

Vector Spaces

Michael Brodskiy

Professor: Lynn Knight

March 3, 2021

- $\mathbb{R}^2, \mathbb{R}^3, \dots, \mathbb{R}^n$ are all vector spaces with certain properties.
- Properties of Vector Spaces, where \mathbf{V} is a set on which vector addition and scalar multiplication are defined, and \vec{u}, \vec{v} , and $\vec{w} \in \mathbf{V}$ and c and d are scalars, then \mathbf{V} is a vector space if:

1. $\vec{u} + \vec{v} \in \mathbf{V}$
2. $\vec{u} + \vec{v} = \vec{v} + \vec{u}$
3. $\vec{u} + (\vec{v} + \vec{w}) = (\vec{u} + \vec{v}) + \vec{w}$
4. \mathbf{V} has a zero vector for every \vec{u} such that $\vec{u} + \mathbf{0} = \vec{u}$
5. For every \vec{u} in \mathbf{V} there is a vector such that $\vec{u} + (-\vec{u}) = \mathbf{0}$
6. $c\vec{u} \in \mathbf{V}$
7. $c(\vec{u} + \vec{v}) = c\vec{u} + c\vec{v}$
8. $(c + d)\vec{u} = c\vec{u} + d\vec{u}$
9. $c(d\vec{u}) = (cd)\vec{u}$
10. $1(\vec{u}) = \vec{u}$

- Polynomials of Degree n

1. $P_1(x) = \{ax + b \mid a, b \in \mathbb{R}\}$ Like in \mathbb{R}^2
2. $P_2(x) = \{ax^2 + bx + c \mid a, b, c \in \mathbb{R}\}$ Like in \mathbb{R}^3
3. $P_n(x) = \{a_0 + a_1x + a_2x^2 + \dots + a_nx^n \mid a_i \in \mathbb{R}\}$ Like in \mathbb{R}^n
4. $P_0(x) = \{a \mid a \in \mathbb{R}\}$ Like in \mathbb{R}^1

- Standard Vector Spaces

1. \mathbb{R} = set of all real numbers
2. \mathbb{R}^2 = set of all ordered pairs
3. \mathbb{R}^3 = set of all ordered triples
4. \mathbb{R}^n = set of all n -tuples
5. $C(-\infty, \infty)$ = set of all continuous functions defined on the real number line
6. $C[a, b]$ = set of all continuous functions defined on a closed interval $[a, b]$, where $a \neq b$
7. P = set of all polynomials
8. P_n = set of all polynomials of degree $\leq n$ (together with the zero polynomial)
9. $M_{m,n}$ = set of all $m \times n$ matrices
10. $M_{n,n}$ = set of all $n \times n$ matrices

- Let \vec{v} be any element of a vector space \mathbf{V} , and let c be any scalar. Then the properties below are true.

1. $0\vec{v} = \mathbf{0}$
2. $c\mathbf{0} = \mathbf{0}$
3. If $c\vec{v} = \mathbf{0}$, then $c = 0$ or $\vec{v} = \mathbf{0}$
4. $(-1)\vec{v} = -\vec{v}$