

math

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# index

math on bookdown started on 2024/01/28



Part I

by discipline





# Chapter 1

## mathematics

- formula typesetting
  - TeX
    - \* LaTeX
      - pdfLaTeX
      - XeLaTeX
      - editor/tool:
        - LyX
        - OverLeaf
        - MathPix Snip
        - Micro\$oft Office Word
          - WordTeX <https://tomwildenhain.com/wordtex/>
            - Pandoc dependent
          - <https://superuser.com/questions/1114697/select-a-different-math-font-in-microsoft-word>
          - [https://www.youtube.com/watch?v=jlX\\_pThh7z8](https://www.youtube.com/watch?v=jlX_pThh7z8)
        - Micro\$oft Office PowerPoint
          - IguanaTeX <https://www.jonathanleroux.org/software/iguanatex/>
    - MathML
    - MathJax: JavaScript
  - symbolic computing
    - Maple: by MapleSoft
    - Mathematica: by Wolfram
  - numeric computing
    - MatLab: by MathWorks

equivalence relation<sup>[11]</sup>

equivalence class<sup>[10]</sup>

partition<sup>[9]</sup>



# Chapter 2

## physics

- relativity
  - special relativity
    - \* Lorentz transformation<sup>[17]</sup>
  - general relativity
- analytic mechanics
  - [Lagrangian mechanics]
  - Hamiltonian mechanics
- electromagnetism
- quantum mechanics
- field theory



# Chapter 3

## plot

- LaTeX
  - **TikZ**<sup>[13]</sup>
    - \* TikZ-3Dplot
    - \* PGFplots
  - xypic = **xy-pic**<sup>[14]</sup>
- OverLeaf
- MathCha
- GeoGebra
  - GeoGebra Classic: to export TikZ
  - GeoGebra Calculator Suite
- Python
  - Matplotlib
  - Seaborn
  - Plotly
  - Manim

neural network plot/draw <https://github.com/ashishpatel26/Tools-to-Design-or-Visualize-Architecture-of-Neural-Network>



# Chapter 4

## programming language

- Python<sup>[12]</sup>
- JavaScript
- SQL = structured query language
- R<sup>[18]</sup>
  - RMarkdown
    - \* Bookdown
  - knitr: engine
    - \* TikZ
  - reticulate: Python
- C#
  - web
    - \* MVC
    - \* .NET
  - desktop
    - \* UWP = Universal Windows Platform
    - \* WPF = Windows Presentation Foundation
    - \* WinForms = Windows Forms
  - 3D/game
    - \* Unity





## Chapter 5

# machine learning



# Part II

## by date



# Chapter 6

## A Minimal Book Example

### 6.1 About

This is a *sample* book written in **Markdown**. You can use anything that Pandoc’s Markdown supports; for example, a math equation  $a^2 + b^2 = c^2$ .

#### 6.1.1 Usage

Each **bookdown** chapter is an .Rmd file, and each .Rmd file can contain one (and only one) chapter. A chapter *must* start with a first-level heading: **# A good chapter**, and can contain one (and only one) first-level heading.

Use second-level and higher headings within chapters like: **## A short section** or **### An even shorter section**.

The **index.Rmd** file is required, and is also your first book chapter. It will be the homepage when you render the book.

#### 6.1.2 Render book

You can render the HTML version of this example book without changing anything:

1. Find the **Build** pane in the RStudio IDE, and
2. Click on **Build Book**, then select your output format, or select “All formats” if you’d like to use multiple formats from the same book source files.

Or build the book from the R console:

```
bookdown::render_book()
```

To render this example to PDF as a **bookdown::pdf\_book**, you’ll need to install XeLaTeX. You are recommended to install TinyTeX (which includes XeLaTeX): <https://yihui.org/tinytex/>.

#### 6.1.3 Preview book

As you work, you may start a local server to live preview this HTML book. This preview will update as you edit the book when you save individual .Rmd files. You can start the server in a work session by using the RStudio add-in “Preview book”, or from the R console:

```
bookdown::serve_book()
```

## 6.2 Hello bookdown

All chapters start with a first-level heading followed by your chapter title, like the line above. There should be only one first-level heading (#) per .Rmd file.

### 6.2.1 A section

All chapter sections start with a second-level (##) or higher heading followed by your section title, like the sections above and below here. You can have as many as you want within a chapter.

#### An unnumbered section

Chapters and sections are numbered by default. To un-number a heading, add a {.unnumbered} or the shorter {-} at the end of the heading, like in this section.

## 6.3 Cross-references

Cross-references make it easier for your readers to find and link to elements in your book.

### 6.3.1 Chapters and sub-chapters

There are two steps to cross-reference any heading:

1. Label the heading: # Hello world {#nice-label}.
  - Leave the label off if you like the automated heading generated based on your heading title: for example, # Hello world = # Hello world {#hello-world}.
  - To label an un-numbered heading, use: # Hello world {-#nice-label} or {# Hello world .unnumbered}.
2. Next, reference the labeled heading anywhere in the text using \@ref(nice-label); for example, please see Chapter 6.3.
  - If you prefer text as the link instead of a numbered reference use: any text you want can go here.

### 6.3.2 Captioned figures and tables

Figures and tables *with captions* can also be cross-referenced from elsewhere in your book using \@ref(fig:chunk-label) and \@ref(tab:chunk-label), respectively.

See Figure 6.1.

```
par(mar = c(4, 4, .1, .1))
plot(pressure, type = 'b', pch = 19)
```

Don't miss Table 6.1.

```
knitr::kable(
  head(pressure, 10), caption = 'Here is a nice table!',
  booktabs = TRUE
)
```

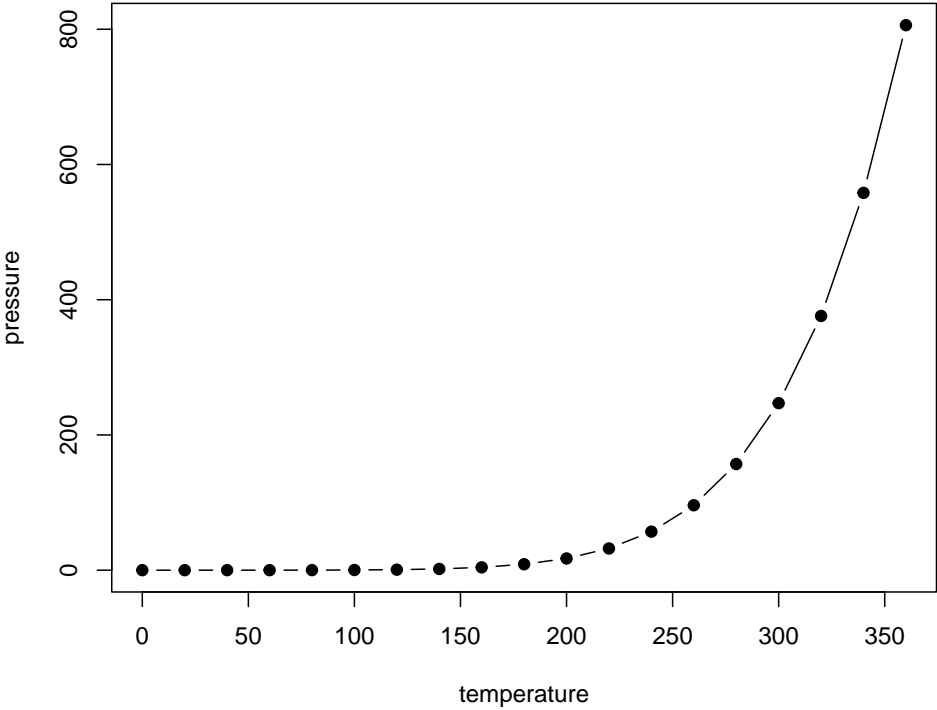


Figure 6.1: Here is a nice figure!

Table 6.1: Here is a nice table!

temperature	pressure
0	0.0002
20	0.0012
40	0.0060
60	0.0300
80	0.0900
100	0.2700
120	0.7500
140	1.8500
160	4.2000
180	8.8000

## 6.4 Parts

You can add parts to organize one or more book chapters together. Parts can be inserted at the top of an .Rmd file, before the first-level chapter heading in that same file.

Add a numbered part: `# (PART) Act one {-}` (followed by `# A chapter`)

Add an unnumbered part: `# (PART\*) Act one {-}` (followed by `# A chapter`)

Add an appendix as a special kind of un-numbered part: `# (APPENDIX) Other stuff {-}` (followed by `# A chapter`). Chapters in an appendix are prepended with letters instead of numbers.

## 6.5 Footnotes and citations

### 6.5.1 Footnotes

Footnotes are put inside the square brackets after a caret `^[]`. Like this one <sup>1</sup>.

### 6.5.2 Citations

Reference items in your bibliography file(s) using `@key`.

For example, we are using the **bookdown** package<sup>1</sup> (check out the last code chunk in `index.Rmd` to see how this citation key was added) in this sample book, which was built on top of R Markdown and **knitr**<sup>2</sup> (this citation was added manually in an external file `book.bib`). Note that the `.bib` files need to be listed in the `index.Rmd` with the YAML `bibliography` key.

The RStudio Visual Markdown Editor can also make it easier to insert citations: <https://rstudio.github.io/visual-markdown-editing/#/citations>

## 6.6 Blocks

### 6.6.1 Equations

Here is an equation.

$$f(k) = \binom{n}{k} p^k (1-p)^{n-k} \quad (6.1)$$

You may refer to using `\@ref(eq:binom)`, like see Equation (6.1).

### 6.6.2 Theorems and proofs

Labeled theorems can be referenced in text using `\@ref(thm:tri)`, for example, check out this smart theorem 6.1.

**Theorem 6.1.** *For a right triangle, if  $c$  denotes the length of the hypotenuse and  $a$  and  $b$  denote the lengths of the **other** two sides, we have*

$$a^2 + b^2 = c^2$$

Read more here <https://bookdown.org/yihui/bookdown/markdown-extensions-by-bookdown.html>.

---

<sup>1</sup>This is a footnote.



### 6.6.3 Callout blocks

The R Markdown Cookbook provides more help on how to use custom blocks to design your own callouts: <https://bookdown.org/yihui/rmarkdown-cookbook/custom-blocks.html>

## 6.7 Sharing your book

### 6.7.1 Publishing

HTML books can be published online, see: <https://bookdown.org/yihui/bookdown/publishing.html>

### 6.7.2 404 pages

By default, users will be directed to a 404 page if they try to access a webpage that cannot be found. If you'd like to customize your 404 page instead of using the default, you may add either a `_404.Rmd` or `_404.md` file to your project root and use code and/or Markdown syntax.

### 6.7.3 Metadata for sharing

Bookdown HTML books will provide HTML metadata for social sharing on platforms like Twitter, Facebook, and LinkedIn, using information you provide in the `index.Rmd` YAML. To setup, set the `url` for your book and the path to your `cover-image` file. Your book's `title` and `description` are also used.

This `gitbook` uses the same social sharing data across all chapters in your book- all links shared will look the same.

Specify your book's source repository on GitHub using the `edit` key under the configuration options in the `_output.yml` file, which allows users to suggest an edit by linking to a chapter's source file.

