{Ref}(\theta) &= \begin{array}{c} \text{3. rotate back} \\ \downarrow \\ \begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix} \end{array} \cdot \begin{array}{c} \text{2. flip vertically} \\ \downarrow \\ \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \end{array} \cdot \begin{array}{c} \text{1. rotate} \\ \downarrow \\ \begin{bmatrix} \cos(\theta) & \sin(\theta) \\ -\sin(\theta) & \cos(\theta) \end{bmatrix} \end{array} \\
 &= \begin{bmatrix} \cos(2\theta) & \sin(2\theta) \\ -\sin(2\theta) & \cos(2\theta) \end{bmatrix}.
 \end{aligned}$$

1.3.11 Kernel and null space

While the determinant of a matrix tells us whether the matrix is reversible or not, it doesn't quantify the loss in dimensionality resulting from applying it: a matrix which "squishes" \mathbb{R}^3 into a plane has the same determinant as a matrix which "squishes" it into a line or the the a single point (the origin): 0. To find a measurement that does quantify this characteristic, we can look at the set of all vectors which the matrix (and thus the transformation it represents) map to $\vec{0}$. We call this set the **kernel** of the matrix/transformation (denoted $\ker(A)$ or $\ker(T)$, respectively). More formally - given an $m \times n$ matrix representing a transformation $T : \mathbb{R}^n \rightarrow \mathbb{R}^m$,

$$\ker(A) = \{ \vec{v} \in \mathbb{R}^n \mid A\vec{v} = \vec{0}_m \}, \quad (1.3.60)$$

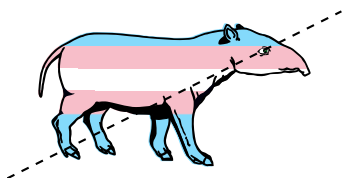
and equivalently,

$$\ker(T) = \{ \vec{v} \in \mathbb{R}^n \mid T(\vec{v}) = \vec{0}_m \} \quad (1.3.61)$$

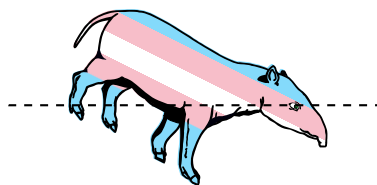
In the language of matrices, the kernel is sometimes referred to as their **null space**.

Note 1.12 Matrix/Transformation duality

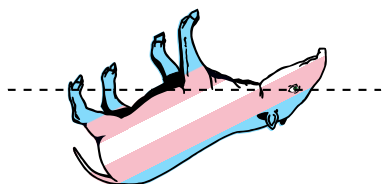
From now on in this subsection we will discuss matrices only, however everything discussed here can be applied directly to the transformations they represent. We also use the term kernel instead of null space, as these two concepts are practically



1 Original space.



2 Rotation by θ such that the mirror line is aligned with the horizontal axis.



3 Mirroring across the mirror line.



4 Rotating back to the original orientation (i.e. by $-\theta$).

Figure 1.28 Constructing a general 2×2 reflection matrix as the composition of rotating, mirroring and rotating back.

equivalent in our context.



Example 1.42 Kernel of a matrix

The vector

$$\vec{v} = \begin{bmatrix} 0 \\ -2 \\ 1 \end{bmatrix}$$

is in the kernel of the matrix

$$A = \begin{bmatrix} 0 & 1 & 2 \\ -1 & 3 & 6 \\ 2 & 2 & 4 \end{bmatrix},$$

since

$$\begin{aligned} A\vec{v} &= \begin{bmatrix} 0 & 1 & 2 \\ -1 & 3 & 6 \\ 2 & 2 & 4 \end{bmatrix} \begin{bmatrix} 0 \\ -2 \\ 1 \end{bmatrix} \\ &= \begin{bmatrix} 0 \cdot 0 + 1 \cdot (-2) + 2 \cdot 1 \\ -1 \cdot 0 + 3 \cdot (-2) + 6 \cdot 1 \\ 2 \cdot 0 + 2 \cdot (-2) + 4 \cdot 1 \end{bmatrix} \\ &= \begin{bmatrix} 0 - 2 + 2 \\ 0 - 6 + 6 \\ 0 - 2 + 4 \end{bmatrix} \\ &= \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}. \end{aligned}$$



