

Introduction to linear algebra 1

Vectors, vector spaces, inner products and norms

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Vector spaces

- \mathbb{R}^N is the set of N -dimensional real vectors:

$$\mathbb{R}^N = \left\{ \vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_N \end{bmatrix} \mid v_n \in \mathbb{R} \right\} \quad (1)$$

- There are only limited ways to manipulate these vectors:
 - We can add two vectors \vec{v} and \vec{w} together or multiply them by a scalar λ
 - There is no notion of vector multiplication. The dot product $\vec{v} \cdot \vec{w}$ is not a vector and $\vec{v} \times \vec{w}$ is not defined for all N
 - Certainly we can't divide \vec{v} by \vec{w} .

Linear spaces

- Vector spaces consist of:
 - A set of vectors,
 - A set of scalars,
 - A rule for multiplying vectors by scalars, and
 - A rule for adding together vectors.
- Operations that involve only scalar multiplication and vector addition are called *linear* operations
- Another word for a vector space is a *linear space* and the branch of mathematics that is concerned with vector spaces in *linear algebra*
- Vector spaces are important because they provide the basic mathematics of linear systems

Definition of a vector space

A vector space consists of:

- A set of *vectors* \mathbb{V} and a set of *scalars* \mathbb{S} . We are interested in the case where:
 - $\mathbb{S} = \mathbb{R}, \mathbb{V} = \mathbb{R}^N$, in which case the vector space is **real**
- Two operations, called *scalar multiplication* and *vector addition*, such that if $\lambda \in \mathbb{S}$ and $\vec{v}, \vec{w} \in \mathbb{V}$
 - $\lambda \vec{v} \in \mathbb{V}$ and $\vec{v} + \vec{w} \in \mathbb{V}$
 - $\lambda(\vec{v} + \vec{w}) = \lambda \vec{v} + \lambda \vec{w}$
- There is a unique vector $\vec{0} \in \mathbb{V}$ called the *zero vector* such that $\vec{0} + \vec{v} = \vec{v} = \vec{v} + \vec{0}$
- There is a unique vector $-\vec{v} \in \mathbb{V}$ such that $\vec{v} + (-\vec{v}) = \vec{0} = (-\vec{v}) + \vec{v}$

More rules for Vector Spaces...

- For completeness I should also insist that for $\lambda, \mu \in \mathbb{S}$ and $\vec{u}, \vec{v}, \vec{w} \in \mathbb{V}$:
 - $\vec{u} + \vec{v} = \vec{v} + \vec{u}$ (symmetry)
 - $(\vec{u} + \vec{v}) + \vec{w} = \vec{u} + (\vec{v} + \vec{w})$ (associativity)
 - $(\lambda + \mu)\vec{v} = \lambda\vec{v} + \mu\vec{v}$
 - $\lambda(\mu\vec{v}) = (\lambda\mu)\vec{v}$
 - $1\vec{v} = \vec{v}$
- These are properties that we normally take for granted
- Formally, a vector space is just a pair (\mathbb{V}, \mathbb{S}) .

Examples

- N -dimensional real Euclidean space \mathbb{R}^N
 - $\mathcal{S} = \mathbb{R}$, $\mathcal{V} = \mathbb{R}^N$ with the normal rules for scalar multiplication and vector addition is a real vector space

$$v = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_N \end{bmatrix}, w = \begin{bmatrix} w_1 \\ w_2 \\ \vdots \\ w_N \end{bmatrix}, v + \lambda w = \begin{bmatrix} v_1 + \lambda w_1 \\ v_2 + \lambda w_2 \\ \vdots \\ v_N + \lambda w_N \end{bmatrix}, \quad (2)$$

- N -dimensional complex space \mathbb{C}^N
 - $\mathcal{S} = \mathbb{C}$, $\mathcal{V} = \mathbb{C}^N$ with the corresponding rules for complex scalar multiplication and vector addition is a complex vector space
- For this course we are only concerned with N -dimensional real Euclidean space \mathbb{R}^N .