Read more about the features of this output format here:

<https://pkgs.rstudio.com/bookdown/reference/gitbook.html>

Or use:

```
?bookdown::gitbook
```



# Chapter 7

## test

<https://bookdown.org/yihui/rmarkdown-cookbook/verbatim-code-chunks.html>

### 7.1 RStudio

#### 7.1.1 Rtools

Rtools43 for Windows <https://cran.r-project.org/bin/windows/Rtools/rtools43/rtools.html>

#### 7.1.2 addins

<https://github.com/rstudio/addinexamples>

```
if (!requireNamespace("devtools", quietly = TRUE))  
  install.packages("devtools")
```

```
devtools::install_github("rstudio/htmltools")  
devtools::install_github("rstudio/shiny")  
devtools::install_github("rstudio/miniUI")
```

### 7.2 RMarkdown

<https://www.rstudio.com/wp-content/uploads/2015/02/rmarkdown-cheatsheet.pdf>

<https://slides.yihui.org/2020-taipei-satrday-rmarkdown.html#1>

#### 7.2.1 URL

<https://stackoverflow.com/questions/29787850/how-do-i-add-a-url-to-r-markdown>

#### 7.2.2 superscript and subscript

script<sup>superscript</sup><sub>subscript</sub>

```
scriptsuperscript
```

script<sup>superscript</sup>





```
dim(iris)
```

```
## [1] 150 5
```

### 7.2.5 footnote

### 7.2.6 hyperlink

PDF pandoc internal link will lose focus

[equivalence relation \[11\]](#) [equivalence relation<sup>1</sup>](#) [equivalence relation<sup>\[11\]</sup>](#)

[equivalence class \[10\]](#) [equivalence class<sup>2</sup>](#) [equivalence class<sup>\[10\]</sup>](#)

[partition \[9\]](#) [partition<sup>3</sup>](#) [partition<sup>\[9\]</sup>](#)

- LaTeX
  - [TikZ<sup>\[13\]</sup>](#)
    - \* TikZ-3Dplot
    - \* PGFplots
  - xypic = [xy-pic<sup>4</sup>](#)
- OverLeaf
- MathCha
- GeoGebra
- Python
  - Matplotlib
  - Seaborn
  - Plotly

### 7.2.7 xaringan

slide realtime preview with RStudio addin Infinite Moon Reader in RStudio viewer

<https://github.com/yihui/xaringan>

<https://www.youtube.com/watch?v=3n9nASHg9gc>

## 7.3 Bookdown

### 7.3.1 system locale

<https://bookdown.org/tpemartin/ntpu-programming-for-data-science/appendix-d-.html>

```
Sys.getlocale()
```

Windows

```
Sys.setlocale(category = "LC_ALL", locale = "UTF-8")
```

MacOS

```
Sys.setlocale(category = "LC_ALL", locale = "en_US.UTF-8")
```

---

<sup>1</sup>[\[11\]](#) [equivalence relation](#)

<sup>2</sup>[\[10\]](#) [equivalence class](#)

<sup>3</sup>[\[9\]](#) [partition](#)

<sup>4</sup>[\[14\]](#) [xy-pic](#)

<https://bookdown.org/yihui/rmarkdown-cookbook/multi-column.html>

### 7.3.2 `render_book()`

<https://bookdown.org/yihui/bookdown/build-the-book.html>

```
render_book(input = ".", output_format = NULL, ..., clean = TRUE,
  envir = parent.frame(), clean_envir = !interactive(),
  output_dir = NULL, new_session = NA, preview = FALSE,
  config_file = "_bookdown.yml")
```

### 7.3.3 `serve_book()`

<https://bookdown.org/yihui/bookdown/serve-the-book.html>

```
serve_book(dir = ".", output_dir = "_book", preview = TRUE,
  in_session = TRUE, quiet = FALSE, ...)
```

### 7.3.4 LaTeX

#### 7.3.4.1 `hyperlink`, `URL`, `href`

<https://www.baeldung.com/cs/latex-hyperref-url-hyperlinks>

<https://www.omdte.com/小技巧讓-facebook和-line顯示中文網址，網址不再變亂碼/>

#### 7.3.4.2 ugly `mathptmx` $\sum$

PDF LaTeX `\usepackage{fdsymbol}` to have `\overrightarrow` vector; however, there are too many side effects, including ugly `mathptmx`  $\sum$ , ...

```
\usepackage{fdsymbol} % vector over accent, but will use mathptmx
% replace the rather ugly mathptmx \sum operator with the equivalent Computer Modern one
\let\sum\relax
\DeclareSymbolFont{CMLargesymbols}{OMX}{cmex}{m}{n}
\DeclareMathSymbol{\sum}{\mathop}{CMLargesymbols}{"50}
```

<https://tex.stackexchange.com/questions/315102/different-sum-signs>

<https://tex.stackexchange.com/questions/275038/how-to-replace-mathptmx-sum-with-cm-sum>

<https://tex.stackexchange.com/questions/391410/calligraphic-symbols-are-too-fancy-with-mathptmx-package>

<https://blog.csdn.net/kongtaoxing/article/details/131005044>

In `preamble.tex`, add

```
% replace the rather ugly mathptmx \sum operator with the equivalent Computer Modern one
\let\sum\relax
\DeclareSymbolFont{CMLargesymbols}{OMX}{cmex}{m}{n}
\DeclareMathSymbol{\sum}{\mathop}{CMLargesymbols}{"50}

\DeclareMathAlphabet{\mathcal}{OMS}{cmsy}{m}{n}
\DeclareSymbolFont{largesymbols}{OMX}{cmex}{m}{n}
```

### 7.3.4.3 LaTeX package in HTML document

<https://github.com/rstudio/rmarkdown/issues/1829>

```
---
title: "assignment"
author: "author"
output: html_document
---
```

```
$$
\require{cancel}
\cancel{x}
$$
```

$\cancel{x}$

<https://stackoverflow.com/questions/18189175/how-to-use-textup-with-mathjax>

`\textup` is not available in MathJax. You can replace it with `\mathrm`, but `\mathrm` does not interpret spaces.

### 7.3.5 Two columns

Below is a Div containing three child Divs side by side. The Div in the middle is empty, just to add more space between the left and right Divs.

```
::::: { .cols data-latex="" }

::: { .col data-latex="{0.55\textwidth}" }
![] (202401280001-test_files/figure-latex/unnamed-chunk-10-1.pdf) <!-- -->
:::

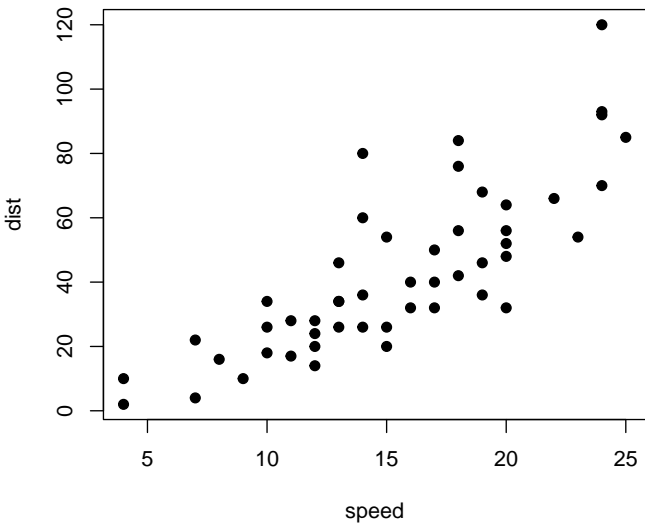
::: { .col data-latex="{0.05\textwidth}" }
\
<!-- an empty Div (with a white space), serving as
a column separator -->
:::
```

```
::: { .col data-latex="{0.4\textwidth}" }
The figure on the left-hand side shows the `cars` data.
```

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur.

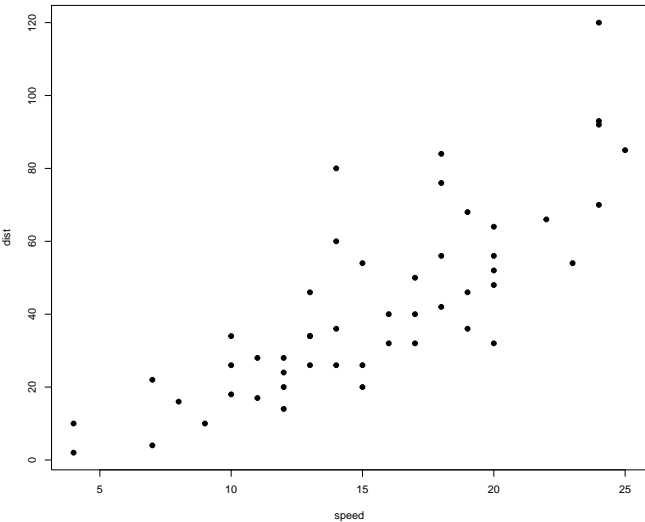
```
:::
:::::
```





The figure on the left-hand side shows the `cars` data.

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur.



The figure on the left-hand side shows the `cars` data.

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur.

## 7.4 conditional block/chunk for either HTML or PDF, and Chinese issue

等價關係 equivalence relation

$R$  is an equivalence relation over  $A \times B$

$$\Leftrightarrow \begin{cases} R = \sim = \{\langle x, y \rangle | x \sim y\} \subseteq A \times B & \text{(e) equivalence 等價} \\ \vdots & \vdots \end{cases}$$

$$\Leftrightarrow \begin{cases} R = \{\langle x, y \rangle | xRy\} \subseteq A \times B & (R) \text{ relation} \\ \forall \langle x, y \rangle \in R (xRx) & (r) \text{ reflexive} \\ \forall \langle x, y \rangle \in R (xRy \Rightarrow yRx) & (s) \text{ symmetric} \\ \forall \langle x, y \rangle, \langle y, z \rangle \in R \left( \begin{matrix} xRy \\ yRz \end{matrix} \Rightarrow xRz \right) & (t) \text{ transitive} \end{cases} \Leftrightarrow \begin{cases} R = \{\langle x, y \rangle | xRy\} \subseteq A \times B & \text{關係} \\ \forall \langle x, y \rangle \in R (\langle x, x \rangle \in R) & \text{自反} \\ \forall \langle x, y \rangle \in R (\langle y, x \rangle \in R) & \text{對稱} \\ \forall \langle x, y \rangle, \langle y, z \rangle \in R (\langle x, z \rangle \in R) & \text{遞移} \end{cases}$$

## 7.5 video embedding

<https://stackoverflow.com/questions/42543206/r-markdown-compile-error>

always\_allow\_html: true

```
install.packages("webshot")
webshot::install_phantomjs()
```

however webshot not work

Error: cannot find bilibili.com

<https://cran.r-project.org/web/packages/vembedr/vignettes/embed.html>

```
## embed_youtube("qeMqtt7NFDm")
```

### 7.5.1 timestamp

- YouTube: <https://www.youtube.com/embed/%7BvideoID%7D?start=%7Bsecond%7D>
- BiliBili: <https://player.bilibili.com/player.html?bvid=%7BvideoID%7D&autoplay=0&t=%7Bsecond%7D>

## 7.6 equation term coloring

### 7.6.1 font color

RegEx replacement in RStudio for `{\\color{(\w+)}}` in LyX to be replaced with `\\color{$1}{` in HTML document, and remain the same for PDF document

In HTML document, if no `{}` for text range, only the first following term will take effect

`\color{orange}x=y`

$x = y$

`\color{orange}` and `\color{cyan}` are better color for HTML GitBook White and Night themes and PDF