Two properties of the kernel of a matrix are relatively straight-forward:

- The (dimensionally correct) zero vector is always in the kernel of any matrix. This is because the zero vector of a transformation's domain is always mapped to the zero vector in its image (stated in [Section 1.2](#) as the fact that linear transformations preserve the origin).
- Any linear combination of vectors in the kernel of a matrix is also in the kernel of the matrix. This is easily proved using the basic properties of linear transformations (which we show in matrix form):

Proof 1.7 Linear combinations of kernel vectors

Let A be a matrix, and \vec{u}, \vec{v} two vectors in its kernel. Then

$$\begin{aligned} A \cdot (\alpha \vec{u} + \beta \vec{v}) &= A \cdot (\alpha \vec{u}) + A \cdot (\beta \vec{v}) \\ &= \alpha A\vec{u} + \beta A\vec{v} \end{aligned}$$

$$= \alpha \vec{0} + \beta \vec{0}$$

$$= \vec{0} + \vec{0}$$

$$= \vec{0}.$$

Therefore $\vec{w} = \alpha \vec{u} + \beta \vec{v}$ is also in the kernel of A .

QED

TBW: the kernel as a subspace of the domain of a transformation.

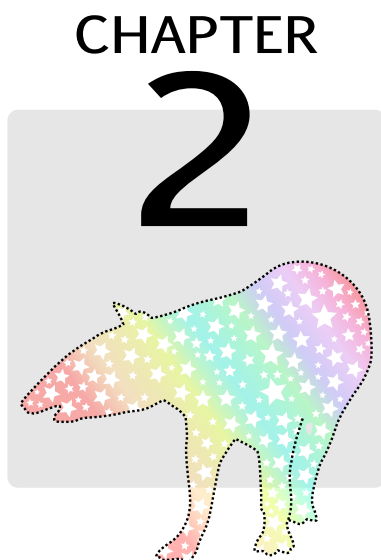
1.4 SYSTEMS OF LINEAR EQUATIONS

1.5 EIGENVECTORS AND EIGENVALUES

1.6 DECOMPOSITIONS

1.7 SOME REAL LIFE USES OF LINEAR ALGEBRA

1.8 EXERCISES



CALCULUS IN 1D

2.1 SEQUENCES AND SERIES

2.2 LIMITS OF REAL FUNCTIONS

2.3 DERIVATIVES

2.4 INTEGRALS

2.5 ANALYZING REAL FUNCTIONS

CHAPTER 3



LINEAR ALGEBRA

(RIGOROUS APPROACH)

Something about formalism, theorems, proofs, etc.

Note 3.1 Why present rigorous mathematics in this book?

Rigorous mathematics is rarely necessary for those who are interested in the tools mathematics provides us with, rather than the full and deep understanding of the concepts these tools are based on. However, it can be useful to students of scientific fields to experience rigorous mathematics at least once in their course of study. Usually, the choice for the topic to be analyzed rigorously is between linear algebra and calculus - for this book the latter was chosen.



3.1 FIELDS

We begin our dive into the rigorous analysis of linear algebra by defining an algebraic construction call a **field**, which we need in order to properly define vector spaces later. In essence, a field has most of the important properties of the real numbers, namely the closure, commutativity, associativity, identity and inverse of addition and multiplication of any two elements in the field (except the product inverse of the field equivalent object for the number 0). In a later section we will use fields to construct the general notion of **vector spaces**.

Definition 3.1 Field

A field \mathbb{F} is a set of objects together with two operations called **addition** and **multiplication** (denoted $+$ and \cdot , respectively), for which the following axioms hold:

- **Closure of under addition and multiplication:** for any $a, b \in \mathbb{F}$,

1. $(a + b) \in \mathbb{F}$,
2. $(a \cdot b) \in \mathbb{F}$.

- **Commutativity under addition multiplication:** for any $a, b \in \mathbb{F}$,

1. $a + b = b + a$,
2. $a \cdot b = b \cdot a$.