Closure

- The statement “if $\lambda \in \mathbb{S}$, $\vec{v}, \vec{w} \in \mathbb{V}$ then $\lambda\vec{v} + \vec{w} \in \mathbb{V}$ ” doesn’t just mean that you can multiply vectors by scalars or add vectors.
- It means that the result **must** be in \mathbb{V}
- This property is **closure**. We say that \mathbb{V} is **closed for scalar multiplication and vector addition**
- So, for example, the unit disk $S = \{\vec{v} \in \mathbb{R}^2 : |\vec{v}| \leq 1\}$ with normal scalar multiplication and vector addition is **not** a vector space, because, for example, the sum of two vectors in S is in general not in S .
- For example

$$\vec{u}_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \in S, \vec{u}_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \in S, \vec{u}_1 + \vec{u}_2 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \notin S \quad (3)$$

Inner products

- An **inner product** is just a rule that combines two vectors \vec{v} and \vec{w} to give a **scalar** $\langle \vec{v}, \vec{w} \rangle$ such that:

$$\langle \vec{v}, \vec{w} \rangle = \langle \vec{w}, \vec{v} \rangle \quad (4)$$

$$\langle \lambda \vec{v}, \vec{w} \rangle = \lambda \langle \vec{v}, \vec{w} \rangle, \langle \vec{v}, \lambda \vec{w} \rangle = \lambda \langle \vec{v}, \vec{w} \rangle \quad (5)$$

$$\langle \vec{u} + \vec{v}, \vec{w} \rangle = \langle \vec{u}, \vec{w} \rangle + \langle \vec{v}, \vec{w} \rangle \quad (6)$$

$$\langle \vec{u}, \vec{u} \rangle \geq 0 \quad (7)$$

The “dot product”

- For the real vector space \mathbb{R}^N the “dot product” is an inner product:

$$\langle \vec{v}, \vec{w} \rangle = \vec{v} \cdot \vec{w} = \vec{v}^T \vec{w} = \sum_{n=1}^N v_n w_n \quad (8)$$

- In this course, the “dot” product is the only inner-product that we are interested in.

Example

- Let

$$\vec{v} = \begin{bmatrix} 2 \\ 1 \\ 4 \end{bmatrix}, \vec{w} = \begin{bmatrix} 1 \\ -2 \\ 3 \end{bmatrix}, \quad (9)$$

Then

$$\vec{v} \cdot \vec{w} = \vec{v}^T \vec{w} \quad (10)$$

$$= 2 \times 1 + 1 \times -2 + 4 \times 3 \quad (11)$$

$$= 12 \quad (12)$$

The norm of a vector

- The *norm* $\|\vec{v}\|$ of a vector \vec{v} indicates the magnitude of \vec{v}
- In general, a norm is a positive valued function defined on elements of a vector space such that for vectors $\vec{v}, \vec{w} \in \mathbb{V}$ and a scalar $\lambda \in \mathbb{S}$:

$$\|\vec{v}\| \geq 0 \quad (13)$$

$$\|\lambda\vec{v}\| = |\lambda| \|\vec{v}\| \quad (14)$$

$$\|\vec{v} + \vec{w}\| \leq \|\vec{v}\| + \|\vec{w}\| \quad (15)$$

$$\|\vec{v}\| = 0 \implies \vec{v} = 0 \quad (16)$$

Equation (15) is the *triangle inequality*. The symbol “ \implies ” means “implies that”

Norms and inner-products

- Any inner product defines a norm. For any vector $v \in \mathbb{V}$ define

$$\|\vec{v}\| = \sqrt{\langle \vec{v}, \vec{v} \rangle} \quad (17)$$

In particular, for the real vector space \mathbb{R}^N and the standard dot product

$$\|\vec{v}\| = \sqrt{\langle \vec{v}, \vec{v} \rangle} \quad (18)$$

$$= \sqrt{\vec{v} \cdot \vec{v}} \quad (19)$$

$$= \sqrt{\sum_{n=1}^n v_n^2} \quad (20)$$

Equation (20) is just the standard Euclidean norm in \mathbb{R}^N

Unit vectors

- A *unit vector* is just a vector $\vec{v} \in \mathbb{V}$ such that

$$\|\vec{v}\| = 1 \quad (21)$$

- Any vector \vec{v} can be converted into a unit vector \hat{v} by multiplying by the inverse of its norm:

$$\hat{v} = \frac{\vec{v}}{\|\vec{v}\|} \quad (22)$$

- The most familiar unit vectors in \mathbb{R}^2 are

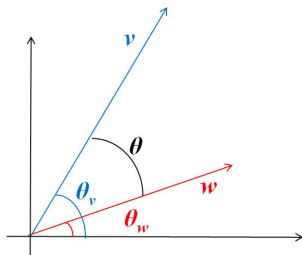
$$\vec{e}_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, \vec{e}_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \quad (23)$$