`\color{cyan}{x=y}`

$x = y$

```
\color{cyan}{x=y}
```

$$x = y$$

```
::: {show-in="html"}
```

```
$$
```

```
\begin{aligned}
```

```
\color{orange}{\left(A\boldsymbol{x}_{_1}\right)^{\intercal}\boldsymbol{x}_{_2}}=\left(\boldsymbol{x}_{_2}\right)^{\intercal}
```

```
\left(L\right)=\color{orange}{\left(A\boldsymbol{x}_{_1}\right)^{\intercal}\boldsymbol{x}_{_2}}=\left(R\right)\backslash
```

```
\left(L\right)=\color{orange}{\left(A\boldsymbol{x}_{_1}\right)^{\intercal}\boldsymbol{x}_{_2}}=\left(R\right)\backslash
```

```
\overset{\left(e_{_1}\right)}{=} & \left(\lambda_{_1}\boldsymbol{x}_{_1}\right)^{\intercal}\boldsymbol{x}_{_2}=\left(R\right)\backslash
```

```
\left(R\right)=\color{orange}{\boldsymbol{x}_{_1}^{\intercal}\left(A\boldsymbol{x}_{_2}\right)^{\intercal}\boldsymbol{x}_{_2}}=\color{orange}{\left(A\boldsymbol{x}_{_2}\right)^{\intercal}\boldsymbol{x}_{_2}} & \lambda_{_2}\boldsymbol{x}_{_2}
```

```
\lambda_{_1}\boldsymbol{x}_{_1}^{\intercal}\boldsymbol{x}_{_2}=\color{orange}{\left(A\boldsymbol{x}_{_2}\right)^{\intercal}\boldsymbol{x}_{_2}} & \lambda_{_2}\boldsymbol{x}_{_2}
```

```
\lambda_{_1}\boldsymbol{x}_{_1}^{\intercal}\boldsymbol{x}_{_2}=\color{orange}{\left(A\boldsymbol{x}_{_2}\right)^{\intercal}\boldsymbol{x}_{_2}} & \lambda_{_2}\boldsymbol{x}_{_2}
```

```
\lambda_{_1}\boldsymbol{x}_{_1}^{\intercal}\boldsymbol{x}_{_2}=\color{orange}{\left(A\boldsymbol{x}_{_2}\right)^{\intercal}\boldsymbol{x}_{_2}} & \lambda_{_2}\boldsymbol{x}_{_2}
```

```
\end{aligned}
```

```
$$
```

```
:::
```

```
::: {show-in="pdf"}
```

```
$$
```

```
\begin{aligned}
```

```
{\color{orange}\left(A\boldsymbol{x}_{_1}\right)^{\intercal}\boldsymbol{x}_{_2}}=\left(\boldsymbol{x}_{_2}\right)^{\intercal}
```

```
\left(L\right)={\color{orange}\left(A\boldsymbol{x}_{_1}\right)^{\intercal}\boldsymbol{x}_{_2}}=\left(R\right)\backslash
```

```
\left(L\right)={\color{orange}\left(A\boldsymbol{x}_{_1}\right)^{\intercal}\boldsymbol{x}_{_2}}=\left(R\right)\backslash
```

```
\left(R\right)={\color{orange}\boldsymbol{x}_{_1}^{\intercal}\left(A\boldsymbol{x}_{_2}\right)^{\intercal}\boldsymbol{x}_{_2}}={\color{orange}\left(A\boldsymbol{x}_{_2}\right)^{\intercal}\boldsymbol{x}_{_2}} & \lambda_{_2}\boldsymbol{x}_{_2}
```

```
\lambda_{_1}\boldsymbol{x}_{_1}^{\intercal}\boldsymbol{x}_{_2}={\color{orange}\left(A\boldsymbol{x}_{_2}\right)^{\intercal}\boldsymbol{x}_{_2}} & \lambda_{_2}\boldsymbol{x}_{_2}
```

```
\lambda_{_1}\boldsymbol{x}_{_1}^{\intercal}\boldsymbol{x}_{_2}={\color{orange}\left(A\boldsymbol{x}_{_2}\right)^{\intercal}\boldsymbol{x}_{_2}} & \lambda_{_2}\boldsymbol{x}_{_2}
```

```
\end{aligned}
```

```
$$
```

```
:::
```

## 7.6.2 background color

<https://bookdown.org/yihui/rmarkdown-cookbook/font-color.html>

LaTeX color

<https://latexcolor.com/>

[https://www.overleaf.com/learn/latex/Using\\_colors\\_in\\_LaTeX](https://www.overleaf.com/learn/latex/Using_colors_in_LaTeX)

<https://latex-tutorial.com/color-latex/#:~:text=To%20summarize%2C%20pyyellow!50defined%20colors%20in,w>

LaTeX color methods

color frame

<https://tex.stackexchange.com/questions/582748/highlight-equation-with-boxes-and-arrows>

color box

<https://tex.stackexchange.com/questions/567739/how-to-move-and-size-colorbox>

color box with round corners

<https://tex.stackexchange.com/questions/568880/color-box-with-rounded-corners>

highlighting

<https://tex.stackexchange.com/questions/318991/highlighting-math>

<https://forum.remnote.io/t/highlighting-latex-formulas/149>

LyX

<https://tex.stackexchange.com/questions/250069/create-a-color-box> <https://latexlyx.blogspot.com/2013/12/lyx.html>

<https://tex.stackexchange.com/questions/635486/prevent-lyx-from-escaping-math-in-color-box-title>

Bookdown - conditional display of text and code blocks (LaTeX/PDF vs. HTML) <https://stackoverflow.com/questions/76240244/bookdown-conditional-display-of-text-and-code-blocks-latex-pdf-vs-html>

$$F = ma$$

<https://community.rstudio.com/t/highlighting-text-inline-in-rmarkdown-or-bookdown-pdf/35118/4>

$$F = ma$$

$$F = F$$

$$F = ma \tag{7.1}$$

$$F = ma$$

$$Y = \beta_0 + \beta_1 X_1 + \dots + \beta_n X_n$$

## 7.7 link and reference

<https://stackoverflow.com/questions/57469501/cross-referencing-bookdownhtml-document2-not-working>

$$E = mc^2 \tag{7.2}$$

```

\@ref(nice-label) 1

[link to partition][partition] link to partition

[partition] \@ref(partition)

partition [#partition] (9) \@ref(#partition)

[equivalence class] \@ref(equivalence class)

equivalence class [#equivalence class] (@ref(equivalence class)) \@ref(#equivalence class)

[equivalence-class] [#equivalence-class] (10) \@ref(#equivalence-class)

[equivalence-class.html] [equivalence-class.html#equivalence-class] (@ref(equivalence-class.html))
@ref(equivalence-class.html#equivalence-class)

equivalence relation [#equivalence relation] (@ref(equivalence relation)) \@ref(#equivalence relation)

[equivalence-relation] [#equivalence-relation] (11) \@ref(#equivalence-relation)

[equivalence-relation.html] [equivalence-relation.html#equivalence-relation] (@ref(equivalence-
relation.html)) @ref(equivalence-relation.html#equivalence-relation)

```

## 7.8 number and reference equations

<https://stackoverflow.com/questions/71595882/rstudio-error-in-windows-running-pdflatex-exe-on-file-name-tex-exit-code-10>

<https://bookdown.org/yihui/rmarkdown/bookdown-markdown.html#equations>

```
\#eq:emc \@ref(eq:emc)
```

<https://stackoverflow.com/questions/55923290/consistent-math-equation-numbering-in-bookdown-across-pdf-docx-html-output>

$$\begin{aligned}
 & C \text{ is an equivalence class of } a \text{ on } A \\
 \Leftrightarrow [a]_{\sim} = C &= \left\{ x \left| \begin{array}{l} a \in A \\ x \in A \\ x \sim a \\ \sim \text{ is an equivalence relation over } A \times A = A^2 \end{array} \right. \right\} \subseteq A \neq \emptyset \\
 \Leftrightarrow [a] = [a]_{\sim} &= \left\{ x \left| \begin{array}{l} a \in A \\ x \in A \\ x \sim a \\ \sim \text{ is an equivalence relation on } A \end{array} \right. \right\} \subseteq A \neq \emptyset \\
 \Rightarrow [a]_{\sim} &= \{x | x \sim a\} \subseteq A \neq \emptyset
 \end{aligned} \tag{7.3}$$

<https://bookdown.org/yihui/rmarkdown/bookdown-markdown.html#cross-referencing>

This cross reference is the Fig. 7.3

<https://stackoverflow.com/questions/51595939/bookdown-cross-reference-figure-in-another-file>

I ran into the same issue and came up with this solution if you aim at compiling 2 different pdfs. It relies on LaTeX's xr package for cross references: <https://stackoverflow.com/a/52532269/576684>

7.9 footnote

noun<sup>5</sup>

7.10 citation

<https://stackoverflow.com/questions/48965247/use-csl-file-for-pdf-output-in-bookdown/49145699#49145699>

citation 1<sup>3</sup> citation 2<sup>3</sup>

citation 3<sup>4</sup> citation 4<sup>4</sup>

7.10.1 backreference

<https://community.rstudio.com/t/how-to-create-a-backreference-to-place-of-citation-in-rmarkdown/84866>

<https://blog.csdn.net/RobertChenGuangzhi/article/details/50455429>

<https://latex.org/forum/viewtopic.php?t=3722>

7.11 bookdown environment for definition, theorem, proof

<https://bookdown.org/yihui/rmarkdown/bookdown-markdown.html>

<https://github.com/rstudio/rstudio/issues/5264>

**@howthebodyworks** Ideally, previews of such equations should also work inside a theorem, although I could survive without that.

<https://github.com/rstudio/rstudio/issues/8773>

**Theorem 7.1** (Theorem Name). *Here is my theorem.*

*Proof Name.* Here is my proof. □

**Theorem 7.2** (Pythagorean theorem). *For a right triangle, if  $c$  denotes the length of the hypotenuse and  $a$  and  $b$  denote the lengths of the other two sides, we have*

$$a^2 + b^2 \stackrel{7.2}{=} c^2$$

**Definition 7.1** (Definition Name). Here is my definition.

number and reference equations

(7.3)

(7.2)

7.2

---

<sup>5</sup>This is a footnote.

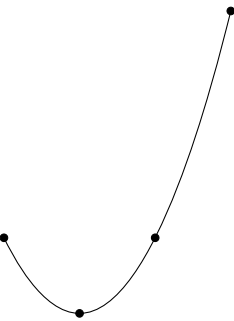


Figure 7.3: parabola arc with points





# Chapter 8

## test2

### 8.1 verbatim

<https://bookdown.org/yihui/rmarkdown-cookbook/verbatim-code-chunks.html>

```
```r
1 + 1
```

```
## [1] 2
```
```

We can output arbitrary content **verbatim**.

```
```r
1 + 1
```

```
## [1] 2
```
```

The content can contain inline code like  
78.5398163, too.



# Chapter 9

## partition

$$\{A_i\}_{i \in I} = \{A_i | i \in I\} \text{ is a partition of a set } A$$
$$\Leftrightarrow \begin{cases} \forall i \in I (A_i \neq \emptyset) \\ A = \bigcup_{i \in I} A_i \\ \forall i, j \in I (i \neq j \Rightarrow A_i \cap A_j = \emptyset) \end{cases}$$

[https://proofwiki.org/wiki/Definition:Set\\_Partition](https://proofwiki.org/wiki/Definition:Set_Partition)



# Chapter 10

## equivalence class

$C$  is an equivalence class of  $a$  on  $A$

$$\Leftrightarrow [a]_{\sim} = C = \left\{ x \mid \begin{cases} a \in A \\ x \in A \\ x \sim a \\ \sim \text{ is an equivalence relation over } A \times A = A^2 \end{cases} \right\} \subseteq A \neq \emptyset$$

$$\Leftrightarrow [a] = [a]_{\sim} = \left\{ x \mid \begin{cases} a \in A \\ x \in A \\ x \sim a \\ \sim \text{ is an equivalence relation on } A \end{cases} \right\} \subseteq A \neq \emptyset$$

$$\Rightarrow [a]_{\sim} = \{x \mid x \sim a\} \subseteq A \neq \emptyset$$

where the definition of **equivalence relation** can be found in 11.