- **Associativity under addition and multiplication:** for any $a, b, c \in \mathbb{F}$,

1. $a + (b + c) = (a + b) + c$,
2. $a \cdot (b \cdot c) = (a \cdot b) \cdot c$.

- **Additive and multiplicative identity:** there exist an element in \mathbb{F} called the *additive identity* and denoted by 0, for which $a + 0 = a$ for any $a \in \mathbb{F}$.

Similarity, there exists an element in \mathbb{F} called the *multiplicative identity* and denoted by 1, for which $a \cdot 1 = a$ for any $a \in \mathbb{F}$.

- **Additive and multiplicative inverses:** for any element $a \in \mathbb{F}$ (except the additive identity) there exists:

1. $b \in \mathbb{F}$ such that $a + b = 0$, and
2. $c \in \mathbb{F}$ such that $a \cdot c = 1$.

(usually b is denoted as $-a$, while c is denoted as a^{-1})

- **Distributivity of multiplication over addition:** for any $a, b, c \in \mathbb{F}$,

$$a \cdot (b + c) = (a \cdot b) + (a \cdot c).$$

3.1.1 Infinite fields

We start with one of the most obvious examples of a field: the real numbers together with the standard addition and product.

Theorem 3.1 \mathbb{R} as a field

The set of real numbers \mathbb{R} forms a field together with the standard addition and product.

We leave the proof of 3.1 to the reader, as it is pretty straight forward using the known properties of the standard addition and product over \mathbb{R} (and rather uninteresting). Instead, we jump forward to using 3.1 for proving the same idea about the complex numbers:

Theorem 3.2 \mathbb{C} as a field and more more more

The set of complex numbers \mathbb{C} forms a field together with the addition and product operations as defined in Section 0.6 (namely Equation 0.6.3, Equation 0.6.4 and Equation 0.6.13).

Proof 3.1 \mathbb{C} as a field

(note: in the following proof, equalities marked with ! use the respective property of the real numbers)

- **Closure under both operations:** for any two complex numbers $z_1 = a + ib$ and $z_2 = c + id$,

- Addition: since addition in \mathbb{R} is closed, $(a+c) \in \mathbb{R}$ and $(b+d) \in \mathbb{R}$. Therefore

$$z = z_1 + z_2 = a + c + (b + d)i$$

is also a complex number with $\Re(z) = a + c$ and $\Im(z) = b + d$.

- Multiplication: since multiplication in \mathbb{R} is also closed, $(ac - bd) \in \mathbb{R}$ and $(ad + bc) \in \mathbb{R}$. Therefore

$$z = z_1 \cdot z_2 = ac - bd + (ad + bc)i$$

is a complex number with $\Re(z) = ac - bdc$ and $\Im(z) = ad + bc$.

- **Commutativity of both operation:** for any two complex numbers $z_1 = a + ib$ and $z_2 = c + id$,

- Addition: since addition in \mathbb{R} is commutative, $a + c = c + a$ and $b + d = d + b$. Therefore

$$z_1 + z_2 = a + c + (b + d)i \stackrel{!}{=} c + a + (d + b)i = z_2 + z_1.$$

- Multiplication: since multiplication in \mathbb{R} is also commutative, $ac - bd = ca - db$ and $ad + bc = da + cb$. Therefore

$$z_1 \cdot z_2 = ac - bd + (ad + bc)i \stackrel{!}{=} ca - db + (da + cb)i = z_2 \cdot z_1.$$

- **Associativity of both operation**: for any three complex numbers $z_1 = a + ib$, $z_2 = c + id$ and $z_3 = g + ih$ (where $a, b, c, d, g, h \in \mathbb{R}^a$),

- Addition: since addition in \mathbb{R} is associative, $a + (c + g) = (a + c) + g$ and $b + (d + h) = (b + d) + h$. Therefore

$$z_1 + (z_2 + z_3) = a + (c + g) + [b + (d + h)]i \stackrel{!}{=} (a + c) + g + [(b + d) + h]i = (z_1 + z_2) + z_3.$$