Geometric interpretation of the dot product

- Suppose $\vec{v}, \vec{w} \in \mathbb{R}^N$ and θ is the angle between them. Then

$$\cos(\theta) = \frac{\vec{v} \cdot \vec{w}}{\|\vec{v}\| \|\vec{w}\|} \quad (24)$$

Figure: Geometric interpretation of the dot product



Proof (in 2 dimensions)

- In 2 dimensions, let

$$\vec{v} = \begin{bmatrix} v_1 \\ v_2 \end{bmatrix}, \vec{w} = \begin{bmatrix} w_1 \\ w_2 \end{bmatrix} \quad (25)$$

$$\cos(\theta_v) = \frac{v_1}{\|\vec{v}\|}, \sin(\theta_v) = \frac{v_2}{\|\vec{v}\|} \quad (26)$$

$$\cos(\theta_w) = \frac{w_1}{\|\vec{w}\|}, \sin(\theta_w) = \frac{w_2}{\|\vec{w}\|} \quad (27)$$

$$\cos(\theta) = \cos(\theta_v - \theta_w) \quad (28)$$

$$= \cos(\theta_v)\cos(\theta_w) + \sin(\theta_v)\sin(\theta_w) \quad (29)$$

$$= \frac{v_1}{\|\vec{v}\|} \frac{w_1}{\|\vec{w}\|} + \frac{v_2}{\|\vec{v}\|} \frac{w_2}{\|\vec{w}\|} \quad (30)$$

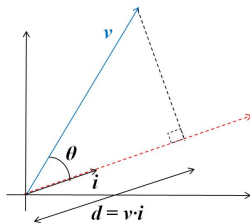
$$= \frac{v_1 w_1 + v_2 w_2}{\|\vec{v}\| \|\vec{w}\|} = \frac{\vec{v} \cdot \vec{w}}{\|\vec{v}\| \|\vec{w}\|} \quad (31)$$

Interpretation of inner-product

- Let \vec{i} be a unit vector and $\vec{v} \in \mathbb{R}^N$. Then $\vec{v} \cdot \vec{i}$ is the magnitude of the component of \vec{v} that points in the direction of \vec{i}

$$\frac{\vec{v} \cdot \vec{i}}{\|\vec{v}\| \|\vec{i}\|} = \cos \theta = \frac{d}{\|\vec{v}\|}, d = \frac{\|\vec{v}\| (\vec{v} \cdot \vec{i})}{\|\vec{v}\| \|\vec{i}\|} = \vec{v} \cdot \vec{i} \quad (32)$$

Figure: Geometric interpretation of the dot product



Vector Subspaces

- Suppose (\mathbb{V}, \mathbb{S}) is a vector space and $\mathbb{U} \subset \mathbb{V}$.
- Then \mathbb{U} is a *vector subspace* of \mathbb{V} if (\mathbb{U}, \mathbb{S}) is a vector space.
- The key condition is that (\mathbb{U}, \mathbb{S}) must be **closed**
- In other words in $\vec{u}_1, \vec{u}_2 \in \mathbb{U}$ and $\lambda \in \mathbb{S}$, then
 - $\vec{u}_1 + \lambda_2 \vec{u}_2 \in \mathbb{U}$

Example

- Suppose $V = \mathbb{R}^2$, $S = \mathbb{R}$
- Let $\vec{u} \in \mathbb{R}^2$ be a unit vector and let $U = \{\lambda \vec{u} : \lambda \in \mathbb{R}\}$
- Then (U, \mathbb{R}) is a vector subspace of $(\mathbb{R}^2, \mathbb{R})$
- In fact *all* vector subspaces of $(\mathbb{R}^2, \mathbb{R})$ take this form.
- What are the vector subspaces of $(\mathbb{R}^3, \mathbb{R})$?

Summary

- Formal definition of a vector space and the notion of closure
- Inner products
- Norms
- Interpretations of the inner-product