# Chapter 11

## equivalence relation

等價關係 equivalence relation

$R$  is an equivalence relation over  $A \times B$

$$\Leftrightarrow \begin{cases} R = \sim = \{\langle x, y \rangle | x \sim y\} \subseteq A \times B & \text{(e) equivalence 等價} \\ \vdots & \vdots \end{cases}$$

$$\Leftrightarrow \begin{cases} R = \{\langle x, y \rangle | xRy\} \subseteq A \times B & (R) \text{ relation} \\ \forall \langle x, y \rangle \in R (xRx) & (r) \text{ reflexive} \\ \forall \langle x, y \rangle \in R (xRy \Rightarrow yRx) & (s) \text{ symmetric} \\ \forall \langle x, y \rangle, \langle y, z \rangle \in R \left( \begin{matrix} xRy \\ yRz \end{matrix} \Rightarrow xRz \right) & (t) \text{ transitive} \end{cases} \Leftrightarrow \begin{cases} R = \{\langle x, y \rangle | xRy\} \subseteq A \times B & \text{關係} \\ \forall \langle x, y \rangle \in R (\langle x, x \rangle \in R) & \text{自反} \\ \forall \langle x, y \rangle \in R (\langle y, x \rangle \in R) & \text{對稱} \\ \forall \langle x, y \rangle, \langle y, z \rangle \in R (\langle x, z \rangle \in R) & \text{遞移} \end{cases}$$





## Chapter 12

# Python

<https://bookdown.org/yihui/rmarkdown/language-engines.html>

```
names(knitr::knit_engines$get())
```

```
## [1] "awk"          "bash"         "coffee"      "gawk"         "groovy"
## [6] "haskell"     "lein"         "mysql"        "node"         "octave"
## [11] "perl"        "php"          "psql"         "Rscript"      "ruby"
## [16] "sas"         "scala"        "sed"          "sh"           "stata"
## [21] "zsh"         "asis"         "asy"          "block"        "block2"
## [26] "bslib"       "c"            "cat"          "cc"           "comment"
## [31] "css"         "ditaa"        "dot"          "embed"        "eviews"
## [36] "exec"        "fortran"      "fortran95"    "go"           "highlight"
## [41] "js"          "julia"        "python"       "R"            "Rcpp"
## [46] "sass"        "scss"         "sql"          "stan"         "targets"
## [51] "tikz"        "verbatim"     "theorem"      "lemma"        "corollary"
## [56] "proposition" "conjecture"   "definition"   "example"      "exercise"
## [61] "hypothesis"  "proof"        "remark"       "solution"
```

[https://rstudio.github.io/reticulate/articles/python\\_packages.html](https://rstudio.github.io/reticulate/articles/python_packages.html)

```
x = 'hello, python world!'
print(x.split(' '))
```

```
## ['hello,', 'python', 'world!']
```

```
library(reticulate)
virtualenv_python()
```

```
library(reticulate)
# conda_list()
```

```
library(reticulate)
virtualenv_list()
```

[https://rstudio.github.io/reticulate/reference/install\\_python.html](https://rstudio.github.io/reticulate/reference/install_python.html)

```
library(reticulate)
version <- "3.9.12"
```

```
# install_python(version)

# create a new environment
# virtualenv_create("r-reticulate", version = version)

# use_virtualenv("r-reticulate")

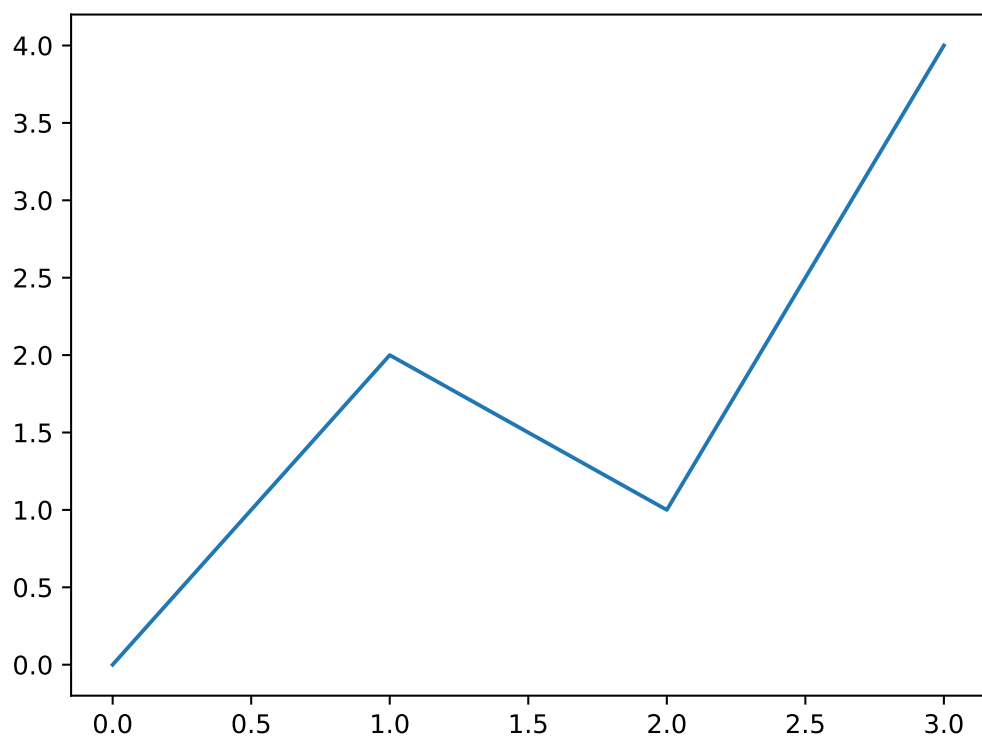
# install Matplotlib
# virtualenv_install("r-reticulate", "matplotlib")

# import Matplotlib (it will be automatically discovered in "r-reticulate")
matplotlib <- import("matplotlib")
```

copy C:\Users\RW\AppData\Local\r-reticulate\r-reticulate\pyenv\pyenv-win\versions\3.9.12\tcl and C:\Users\RW\AppData\Local\r-reticulate\r-reticulate\pyenv\pyenv-win\versions\3.9.12\tcl two folders to the folder C:\Users\RW\AppData\Local\r-reticulate\r-reticulate\pyenv\pyenv-win\venv

```
# library(reticulate)
# use_virtualenv("r-reticulate")
# # matplotlib <- import("matplotlib")
# matplotlib$use("Agg", force = TRUE)
```

```
import matplotlib.pyplot as plt
plt.plot([0, 2, 1, 4])
plt.show()
```



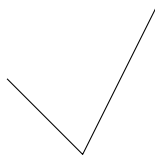


# Chapter 13

## TikZ

two columns [7.3.5]

```
\begin{tikzpicture}
  \draw (-1,1)--(0,0)--(1,2);
\end{tikzpicture}
```



How to speed up bookdown generation?

<https://stackoverflow.com/questions/56541371/how-to-speed-up-bookdown-generation>

TikZ and PGFplots

What's the relation between packages PGFplots and TikZ?

<https://tex.stackexchange.com/questions/285925/whats-the-relation-between-packages-pgfplots-and-tikz>

<https://www.youtube.com/watch?v=bQugbYq0BVA>

<https://www.youtube.com/watch?v=ft4Kg9emK1k&list=PLg5nnpKdkk2DWcg3scb75AknF7DJXs8lk&index=18>

```
\begin{tikzpicture}
  \def\A{1.5} % amplitude
  \def\B{2}   % frequency
  \draw[>-] (-0.2,0)--(4.2,0) node[right, font=\small] {$x$};
  \draw[>-] (0,-4)--(0,0.5) node[above] {$y$};
  \draw[domain=0:4,smooth,variable=\t,blue,thick]
    plot ({\A * (\B*\t - sin(deg(\B*\t)))},{-\A * (1 - cos(deg(\B*\t)))});
  % \node[above] at (2, 0.5) {Brachistochrone Curve};
  \node[above, font=\footnotesize] at (2, 1) {Brachistochrone Curve};
  \node[above, font=\footnotesize] at (2, 0) {$\begin{aligned}
& x=r(t-\sin t) \\\
& y=r(1-\cos t)
\end{aligned}$};
\end{tikzpicture}
```

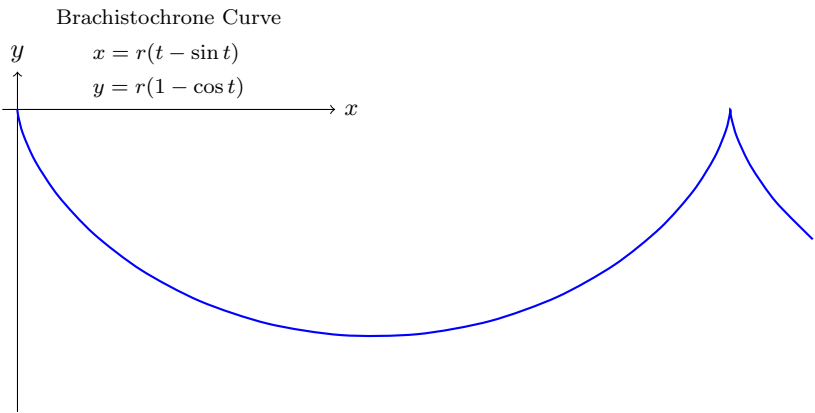


Figure 13.1: Brachistochrone Curve

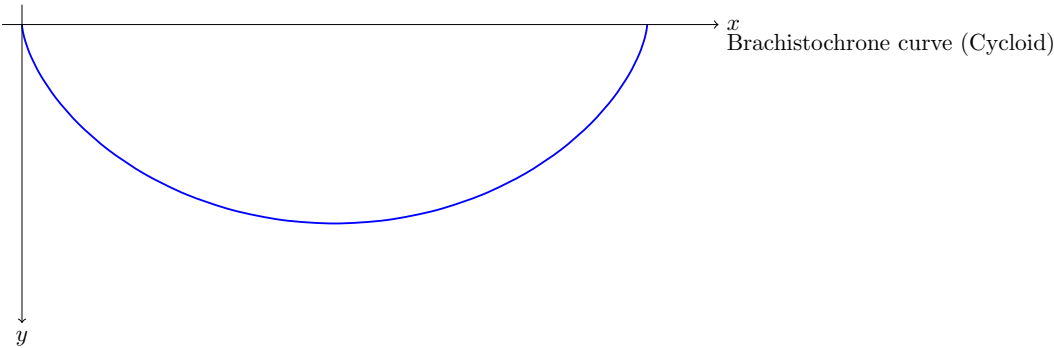
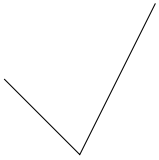


Figure 13.2: Brachistochrone Curve

## 13.1 2D

[https://zhuanlan.zhihu.com/p/127155579?utm\\_psn=1741479950987960320](https://zhuanlan.zhihu.com/p/127155579?utm_psn=1741479950987960320)

```
\begin{tikzpicture}
  \draw (-1,1)--(0,0)--(1,2);
\end{tikzpicture}
```



2

3

```
\begin{tikzpicture}
  \draw[rounded corners] (-1,1)--(0,0)--(1,2)--(-1,1);
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \draw[rounded corners] (-1,1)--(0,0)--(1,2)--cycle;
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \draw (0,0) rectangle (4,2);
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \draw (0,0) rectangle (2,2);
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \draw (0,0) circle (1);
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \draw (0,0) circle (1);
  \draw (0,0) rectangle (2,2);
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \draw (1,1) ellipse (2 and 1);
\end{tikzpicture}
```

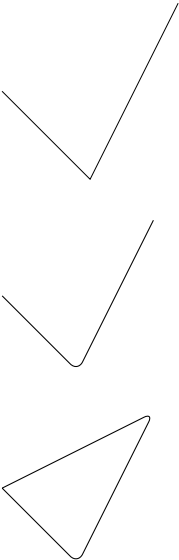


Figure 13.3: rounded corner pseudo-closed triangle

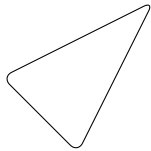


Figure 13.4: rounded corner triangle

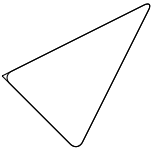


Figure 13.5: triangle vs. pseudo-closed triangle



Figure 13.6: rectangle

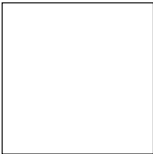


Figure 13.7: square



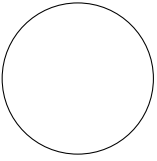


Figure 13.8: circle

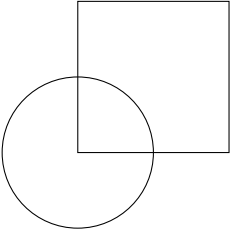


Figure 13.9: circle and square

```
\begin{tikzpicture}
  \draw (1 ,1) arc (0:270:1);
  \draw (6 ,1) arc (0:270:2 and 1);
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \draw (-1,1) parabola bend (0,0) (2,4);
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \draw (-1,1) parabola bend (0,0) (2,4);
  \filldraw
    (-1,1) circle (.05)
    ( 0,0) circle (.05)
    ( 1,1) circle (.05)
    ( 2,4) circle (.05);
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \draw[step=20pt] (0,0) grid (3,2);
  \draw[help lines ,step=20pt] (4,0) grid (7,2);
\end{tikzpicture}
```