- Multiplication: since multiplication in \mathbb{R} is also associative, the following equalities apply:

$$a \cdot (c \cdot g) = (a \cdot c) \cdot g,$$

$$b \cdot (c \cdot h) = (b \cdot c) \cdot h,$$

$$a \cdot (d \cdot h) = (a \cdot d) \cdot h,$$

$$b \cdot (d \cdot g) = (b \cdot d) \cdot g,$$

$$a \cdot (c \cdot h) = (a \cdot c) \cdot h,$$

$$a \cdot (d \cdot g) = (a \cdot d) \cdot g,$$

$$b \cdot (c \cdot g) = (b \cdot c) \cdot g,$$

$$b \cdot (d \cdot h) = (b \cdot d) \cdot h.$$

Therefore,

$$\begin{aligned} z_1 \cdot (z_2 \cdot z_3) &= a \cdot (c \cdot g) - a \cdot (d \cdot h) - b \cdot (c \cdot h) - b \cdot (d \cdot g) \\ &\quad + [a \cdot (c \cdot h) + a \cdot (d \cdot g) + b \cdot (c \cdot g) - b \cdot (d \cdot h)]i \\ &\stackrel{!}{=} (a \cdot c) \cdot g - (a \cdot d) \cdot h - (b \cdot c) \cdot h - (b \cdot d) \cdot g \\ &\quad + [(a \cdot c) \cdot h + (a \cdot d) \cdot g + (b \cdot c) \cdot g - (b \cdot d) \cdot h]i \\ &= (z_1 \cdot z_2) \cdot z_3. \end{aligned}$$

- **Identity for both operations**:

- Addition: the complex number $0 = 0 + 0i$ is the complex addition identity: for any real number $x \in \mathbb{R}$, $x + 0 = x$. Therefore, for any complex number $z = a + ib$,

$$z + 0 = a + ib + 0 + 0i = a + 0 + (b + 0)i \stackrel{!}{=} a + ib.$$

- Multiplication: the complex number $1 = 1 + 0i$ is the complex multiplication identity: for any real number $x \in \mathbb{R}$, $x \cdot 1 = x$ and $x \cdot 0 = 0$. Therefore, for

any complex number $z = a + ib$,

$$z \cdot 1 = (a + ib) \cdot (1 + 0i) \stackrel{!}{=} a \cdot 1 - \cancel{b \cdot 0i^2} + (\cancel{a \cdot 0i} + b \cdot 1)i = a + ib.$$

• **Inverse for both operations:**

• **Addition:** for any complex number $z_1 = a + ib$, the number $z_2 = -a - ib$ is also a complex number for which

$$z_1 + z_2 = a + ib + -a - ib \stackrel{!}{=} a - a + (b - b)i = 0 + 0i = 0.$$

• **Multiplication:** for any complex number $z = re^{i\theta}$ where $r \neq 0$, the number $z^{-1} = \frac{1}{r}e^{-i\theta}$ is also a complex number for which

$$z \cdot z^{-1} = re^{i\theta} \cdot \frac{1}{r}e^{-i\theta} \stackrel{!}{=} \frac{r}{r}e^{\cancel{i\theta - i\theta}} = 1 \cdot 1 = 1.$$

Note: for $z = a + ib$,

$$z^{-1} = \frac{1}{r}e^{-i\theta} = \frac{1}{|z|} \cdot \frac{a - ib}{|z|} = \frac{1}{|z|} \cdot \frac{\bar{z}}{|z|} = \frac{\bar{z}}{|z|^2}.$$

Therefore, for any $z \neq 0$, $z^{-1} = \frac{\bar{z}}{|z|^2}$.

• **Distributivity of multiplication over addition:** for any $z_1 = a + ib$, $z_2 = c + id$ and $z_3 = g + ih$,

$$\begin{aligned} z_1 \cdot (z_2 + z_3) &= (a + ib) \cdot (c + id + g + ih) = (a + ib) \cdot (c + g + [d + h]i) \\ &= ac + ag + (bd)i^2 + (bh)i^2 \\ &\quad + (ad)i + (ah)i + (bc)i + (bg)i \\ &= ac + ag - bd - bh + (ad + ah + bc + bg)i \\ &= ac - bd + (ad + bc)i + ag - bh + (ah + bg)i \\ &= (z_1 \cdot z_2) + (z_1 \cdot z_3). \end{aligned}$$

^aThe letters g and h are used instead of e and f to avoid confusion with Euler's constant and the common notation for real functions, respectively.

