

## Sec 1.2 Orthogonal Vectors and Matrices

Goal: 1. Transpose & adjoint

2. inner product

3. orthogonal vectors

4. unitary matrices

### 1. Transpose & Adjoint

real matrix  $A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \\ a_{31} & a_{32} \end{bmatrix} \Rightarrow A^T = \begin{bmatrix} a_{11} & a_{21} & a_{31} \\ a_{12} & a_{22} & a_{32} \end{bmatrix}$  (transpose of  $A$ )

Recall: for  $z = a + bi \in \mathbb{C}$ ,  $\bar{z} = a - bi \leftarrow$  complex conjugate of  $z$

Complex matrix  $A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \\ a_{31} & a_{32} \end{bmatrix} \Rightarrow A^* = \begin{bmatrix} \bar{a}_{11} & \bar{a}_{21} & \bar{a}_{31} \\ \bar{a}_{12} & \bar{a}_{22} & \bar{a}_{32} \end{bmatrix}$  adjoint of  $A$   
(conjugate transpose)

For real matrix  $A$ ,  $A^* = A^T$ .

Def: • If real  $A = A^T$ , then  $A$  is symmetric.

• If  $A = A^*$ , then  $A$  is hermitian.

### 2. Inner Product.

• Inner product of two column vectors  $\vec{x}, \vec{y} \in \mathbb{C}^m$ :  $\vec{x}^* \vec{y} := \sum_{i=1}^m \bar{x}_i y_i$

$$(\bar{x}_1, \dots, \bar{x}_m) \begin{pmatrix} y_1 \\ \vdots \\ y_m \end{pmatrix}$$

• Euclidian length of  $\vec{x}$ :  $\|\vec{x}\| := \sqrt{\vec{x}^* \vec{x}} = \left( \sum_{i=1}^m |x_i|^2 \right)^{1/2}$

• Angle  $\alpha$  between  $\vec{x}$  and  $\vec{y}$ :  $\cos \alpha = \frac{\vec{x}^* \vec{y}}{\|\vec{x}\| \cdot \|\vec{y}\|}$

	MATLAB Syntax	Comment
transpose $A^T$	$A.'$	transpose only
adjoint $A^*$	$A'$	conjugate transpose
inner product $\vec{x}^* \vec{y}$	$x' * y$	assume column vectors
length $\ \vec{x}\ $	$\text{length}(x)$ , or $\text{norm}(x)$	

### 3. Orthogonal Vectors:

- The vectors  $\vec{x}, \vec{y}$  are orthogonal if  $\vec{x}^* \vec{y} = 0$ .

$$\left( \text{if } \vec{x}, \vec{y} \in \mathbb{R}^m, \quad \vec{x}^T \vec{y} = 0 \iff \begin{array}{c} \vec{y} \\ \swarrow \quad \searrow \\ \vec{x} \end{array} \right. \quad \text{eg. } \vec{x} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \vec{y} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \\ \vec{x}^T \vec{y} = 0$$

- Two sets of vectors  $X$  and  $Y$  are orthogonal if every  $\vec{x} \in X$  is orthogonal to every  $\vec{y} \in Y$
- A set of nonzero vectors  $S$  is orthogonal if its vectors are pairwise orthogonal, i.e., for any  $\vec{x}, \vec{y} \in S$ ,  $\vec{x} \neq \vec{y} \Rightarrow \vec{x}^* \vec{y} = 0$ , and orthonormal if, in addition, every  $\vec{x} \in S$  has  $\|\vec{x}\| = 1$ .

### 4. Unitary Matrices

- A square matrix  $Q \in \mathbb{C}^{m \times m}$  is unitary (orthonormal in real case) if  $Q^* = Q^{-1}$  i.e.  $Q^* Q = Q Q^* = I$

$$Q^* Q = \begin{bmatrix} \vec{q}_1^* \\ \vec{q}_2^* \\ \vdots \\ \vec{q}_m^* \end{bmatrix} \begin{bmatrix} \vec{q}_1 & \vec{q}_2 & \dots & \vec{q}_m \end{bmatrix} = \begin{bmatrix} 1 & & & \\ & 1 & & \\ & & \ddots & \\ & & & 1 \end{bmatrix}$$

$$\Rightarrow q_i^* q_j = \delta_{ij} = \begin{cases} 1 & \text{if } i=j \\ 0 & \text{if } i \neq j \end{cases}$$

so the columns of a unitary matrix  $Q$  form an orthonormal basis of  $\mathbb{C}^m$

- $(Q\vec{x})^* (Q\vec{y}) = \vec{x}^* Q^* Q \vec{y} = \vec{x}^* \vec{y}$   
 $\Rightarrow$  Inner product is preserved under multiplication by unitary  $Q$ .  
 $\Rightarrow$  Lengths of vectors and angles between vectors are also preserved. (ex.)

In the real case,

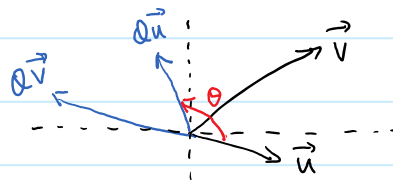
$$\det(QQ^T) = \det(I) \Rightarrow (\det(Q))^2 = 1 \Rightarrow \det(Q) = \pm 1.$$

Multiplication by an orthonormal matrix  $Q$  corresponds to a rigid rotation (if  $\det Q = 1$ ) or reflection (if  $\det Q = -1$ )

- rotation about the origin by an angle  $\theta$ :

$$Q = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

eg.  $\theta = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}$ , rotate counterclockwise by  $90^\circ$



- reflection about a line  $L$  through the origin which makes an angle  $\theta$  with the  $x$ -axis

$$Q = \begin{pmatrix} \cos 2\theta & \sin 2\theta \\ \sin 2\theta & -\cos 2\theta \end{pmatrix}$$

eg.  $\theta = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$ , reflection about the line  $y=x$