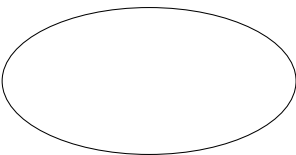


Figure 13.10: ellipse

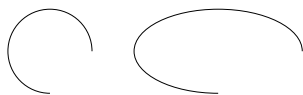


Figure 13.11: circle and ellipse arcs

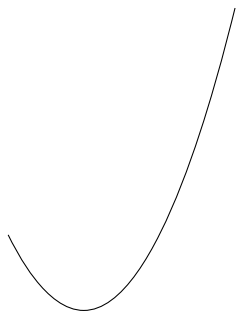


Figure 13.12: parabola arc

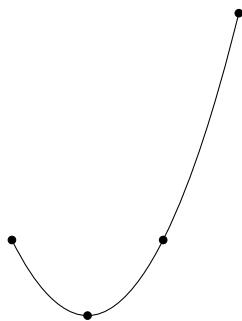


Figure 13.13: parabola arc with points

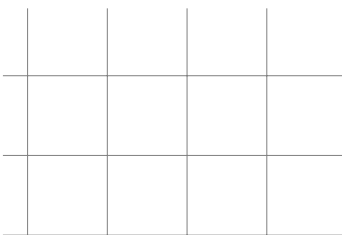
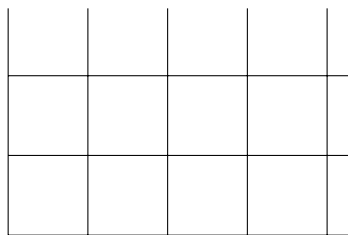


Figure 13.14: grid and help lines

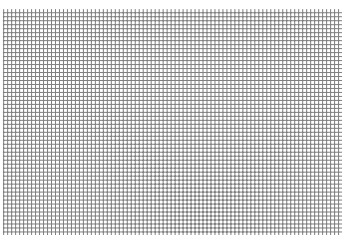
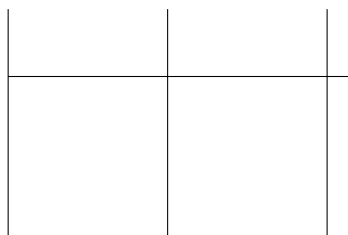


Figure 13.15: grid and help lines

```
\begin{tikzpicture}[scale=0.25]
  \draw[->] (0,0)--(9,0);
  \draw[<-] (0,1)--(9,1);
  \draw[<->] (0,2)--(9,2);
  \draw[>->>] (0,3)--(9,3);
  \draw[|<->|] (0,4)--(9,4);
\end{tikzpicture}
```

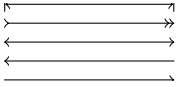


Figure 13.16: arrows

```
\begin{tikzpicture}
  \draw[line width =2pt] (0,6)--(9,6);
  \draw[dotted] (0,5)--(9,5);
  \draw[densely dotted] (0,4)--(9,4);
  \draw[loosely dotted] (0,3)--(9,3);
  \draw[dashed] (0,2)--(9,2);
  \draw[densely dashed] (0,1)--(9,1);
  \draw[loosely dashed] (0,0)--(9,0);
\end{tikzpicture}
```

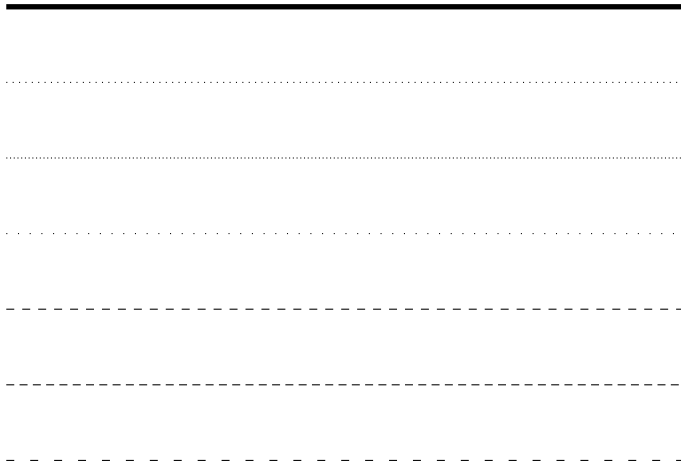


Figure 13.17: arrows

```
\begin{tikzpicture}[dline/.style={color= blue, line width=2pt}]
  \draw[dline] (0,0)--(9,0);
\end{tikzpicture}
```



Figure 13.18: head styling

```
\begin{tikzpicture}
  \draw (0,0) rectangle (2,2);
\end{tikzpicture}
```

```

\draw[shift={( 3, 0)}] (0,0) rectangle (2,2);
\draw[shift={( 0, 3)}] (0,0) rectangle (2,2);
\draw[shift={( 0,-3)}] (0,0) rectangle (2,2);
\draw[shift={(-3, 0)}] (0,0) rectangle (2,2);
\draw[shift={( 3, 3)}] (0,0) rectangle (2,2);
\draw[shift={(-3, 3)}] (0,0) rectangle (2,2);
\draw[shift={( 3,-3)}] (0,0) rectangle (2,2);
\draw[shift={(-3,-3)}] (0,0) rectangle (2,2);
\end{tikzpicture}

```

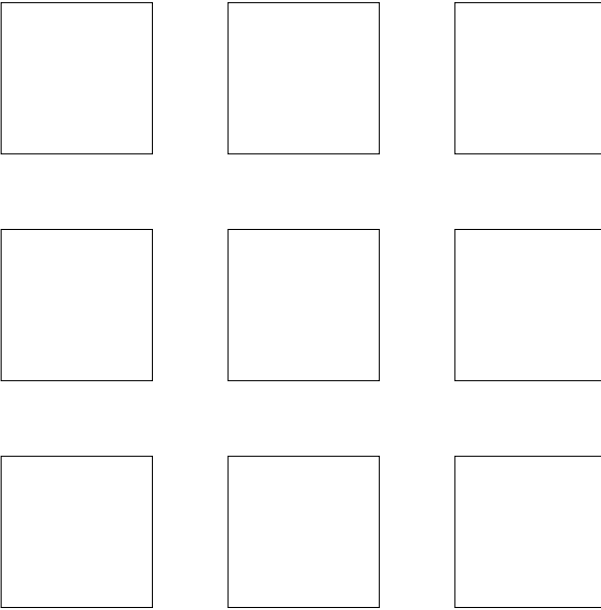


Figure 13.19: transform: shift

```

\begin{tikzpicture}
\draw (0,0) rectangle (2,2);
\draw[xshift= 100pt] (0,0) rectangle (2,2);
\draw[xshift=-100pt] (0,0) rectangle (2,2);
\draw[yshift= 100pt] (0,0) rectangle (2,2);
\draw[yshift=-100pt] (0,0) rectangle (2,2);
\end{tikzpicture}

```

```

\begin{tikzpicture}
\draw (0,0) rectangle (2,2);
\draw[xshift= 100pt, xscale=1.5] (0,0) rectangle (2,2);
\draw[yshift= 100pt, xscale=0.5] (0,0) rectangle (2,2);
\draw[xshift=-100pt, yscale=1.5] (0,0) rectangle (2,2);
\draw[yshift=-100pt, yscale=0.5] (0,0) rectangle (2,2);
\end{tikzpicture}

```

```

\begin{tikzpicture}
\draw (0,0) rectangle (2,2);
\draw[xshift= 100pt, xscale=1.5] (0,0) rectangle (2,2);

```

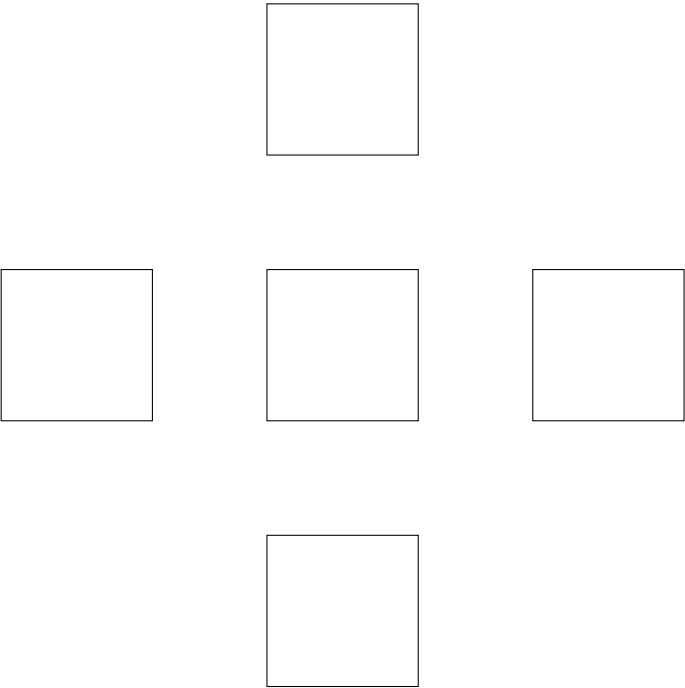


Figure 13.20: transform: shift x, y

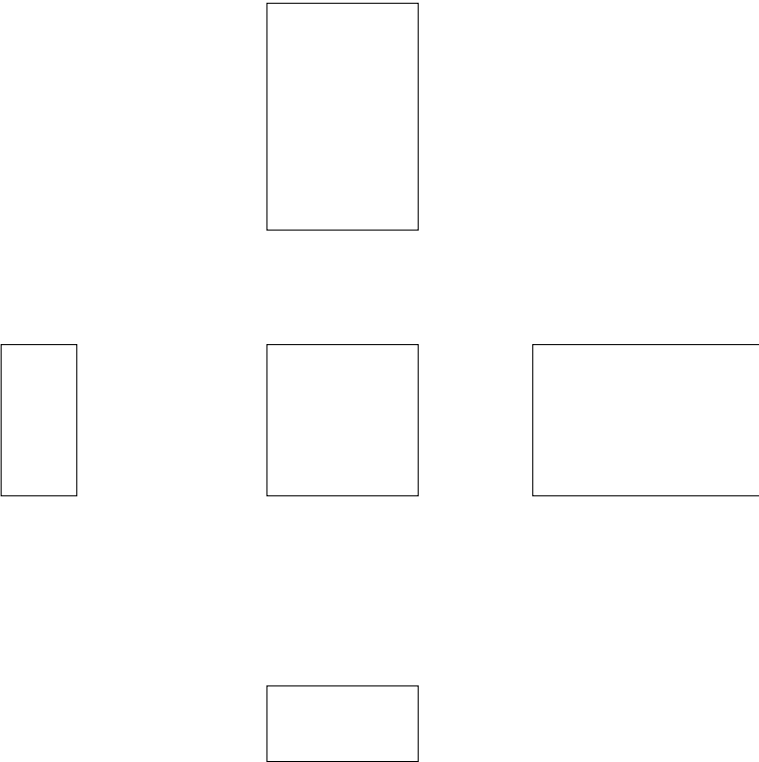


Figure 13.21: transform: scale x, y

```

\draw[yshift= 100pt, yscale=1.5] (0,0) rectangle (2,2);
\draw[xshift=-100pt, xscale=0.5] (0,0) rectangle (2,2);
\draw[yshift=-100pt, yscale=0.5] (0,0) rectangle (2,2);
\end{tikzpicture}

```

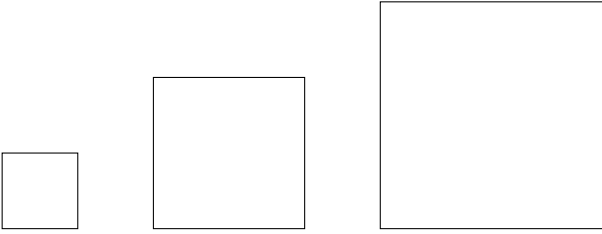


Figure 13.22: transform: scale

```

\begin{tikzpicture}
\draw (0,0) rectangle (2,2);
\draw[xshift=125pt,rotate=45] (0,0) rectangle (2,2);
\draw[xshift=175pt,rotate around={45:(2 ,2)}] (0,0) rectangle (2,2);
\end{tikzpicture}