QED

The sets \mathbb{R} and \mathbb{C} are examples of **infinite fields**, since they each have infinite number of elements. The set \mathbb{Q} (rational numbers) can be shown to also be an infinite field, however unlike \mathbb{R} and \mathbb{C} it has **countable** number of elements, i.e. each number in \mathbb{Q} can be assigned an index $1, 2, 3, \dots$ ¹.

¹For proof, see ...

Challenge 3.1 \mathbb{Q} as a field

Prove that \mathbb{Q} (together with the usual addition and product operation) is indeed a field.

?

3.1.2 Finite fields

While all three examples of fields we encountered so far have each an infinite number of elements, some fields only have a finite number of elements (called their **order**). For example, consider the set $S = \{0, 1, a, b\}$ and the addition and product operations described using the following tables (left table describes addition, right table describes multiplication):

| + | 0 | 1 | a | b |
|---|---|---|---|---|
| 0 | 0 | 1 | a | b |
| 1 | 1 | 0 | b | a |
| a | a | b | 0 | 1 |
| b | b | a | 1 | 0 |

| · | 0 | 1 | a | b |
|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 |
| 1 | 0 | 1 | a | b |
| a | 0 | a | b | 1 |
| b | 0 | b | 1 | a |

By examining the tables above, several points become clear:

- all the possible combinations of operands in both addition and multiplication give elements from S itself, meaning that the set is closed under both these operations.
- both tables are symmetric around their main diagonal, meaning that both addition and multiplication are commutative operations.
- in the addition table, the first row and first column both show that $x + 0 = x$ for any $x \in S$, meaning that 0 is the additive identity in S .
- in the product table, the second row and second column both show that $x \cdot 1 = x$ for any $x \in S$, meaning that 1 is the multiplicative identity in S .
- in the addition table, the element 0 appears in each row and each column exactly once. This means that every element x has a single additive inverse $y \in S$.
- in the product table, the element 1 appears in each row and each column exactly once, except for the first row and first column. This means that every element $x \neq 0$ has a single multiplicative inverse $z \in S$.

We therefore only need to prove two points to show that S is a field together with the operations described by the above tables: associativity of both operations and distributivity of multiplication over addition. We leave these proofs as a challenge to the reader. Such a field is sometime denoted as \mathbb{F}_4 . There are, of course, infinitely many finite fields.

3.1.3 Modulo fields

Another example of finite fields are sets of integers of the form $\{0, 1, 2, 3, \dots, n\}$ where n is a prime, together with **modular addition** and **modular product**. To understand modular arithmetics, we recall the fact that on a circle, an angle can have a negative value but also greater than 360° values are possible (see Figure 0.3): 390° is equivalent to 30° , -30° is equivalent to 330° , etc. The set of integer values $0^\circ, 1^\circ, 2^\circ, \dots, 359^\circ$ on a circle is an example of a modular set: if for example we add together two angles of values $\deg 100$ and 300° we get the equivalent angle $\deg 60$. If we subtract $\deg 300$ from $\deg 100$ the result is an angle of $\deg 160$.

We say that on a circle, the values $360^\circ, 720^\circ, -360^\circ$ etc. are all **congruent** to 0 modulo 360. In mathematical notation we represent this fact as e.g.

$$720 \equiv 0 \pmod{360}. \quad (3.1.1)$$

Note that from this point forward we drop the degrees unit, and deal with pure integers. The notation for the set $\{0, 1, 2, \dots, 359\}$ is \mathbb{Z}_{360} . Generally speaking, the set $\{0, 1, 2, \dots, n\}$ is denoted as \mathbb{Z}_n .

Note 3.2 About modulo set notation

It is not common to use the notation \mathbb{Z}_n for the modulo- n set, since it is also used for a different algebraic construct, namely the n -adic ring. However, due to the simplicity of the notation, and the fact that we don't discuss rings in this chapter we are using it in this book. Common notations for the set are $\mathbb{Z}/n\mathbb{Z}$ and \mathbb{Z}/n .

Addition and multiplication on \mathbb{Z}_n is done by the following rather straight forward definition:

Definition 3.2 Operations in \mathbb{Z}_n

In the set \mathbb{Z}_n addition and multiplication are defined as the following:

- **Addition:** for any two elements $a, b \in \mathbb{Z}_n$, $a + b := (a + b) \pmod{n}$.
- **Multiplication:** for any two elements $a, b \in \mathbb{Z}_n$, $a \cdot b := (a \cdot b) \pmod{n}$.

π

Example 3.1 Operations in \mathbb{Z}_n

The tables below show addition and multiplication results of numbers in different modulo sets \mathbb{Z}_n for some values of n :

| n | $2+3$ | $2 \cdot 3$ | n | $4+7$ | $4 \cdot 7$ |
|-----|-------|-------------|-----|-------|-------------|
| 4 | 1 | 2 | 8 | 3 | 4 |
| 5 | 0 | 1 | 9 | 2 | 1 |
| 6 | 5 | 0 | 10 | 1 | 8 |
| 7 | 5 | 6 | 15 | 11 | 13 |
| 8 | 5 | 6 | 20 | 11 | 8 |
| 9 | 5 | 6 | 27 | 11 | 1 |
| 10 | 5 | 6 | 28 | 11 | 0 |
| 11 | 5 | 6 | 30 | 11 | 28 |



Figure 3.1 shows the equivalency between integers and the elements of \mathbb{Z}_5 .

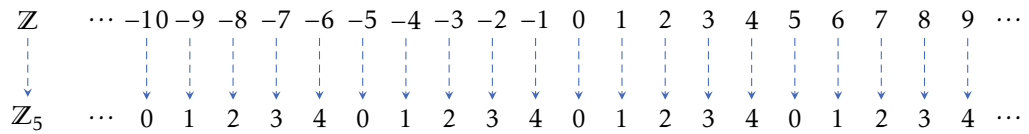


Figure 3.1 An example of the periodicity of \mathbb{Z}_5 : the top numbers are the ordinary integers, each showing their respective congruent modulo 5 below (blue dashed arrow).

Only the sets \mathbb{Z}_n for which n is a prime number are also fields. Let's define this property precisely:

Theorem 3.3 \mathbb{Z}_p is a field

Any modulo set \mathbb{Z}_p where p is a prime number greater than 1 is also a field together with the operations as defined in 3.2.



In order to prove 3.3 we use two lemmas: the first is known as **Bézout's lemma**:

Lemma 3.1 Bézout's lemma

For any two positive integers a, b there exist two integers x, y such that

$$\gcd(a, b) = xa + yb.$$



Note 3.3 $\gcd(a, b)$

$\gcd(a, b)$ is the **greatest common divisor** of the two integers a and b . For example, $\gcd(36, 24) = 12$ since the divisors of 36 are 1, 2, 3, 4, 6, 9, 12, 18, 36, and the divisors of 24 are 1, 2, 3, 4, 6, 8, 12, 24.



An example of Bézout's lemma is the following:

Example 3.2 Bézout's lemma in action

For the two positive integers $a = 60$, $y = 114$

$$\gcd(60, 114) = 6.$$

Therefore, Bézout's lemma says that there exist two integers x, y such that

$$6 = 60x + 114y.$$

Indeed, two such integers exist: $x = 2$ and $y = -1$.



(SHOULD WE PROVE THE LEMMA?..)

The second lemma we use is the following:

Lemma 3.2 $\gcd(n, p) = 1$

Given a positive prime number p , then for any positive integer $n < p$,

$$\gcd(p, n) = 1.$$



Proving the lemma:

Proof 3.2 $\gcd(n, p) = 1$

We assume that $\gcd(p, n) \neq 1$. Then there exist an integer $a \leq n < p$ which divides both n and p , meaning that p has a divider, contrary to the assumption that p is a prime number. Therefore $\gcd(n, p)$ must equal 1.