```

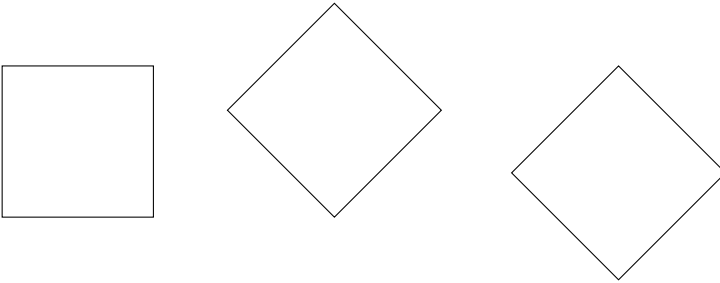


Figure 13.23: transform: rotate

```

\begin{tikzpicture}
\draw (0,0) rectangle (2,2);
\draw[xshift=70pt,xslant=1] (0,0) rectangle (2,2);
\draw[yshift=70pt,yslant=1] (0,0) rectangle (2,2);
\end{tikzpicture}

```

```

\tikzset{
  box/.style={
    draw=blue,
    rectangle,
    rounded corners=5pt,
    minimum width=50pt,
    minimum height=20pt,
    inner sep=5pt
  }
}
\begin{tikzpicture}
\node[box] (1) at (0,0) {1};

```

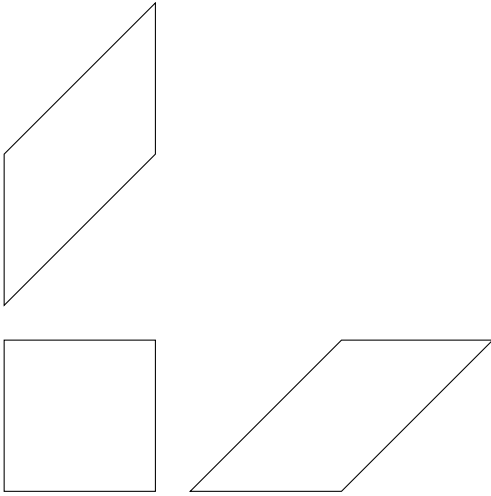


Figure 13.24: transform: slant

```

\node[box] (2) at (4,0) {2};
\node[box] (3) at (8,0) {3};
\draw[->] (1)--(2);
\draw[->] (2)--(3);
\node at (2,1) {a};
\node at (6,1) {b};
\end{tikzpicture}

```

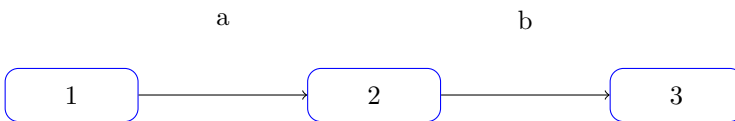


Figure 13.25: flowchart

```

\tikzset{
  box/.style={
    draw=blue,
    fill=blue!20,
    rectangle,
    rounded corners=5pt,
    minimum height=20pt,
    inner sep=5pt
  }
}
\begin{tikzpicture}
\node[box] {1}
  child {node[box] {2}}
  child {node[box] {3}
    child {node[box] {4}}
    child {node[box] {5}}
    child {node[box] {6}}
  }

```

```
};
\end{tikzpicture}
```

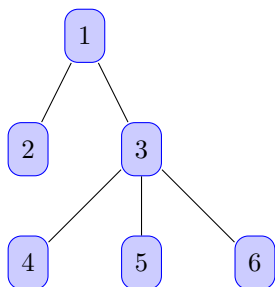


Figure 13.26: tree

```
\begin{tikzpicture}
\draw[->] (-0.2,0)--(6,0) node[right] {$x$};
\draw[->] (0,-0.2)--(0,6) node[above] {$f(x)$};
\draw[domain=0:4] plot (\x,{0.1*exp(\x)}) node[right] {$f(x)=\frac{1}{10}e^x$};
\end{tikzpicture}
```

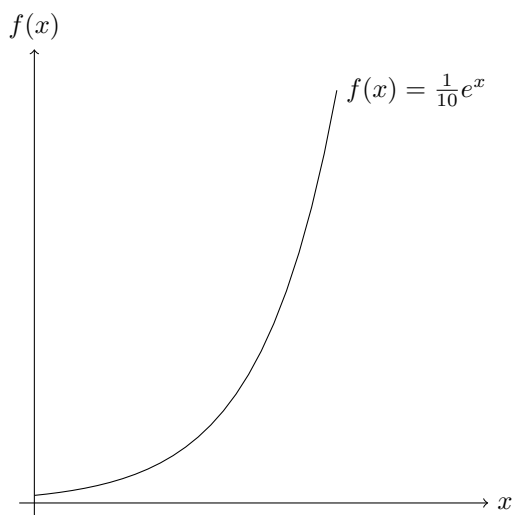


Figure 13.27: tree

<https://stackoverflow.com/questions/64897575/tikz-libraries-in-bookdown>

It turns out that you can simply put the `\usetikzlibrary{...}` command directly before the `\begin{tikzpicture}` and everything works fine :)

<https://stackoverflow.com/questions/56211210/r-markdown-document-with-html-docx-output-using-latex-package-bbm>

<https://tex.stackexchange.com/questions/171711/how-to-include-latex-package-in-r-markdown>



## 13.2 3D

[https://zhuanlan.zhihu.com/p/431732330?utm\\_psn=1741857547550638080](https://zhuanlan.zhihu.com/p/431732330?utm_psn=1741857547550638080)

<https://github.com/RRWWW/Stereometry>

```
\begin{tikzpicture}
  \coordinate (A) at ( 1, 1, 1);
  \coordinate (B) at ( 1, 1,-1);
  \coordinate (C) at ( 1,-1,-1);
  \coordinate (D) at ( 1,-1, 1);
  \coordinate (E) at (-1,-1, 1);
  \coordinate (F) at (-1,-1,-1);
  \coordinate (G) at (-1, 1,-1);
  \coordinate (H) at (-1, 1, 1);
  \draw (A) node[right=1pt] {$A$}--
        (B) node[right=1pt] {$B$}--
        (C) node[right=1pt] {$C$}--
        (D) node[right=1pt] {$D$}--
        (E) node[left= 1pt] {$E$}--
        (F) node[right=1pt] {$F$}--
        (G) node[right=1pt] {$G$}--
        (H) node[left= 1pt] {$H$}--
        (A) node[right=1pt] {$A$};
\end{tikzpicture}
```

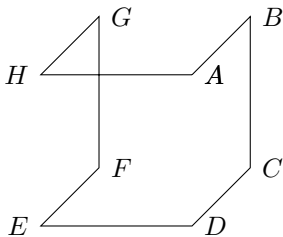


Figure 13.28: cube

```
\usetikzlibrary{patterns}
\usetikzlibrary{3d,calc}
\tdplotsetmaincoords{45}{45}
\begin{tikzpicture}[tdplot_main_coords]
  \coordinate (A) at ( 1, 1, 1);
  \coordinate (B) at ( 1, 1,-1);
  \coordinate (C) at ( 1,-1,-1);
  \coordinate (D) at ( 1,-1, 1);
  \coordinate (E) at (-1,-1, 1);
  \coordinate (F) at (-1,-1,-1);
  \coordinate (G) at (-1, 1,-1);
  \coordinate (H) at (-1, 1, 1);
  \draw (A) node[right=1pt] {$A$}--
        (B) node[right=1pt] {$B$}--
        (C) node[right=1pt] {$C$}--
        (D) node[right=1pt] {$D$}--
```

```
(E) node[left= 1pt] {$E$}--
(F) node[right=1pt] {$F$}--
(G) node[right=1pt] {$G$}--
(H) node[left= 1pt] {$H$}--
(A) node[right=1pt] {$A$};
\end{tikzpicture}
```

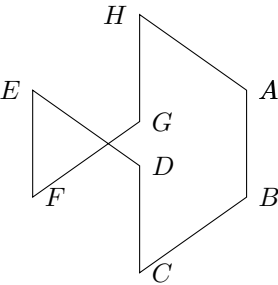


Figure 13.29: cube rotate

<https://tex.stackexchange.com/questions/388621/optimizing-perspective-tikz-graphic>

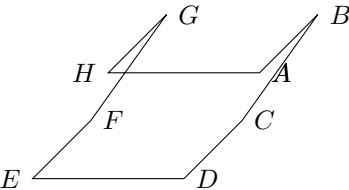


Figure 13.30: cube rotate

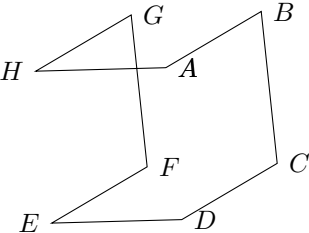


Figure 13.31: cube rotate

<https://github.com/XiangyunHuang/bookdown-broken/blob/master/index.Rmd>

```
\smartdiagramset{planet color=gray!40!white, uniform color list=gray!40!white for 10
↪ items}
\smartdiagram[bubble diagram]{Basic skills,
  Edit~/\\ (RStudio), Organize~/\\ (bookdown), Cooperate~/\\ (Git), Typeset~/\\
↪ (LaTeX/Pandoc), Compile~/\\ (GitHub Action)}
```



Figure 13.32: modern statistics plot skills

### 13.3 animation

<https://zhuanlan.zhihu.com/p/338402487>



# Chapter 14

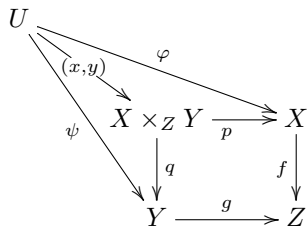
## xy-pic

<https://bookdown.org/yihui/rmarkdown-cookbook/install-latex-pkgs.html>

```
tinytex::install_tinytex()
```

the following xymatrix from LaTeX package xy for xy-pic is not shown or rendered in HTML:

$\LaTeX$  can only be used in HTML, not PDF





# Chapter 15

## statistics

### 15.1 covariance matrix

5

#### 15.1.1 calculation

$$\begin{aligned}
 C[\mathbf{X}] &= \text{Cov}[\mathbf{X}] = V[\mathbf{X}] = E\left[(\mathbf{X} - E(\mathbf{X}))(\mathbf{X} - E(\mathbf{X}))^T\right] \\
 &= E\left[(\mathbf{X} - E(\mathbf{X}))(\mathbf{X}^T - E(\mathbf{X})^T)\right] \\
 &= E\left[\mathbf{X}\mathbf{X}^T - E(\mathbf{X})\mathbf{X}^T - \mathbf{X}E(\mathbf{X})^T + E(\mathbf{X})E(\mathbf{X})^T\right] \\
 &= E\left[\mathbf{X}\mathbf{X}^T\right] - E\left[E(\mathbf{X})\mathbf{X}^T\right] - E\left[\mathbf{X}E(\mathbf{X})^T\right] + E\left[E(\mathbf{X})E(\mathbf{X})^T\right] \\
 &= E\left[\mathbf{X}\mathbf{X}^T\right] - E(\mathbf{X})E\left[\mathbf{X}^T\right] - E[\mathbf{X}]E(\mathbf{X})^T + E(\mathbf{X})E(\mathbf{X})^T \\
 &= E\left[\mathbf{X}\mathbf{X}^T\right] - E(\mathbf{X})E(\mathbf{X})^T - E(\mathbf{X})E(\mathbf{X})^T + E(\mathbf{X})E(\mathbf{X})^T \\
 &= E\left[\mathbf{X}\mathbf{X}^T\right] - E(\mathbf{X})E(\mathbf{X})^T
 \end{aligned}$$

$$\begin{aligned}
 \mathbf{X} = [X]_{1 \times 1} = X &\Rightarrow C(X) = C[\mathbf{X}] = E\left[\mathbf{X}\mathbf{X}^T\right] - E(\mathbf{X})E(\mathbf{X})^T \\
 &= E[XX] - E(X)E(X) \\
 &= E(X^2) - [E(X)]^2 = V(X)
 \end{aligned}$$