QED

Now we can proceed to the proof of 3.3:

Proof 3.3 \mathbb{Z}_p is a field

- **Closure under both operations:** the definition of the modulo operator limit any $M \pmod{p}$ (where $M \in \mathbb{Z}$) to be in $[0, p - 1]$. Therefore the result of using the operators given in 3.2 must be within the same range, and thus in \mathbb{Z}_p .
- **Commutativity and associativity of both operations:** for any two numbers $a, b \in \mathbb{Z}_p$ the result $a + b$ and $a \cdot b$ under \mathbb{Z} is both commutative and associative. Therefore the result modulo n is the same no matter the order of operations.
- **Additive identity:** the number $0 \in \mathbb{Z}_p$ is the additive identity, since for each $a \in \mathbb{Z}_p$, $a + 0 = a$.

- **Multiplicative identity:** the number $1 \in \mathbb{Z}_p$ is the additive identity, since for each $a \in \mathbb{Z}_p$, $a \cdot 1 = a$.

- **Additive inverse:** for each $a \in \mathbb{Z}_p$ the element $n = p - a$ is in \mathbb{Z}_p since $p > a$. Adding n to a results in 0:

$$a + n = a + (p - a) = p \equiv 0 \pmod{p}.$$

- **Multiplicative inverse:** let $a \in \mathbb{Z}_p$ and $a \neq 0$. Since p is a prime, $\gcd(a, p) = 1$ and from Bézout's theorem we know that there exist two integers x, y such that

$$xa + yp = 1.$$

Rearrangement gives $p = \frac{1-xa}{y}$ meaning that p divides $1 - xa$, and thus

$$xa \equiv 1 \pmod{p}.$$

Therefore x is the multiplicative inverse of a .

- **Distributivity of multiplication over addition:** ...

QED

The only part of the proof that uses the fact that p is a prime number is the multiplicative inverse. When n is not a prime, \mathbb{Z}_n is not a field.

Challenge 3.2 \mathbb{Z}_n is not a field when n is not a prime number

Prove that the modulo set \mathbb{Z}_n where n is **not** a prime number, is not a field. (hint: what property of prime numbers is used in the above proof to show that there is always a multiplicative inverse in \mathbb{Z}_p where p is prime?)

?

3.2 VECTOR SPACES

As we've seen in [Chapter 1](#) vectors are found at the heart of linear algebra. We first defined them in a geometric way as objects with magnitude and direction, and later as lists of real numbers, analyzing the connections between these two mostly parallel definitions. We also spoke about vector spaces of the type \mathbb{R}^n as the structures vectors exist in. However, we haven't defined vectors nor vector spaces formally - which is exactly what we do in this section, by defining the concept of **vector spaces**.

Note 3.4 \mathbb{R}^n as a guide to general vector spaces

While reading the definition below, it is worthwhile to reflect on each of the given axioms as it relates to the familiar vector space \mathbb{R}^n .

**Definition 3.3** Vector space

A vector space over a field \mathbb{F} is a set V which, together with two operations described below, fulfils a list of axioms. The two operations are

- **Vector addition:** an operation which takes two elements of V and returns a single element of V , i.e. $+: V \times V \rightarrow V$.
- **Scalar multiplication:** an operation which takes a single element of \mathbb{F} and a single element of V and returns a single element of V , i.e. $\cdot: \mathbb{F}, V \rightarrow V$.

The axioms to be fulfilled are:

- **Commutativity of vector addition:** for any $u, v \in V$,

$$u + v = v + u.$$

- **Associativity of vector addition:** for any $u, v, w \in V$,

$$u + (v + w) = (u + v) + w.$$

- **Additive identity:** there exist an element $0 \in V$ for which, for any $v \in V$,

$$v + 0 = v.$$

- **Scalar multiplicative identity:** for any $v \in V$

$$1 \cdot v = v,$$

where 1 is the multiplicative identity in \mathbb{F} .

- **Additive inverse:** for any $v \in V$ there exist an element $u \in V$ for which

$$v + u = 0.$$

- **Associativity of scalar multiplication:** for any $\alpha, \beta \in \mathbb{F}$ and $v \in V$

$$\alpha \cdot (\beta \cdot v) = (\alpha\beta) \cdot v,$$

where $\alpha\beta$ is the multiplication defined for \mathbb{F} .