#### 15.1.2 $V[\mathbf{X} + \mathbf{b}] = V[\mathbf{X}]$

$$\begin{aligned}
 V[\mathbf{X} + \mathbf{b}] &= E\left[(\mathbf{X} + \mathbf{b}) - E(\mathbf{X} + \mathbf{b})(\mathbf{X} + \mathbf{b}) - E(\mathbf{X} + \mathbf{b})\right]^T \\
 &\stackrel{E(\mathbf{X} + \mathbf{b}) = E(\mathbf{X}) + \mathbf{b}}{=} E\left[(\mathbf{X} + \mathbf{b} - E(\mathbf{X}) - \mathbf{b})(\mathbf{X} + \mathbf{b} - E(\mathbf{X}) - \mathbf{b})^T\right] \\
 &= E\left[(\mathbf{X} - E(\mathbf{X}))(\mathbf{X} - E(\mathbf{X}))^T\right] = V[\mathbf{X}]
 \end{aligned}$$

$$\mathbf{15.1.3} \quad \mathbf{V} [A\mathbf{X}] = A\mathbf{V} [\mathbf{X}] A^T$$

$$\begin{aligned} \mathbf{V} [A\mathbf{X}] &= \mathbf{E} \left[ [(A\mathbf{X}) - \mathbf{E}(A\mathbf{X})] [(A\mathbf{X}) - \mathbf{E}(A\mathbf{X})]^T \right] \\ &\stackrel{\mathbf{E}(A\mathbf{X}) = A\mathbf{E}(\mathbf{X})}{=} \mathbf{E} \left[ [A\mathbf{X} - A\mathbf{E}(\mathbf{X})] [A\mathbf{X} - A\mathbf{E}(\mathbf{X})]^T \right] \\ &= \mathbf{E} \left[ A[\mathbf{X} - \mathbf{E}(\mathbf{X})] [A[\mathbf{X} - \mathbf{E}(\mathbf{X})]]^T \right] \\ &= \mathbf{E} \left[ A[\mathbf{X} - \mathbf{E}(\mathbf{X})] [\mathbf{X} - \mathbf{E}(\mathbf{X})]^T A^T \right] \\ &= A\mathbf{E} \left[ [\mathbf{X} - \mathbf{E}(\mathbf{X})] [\mathbf{X} - \mathbf{E}(\mathbf{X})]^T \right] A^T = A\mathbf{V} [\mathbf{X}] A^T \end{aligned}$$

$$\mathbf{15.1.4} \quad \mathbf{V} [A\mathbf{X} + \mathbf{b}] = A\mathbf{V} [\mathbf{X}] A^T$$

$$\mathbf{V} [A\mathbf{X} + \mathbf{b}] = \mathbf{V} [A\mathbf{X}] = A\mathbf{V} [\mathbf{X}] A^T$$



## Chapter 16

# Gosper algorithm



# Chapter 17

## Lorentz transformation

### 17.1 Einstein

<https://wap.hillpublisher.com/UpFile/202204/20220414165340.pdf>

### 17.2 Bondi $k$ -calculus

[https://en.wikipedia.org/wiki/Bondi\\_k-calculus](https://en.wikipedia.org/wiki/Bondi_k-calculus)

### 17.3 wordline in Minkowski space

#### 17.3.1 Wick rotation

<https://ncatlab.org/nlab/show/Wick+rotation>

##### 17.3.1.1 Osterwalder-Schrader reconstruction theorem

<https://ncatlab.org/nlab/show/Osterwalder-Schrader+theorem>



# Chapter 18

## R

<https://bookdown.org/tonykuoyj/eloquentr/getting-started.html>



## Chapter 19

# Laplace transform





# Chapter 20

## conic section

conic section 圓錐曲線 / 圓錐截痕

[https://en.wikipedia.org/wiki/Conic\\_section](https://en.wikipedia.org/wiki/Conic_section)

<https://tex.stackexchange.com/questions/222882/drawing-minimal-xy-axis>

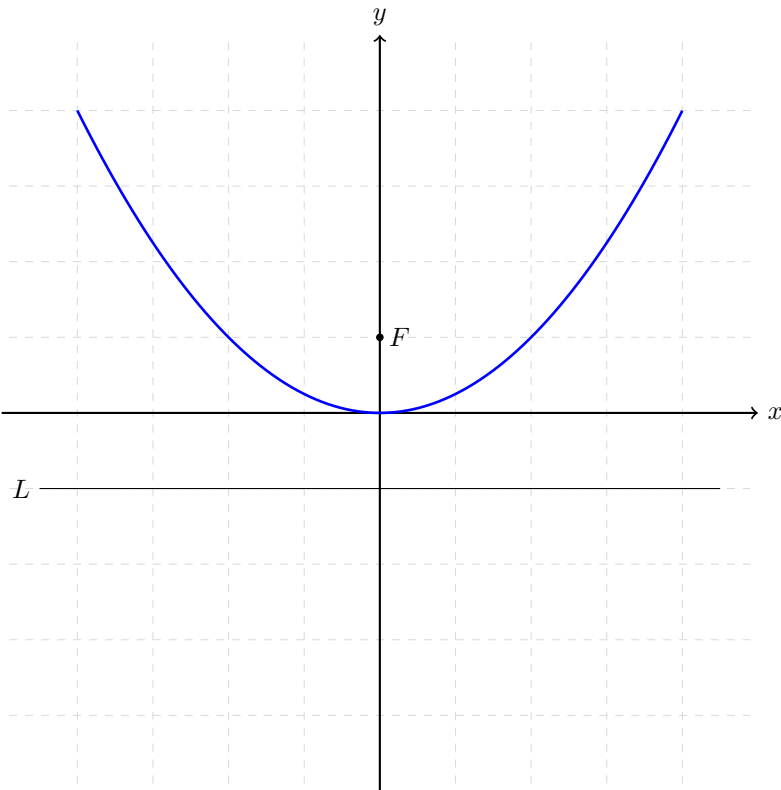


Figure 20.1: parabola defined by focus, directrix, eccentricity

## 20.1 Cartesian coordinate: focus, directrix, eccentricity

focus, directrix, eccentricity 焦點, 準線, 離心率

$$\begin{cases} F = (0, y_F) & F : \text{focus} \\ L = y - y_L = 0 & L : \text{directrix} \\ \epsilon = \frac{\overline{PF}}{d(P, L)} = \frac{\|(x, y) - (0, y_F)\|}{\|y - y_L\|} & \begin{cases} P = (x, y) \\ \epsilon : \text{eccentricity} \end{cases} \end{cases}$$

$$0 \leq \epsilon = \frac{\overline{PF}}{d(P, L)} = \frac{\overline{PF}}{\overline{PP'}} = \frac{\|(x, y) - (0, y_F)\|}{\|(x, y) - (x, y_L)\|} = \frac{\|(x, y - y_F)\|}{\|(0, y - y_L)\|} = \frac{\sqrt{x^2 + (y - y_F)^2}}{\sqrt{(y - y_L)^2}} \quad (20.1)$$

$$\epsilon^2 = \frac{x^2 + (y - y_F)^2}{(y - y_L)^2} = \frac{x^2 + y^2 - 2y_F y + y_F^2}{y^2 - 2y_L y + y_L^2} \quad (20.2)$$

$$0 = x^2 + (1 - \epsilon^2) y^2 - 2(y_F - \epsilon^2 y_L) y + (y_F^2 - \epsilon^2 y_L^2) \quad (20.3)$$

$$\stackrel{\epsilon \neq 1}{=} x^2 + (1 - \epsilon^2) \left[ y^2 - \frac{2(y_F - \epsilon^2 y_L)}{1 - \epsilon^2} y + \frac{y_F^2 - \epsilon^2 y_L^2}{1 - \epsilon^2} \right] \quad (20.4)$$

$$= x^2 + (1 - \epsilon^2) \quad (20.5)$$

$$\left[ y^2 - \frac{2(y_F - \epsilon^2 y_L)}{1 - \epsilon^2} y + \left( \frac{y_F - \epsilon^2 y_L}{1 - \epsilon^2} \right)^2 - \left( \frac{y_F - \epsilon^2 y_L}{1 - \epsilon^2} \right)^2 + \frac{y_F^2 - \epsilon^2 y_L^2}{1 - \epsilon^2} \right] \quad (20.6)$$

$$= x^2 + (1 - \epsilon^2) \left[ \left( y - \frac{y_F - \epsilon^2 y_L}{1 - \epsilon^2} \right)^2 + \frac{(y_F^2 - \epsilon^2 y_L^2)(1 - \epsilon^2) - (y_F - \epsilon^2 y_L)^2}{(1 - \epsilon^2)^2} \right] \quad (20.7)$$

$$= x^2 + (1 - \epsilon^2) \left( y - \frac{y_F - \epsilon^2 y_L}{1 - \epsilon^2} \right)^2 + \frac{(y_F^2 - \epsilon^2 y_L^2)(1 - \epsilon^2) - (y_F - \epsilon^2 y_L)^2}{1 - \epsilon^2} \quad (20.8)$$

$$\begin{aligned} & \frac{(y_F^2 - \epsilon^2 y_L^2)(1 - \epsilon^2) - (y_F - \epsilon^2 y_L)^2}{1 - \epsilon^2} \\ &= (1 - \epsilon^2) y_F^2 - (\epsilon^2 - \epsilon^4) y_L^2 - y_F^2 + 2\epsilon^2 y_F y_L - \epsilon^4 y_L^2 \\ &= -\epsilon^2 y_F^2 - \epsilon^2 y_L^2 + 2\epsilon^2 y_F y_L = -\epsilon^2 (y_F - y_L)^2 \end{aligned}$$

$$\begin{aligned} & \frac{\epsilon^2 (y_F - y_L)^2}{1 - \epsilon^2} \stackrel{\epsilon \neq 1}{=} x^2 + (1 - \epsilon^2) \left( y - \frac{y_F - \epsilon^2 y_L}{1 - \epsilon^2} \right)^2 \\ & 1 \stackrel{\epsilon \neq 0, 1}{=} \begin{cases} \left( \frac{x - 0}{\frac{\epsilon (y_F - y_L)}{\sqrt{1 - \epsilon^2}}} \right)^2 + \left( \frac{y - \frac{y_F - \epsilon^2 y_L}{1 - \epsilon^2}}{\frac{\epsilon (y_F - y_L)}{1 - \epsilon^2}} \right)^2 & 1 - \epsilon^2 > 0 \stackrel{\epsilon \geq 0}{\Rightarrow} 0 < \epsilon < 1 \\ - \left( \frac{x - 0}{\frac{\epsilon (y_F - y_L)}{\sqrt{\epsilon^2 - 1}}} \right)^2 + \left( \frac{y - \frac{y_F - \epsilon^2 y_L}{1 - \epsilon^2}}{\frac{\epsilon (y_F - y_L)}{1 - \epsilon^2}} \right)^2 & 1 - \epsilon^2 < 0 \stackrel{\epsilon \geq 0}{\Rightarrow} \epsilon > 1 \end{cases} \end{aligned}$$

$$\epsilon = 0 \text{ or } \lim_{|y_L| \rightarrow \infty} \epsilon = 0$$

$$r = \overline{PF} = \|(x, y) - (0, y_F)\| = \|(x, y - y_F)\| = \sqrt{x^2 + (y - y_F)^2}$$

$$\epsilon = \frac{r}{d(P, L)} = \frac{\overline{PF}}{\overline{PP'}} = \frac{\|(x, y) - (0, y_F)\|}{\|(x, y) - (x, y_L)\|} = \frac{\|(x, y - y_F)\|}{\|(0, y - y_L)\|} = \frac{\sqrt{x^2 + (y - y_F)^2}}{|y - y_L|}$$

$$\lim_{|y_L| \rightarrow \infty} \epsilon = \lim_{|y_L| \rightarrow \infty} \frac{r}{d(P, L)} = \lim_{|y_L| \rightarrow \infty} \frac{\sqrt{x^2 + (y - y_F)^2}}{|y - y_L|} = 0$$

$$\epsilon = 1$$

$$\begin{aligned} 0 &= x^2 + (1 - \epsilon^2) y^2 - 2(y_F - \epsilon^2 y_L) y + (y_F^2 - \epsilon^2 y_L^2) \\ &\stackrel{\epsilon=1}{=} x^2 + (1 - 1^2) y^2 - 2(y_F - 1^2 y_L) y + (y_F^2 - 1^2 y_L^2) \\ &= x^2 - 2(y_F - y_L) y + (y_F^2 - y_L^2) \\ &= x^2 - 2(y_F - y_L) y + (y_F + y_L)(y_F - y_L) \\ x^2 &= 2(y_F - y_L) \left( y - \frac{y_F + y_L}{2} \right) \end{aligned}$$