- **Distributivity of vector addition:** for any $\alpha \in \mathbb{F}$ and $u, v \in V$,

$$\alpha \cdot (u + v) = (\alpha \cdot u) + (\alpha \cdot v).$$

- **Distributivity of scalar addition:** for any $\alpha, \beta \in \mathbb{F}$ and $v \in V$,

$$(\alpha + \beta) \cdot v = (\alpha \cdot v) + (\beta \cdot v).$$

The elements of V are then called **vectors**, and the elements of \mathbb{F} are called **scalars**.

 π

Since we discussed \mathbb{R}^n thoroughly in [Chapter 1](#), let's prove that it is indeed a vector space under the above definition. First, the claim:

Theorem 3.4 \mathbb{R}^n is a vector space

The set of elements of the form

$$\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}$$

where $v_i \in \mathbb{R}$, forms a vector space over \mathbb{R} together with the following two operations:

- **Vector addition:**

$$\vec{u} + \vec{v} = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix} + \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix} = \begin{bmatrix} u_1 + v_1 \\ u_2 + v_2 \\ \vdots \\ u_n + v_n \end{bmatrix}.$$

- **Scalar multiplication:**

$$\alpha \cdot \vec{v} = \begin{bmatrix} \alpha v_1 \\ \alpha v_2 \\ \vdots \\ \alpha v_n \end{bmatrix}.$$



The proof itself is pretty easy, based on the fact that \mathbb{R} is a field:

Proof 3.4 \mathbb{R}^n is a vector space

Since the results of both operations defined for \mathbb{R}^n only depend on the respective components of a vector $v \in \mathbb{R}^n$, all the axioms of a vector space apply, since they derive directly from the fact that \mathbb{R} is a field. As an example, we will elaborate on two of the axioms:

- **Additive inverse:** Given a vector $\vec{v} \in \mathbb{R}^n$, each of its components v_i has an in-

verse under \mathbb{R} , namely $-v_i$. Therefore,

$$\begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix} + \begin{bmatrix} -v_1 \\ -v_2 \\ \vdots \\ -v_n \end{bmatrix} = \begin{bmatrix} v_1 - v_1 \\ v_2 - v_2 \\ \vdots \\ v_n - v_n \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix} = \vec{0},$$

which is the additive identity in \mathbb{R}^n .

- **Distributivity of vector addition:** for each component of two vectors $\vec{u}, \vec{v} \in \mathbb{R}^n$, given the rules for vector addition and scalar multiplication, together with the distributivity of numbers in \mathbb{R} :

$$\begin{aligned} \alpha(\vec{u} + \vec{v}) &= \alpha \left(\begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix} + \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix} \right) = \alpha \begin{bmatrix} u_1 + v_1 \\ u_2 + v_2 \\ \vdots \\ u_n + v_n \end{bmatrix} \\ &= \begin{bmatrix} \alpha u_1 + \alpha v_1 \\ \alpha u_2 + \alpha v_2 \\ \vdots \\ \alpha u_n + \alpha v_n \end{bmatrix} = \begin{bmatrix} \alpha u_1 \\ \alpha u_2 \\ \vdots \\ \alpha u_n \end{bmatrix} + \begin{bmatrix} \alpha v_1 \\ \alpha v_2 \\ \vdots \\ \alpha v_n \end{bmatrix} = \alpha \vec{u} + \alpha \vec{v}. \end{aligned}$$

QED

(it is advisable for the reader to go over the rest of the axioms and prove them for \mathbb{R}^n)

3.3 EXERCISES

CHAPTER

4



DIFFERENTIAL EQUATIONS

4.1 EXERCISES

CHAPTER

5

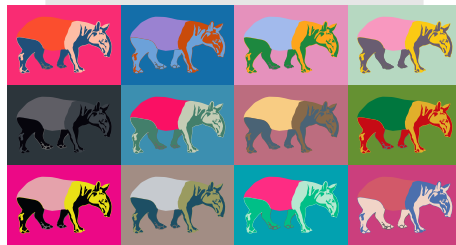


THE FOURIER TRANSFORM

5.1 EXERCISES

CHAPTER

6



SYMMETRY GROUPS

6.1 EXERCISES