Let one curve vertex  $P = V = (0, 0)$  on the curve, and fix the directrix  $L$  or  $y_L$ ,

$$\epsilon \neq 1$$

$$\begin{aligned} &1^{P(x,y) \equiv V(0,0)} 0 + \left( \frac{0 - \frac{y_F - \epsilon^2 y_L}{1 - \epsilon^2}}{\frac{\epsilon(y_F - y_L)}{1 - \epsilon^2}} \right)^2 \\ &\Rightarrow y_F - \epsilon^2 y_L = \pm \epsilon (y_F - y_L) \\ &\Rightarrow \begin{cases} (1 - \epsilon) y_F = \epsilon(\epsilon - 1) y_L & + \\ (1 + \epsilon) y_F = \epsilon(\epsilon + 1) y_L & - \end{cases} \\ &\Rightarrow y_F = \begin{cases} -\epsilon y_L & + \\ \epsilon y_L & - \end{cases} \end{aligned}$$

$$\epsilon = 1$$

$$\begin{aligned} x^2 &= 2(y_F - y_L) \left( y - \frac{y_F + y_L}{2} \right) \\ &^{P(x,y) \equiv V(0,0)} 0^2 = 2(y_F - y_L) \left( 0 - \frac{y_F + y_L}{2} \right) \\ &\Rightarrow 0 = (y_F - y_L)(y_F + y_L) \\ &\Rightarrow y_F = \mp y_L \end{aligned}$$

or by definition of eccentricity (20.1)

$$0 \leq \epsilon = \frac{\overline{PF}}{d(P, L)} = \frac{\overline{PF}}{\overline{PP'}} = \frac{\|(x, y) - (0, y_F)\|}{\|(x, y) - (x, y_L)\|} = \frac{\|(x, y - y_F)\|}{\|(0, y - y_L)\|} = \frac{\sqrt{x^2 + (y - y_F)^2}}{\sqrt{(y - y_L)^2}}$$

$$P(x, y) \equiv V(0, 0) \quad \frac{\sqrt{0^2 + (0 - y_F)^2}}{\sqrt{(0 - y_L)^2}} = \sqrt{\left(\frac{y_F}{y_L}\right)^2}$$

$$\epsilon^2 = \left(\frac{y_F}{y_L}\right)^2 \Rightarrow y_F = \mp \epsilon y_L$$

actually,

$$y_F = -\epsilon y_L$$

## 20.2 two-definition equivalence for ellipse and hyperbola

<https://math.stackexchange.com/questions/1833973/prove-that-the-directrix-focus-and-focus-focus-definitions-are-equivalent>

<https://www.geogebra.org/calculator/zkppuxwp>

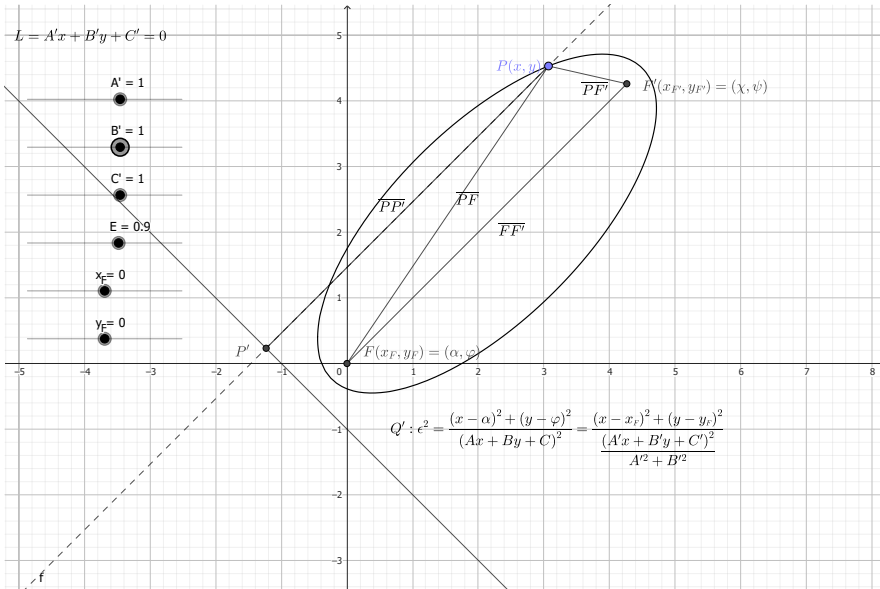


Figure 20.2: conic sections

$$\begin{cases} P = (x, y) \\ F = (x_F, y_F) = (\alpha, \varphi) & F' = (x_{F'}, y_{F'}) = (\chi, \psi) \\ L = A'x + B'y + C' = 0 \end{cases}$$

### 20.2.1 first definition for conic sections including ellipses and hyperbolas

distance from a point to a line<sup>[21]</sup>

$$0 \leq \epsilon = \frac{\overline{PF}}{d(P, L)} = \frac{\sqrt{(x - x_F)^2 + (y - y_F)^2}}{\frac{|A'x + B'y + C'|}{\sqrt{A'^2 + B'^2}}} = \frac{\sqrt{(x - \alpha)^2 + (y - \varphi)^2}}{|Ax + By + C|}, \begin{cases} A = \frac{A'}{\sqrt{A'^2 + B'^2}} \\ B = \frac{B'}{\sqrt{A'^2 + B'^2}} \\ C = \frac{C'}{\sqrt{A'^2 + B'^2}} \end{cases}$$

$$A^2 + B^2 = \left( \frac{A'}{\sqrt{A'^2 + B'^2}} \right)^2 + \left( \frac{B'}{\sqrt{A'^2 + B'^2}} \right)^2 = 1$$

or allowing  $\epsilon < 0$  by squaring the definition

$$\epsilon^2 = \frac{(x - \alpha)^2 + (y - \varphi)^2}{(Ax + By + C)^2} = \frac{(x - x_F)^2 + (y - y_F)^2}{\frac{(A'x + B'y + C')^2}{A'^2 + B'^2}}$$

$$(x - \alpha)^2 + (y - \varphi)^2 = [\epsilon (Ax + By + C)]^2$$

### 20.2.2 second definition for ellipses and hyperbolas

$$\begin{aligned} 2c = \overline{FF'} &= \|(x_F, y_F) - (x_{F'}, y_{F'})\| = \|(\alpha, \varphi) - (\chi, \psi)\| \\ &= \sqrt{(\alpha - \chi)^2 + (\varphi - \psi)^2} \end{aligned}$$

$$\begin{aligned} D &= \begin{cases} \sqrt{(x - x_F)^2 + (y - y_F)^2} + \sqrt{(x - x_{F'})^2 + (y - y_{F'})^2} & \text{ellipse} \\ \sqrt{(x - x_F)^2 + (y - y_F)^2} - \sqrt{(x - x_{F'})^2 + (y - y_{F'})^2} & \text{hyperbola} \end{cases} \\ &= \sqrt{(x - x_F)^2 + (y - y_F)^2} \pm \sqrt{(x - x_{F'})^2 + (y - y_{F'})^2} \\ &= \sqrt{(x - \alpha)^2 + (y - \varphi)^2} \pm \sqrt{(x - \chi)^2 + (y - \psi)^2} \end{aligned}$$

$$\begin{aligned} (x - \alpha)^2 + (y - \varphi)^2 &= \left( D \mp \sqrt{(x - \chi)^2 + (y - \psi)^2} \right)^2 \\ &= D^2 \mp 2D\sqrt{(x - \chi)^2 + (y - \psi)^2} \\ &\quad + (x - \chi)^2 + (y - \psi)^2 \end{aligned}$$

$$\begin{aligned}
D^2 &= (x - \alpha)^2 + (y - \varphi)^2 + (x - \chi)^2 + (y - \psi)^2 \\
&\quad \pm 2\sqrt{[(x - \alpha)^2 + (y - \varphi)^2][(x - \chi)^2 + (y - \psi)^2]} \\
&\quad (x - \alpha)^2 + (y - \varphi)^2 + (x - \chi)^2 + (y - \psi)^2 - D^2 \\
&= \mp 2\sqrt{[(x - \alpha)^2 + (y - \varphi)^2][(x - \chi)^2 + (y - \psi)^2]} \\
&\quad \left[ (x - \alpha)^2 + (y - \varphi)^2 + (x - \chi)^2 + (y - \psi)^2 \right]^2 + D^4 \\
&\quad - 2D^2 \left[ (x - \alpha)^2 + (y - \varphi)^2 + (x - \chi)^2 + (y - \psi)^2 \right] \\
&= 4 \left[ (x - \alpha)^2 + (y - \varphi)^2 \right] \left[ (x - \chi)^2 + (y - \psi)^2 \right] \\
&\quad \left[ (x - \alpha)^2 + (y - \varphi)^2 \right]^2 + \left[ (x - \chi)^2 + (y - \psi)^2 \right]^2 \\
&\quad + 2 \left[ (x - \alpha)^2 + (y - \varphi)^2 \right] \left[ (x - \chi)^2 + (y - \psi)^2 \right] + D^4 \\
&\quad - 2D^2 \left[ (x - \alpha)^2 + (y - \varphi)^2 + (x - \chi)^2 + (y - \psi)^2 \right] \\
&= 4 \left[ (x - \alpha)^2 + (y - \varphi)^2 \right] \left[ (x - \chi)^2 + (y - \psi)^2 \right] \\
0 &= \left[ (x - \alpha)^2 + (y - \varphi)^2 \right]^2 + \left[ (x - \chi)^2 + (y - \psi)^2 \right]^2 \\
&\quad - 2 \left[ (x - \alpha)^2 + (y - \varphi)^2 \right] \left[ (x - \chi)^2 + (y - \psi)^2 \right] + D^4 \\
&\quad - 2D^2 \left[ (x - \alpha)^2 + (y - \varphi)^2 + (x - \chi)^2 + (y - \psi)^2 \right] \\
0 &= \left\{ \left[ (x - \alpha)^2 + (y - \varphi)^2 \right] - \left[ (x - \chi)^2 + (y - \psi)^2 \right] \right\}^2 + D^4 \\
&\quad - 2D^2 \left\{ \left[ (x - \alpha)^2 + (y - \varphi)^2 \right] + \left[ (x - \chi)^2 + (y - \psi)^2 \right] \right\} \\
0 &= \left\{ \left[ (x - \chi)^2 + (y - \psi)^2 \right] - \left[ (x - \alpha)^2 + (y - \varphi)^2 \right] \right\}^2 + D^4 \\
&\quad - 2D^2 \left\{ \left[ (x - \chi)^2 + (y - \psi)^2 \right] - \left[ (x - \alpha)^2 + (y - \varphi)^2 \right] \right\} \\
&\quad - 4D^2 \left[ (x - \alpha)^2 + (y - \varphi)^2 \right] \\
&\quad (2D)^2 \left[ (x - \alpha)^2 + (y - \varphi)^2 \right] \\
&= \left\{ \left[ (x - \chi)^2 + (y - \psi)^2 \right] - \left[ (x - \alpha)^2 + (y - \varphi)^2 \right] - D^2 \right\}^2 \\
&= \left\{ \left[ (x - \chi)^2 - (x - \alpha)^2 \right] + \left[ (y - \psi)^2 - (y - \varphi)^2 \right] - D^2 \right\}^2 \\
&= \left\{ (2x - \chi - \alpha)(\alpha - \chi) + (2y - \psi - \varphi)(\varphi - \psi) - D^2 \right\}^2 \\
&= \left\{ 2(\alpha - \chi)x - (\alpha^2 - \chi^2) + 2(\varphi - \psi)y - (\varphi^2 - \psi^2) - D^2 \right\}^2 \\
&= \left\{ 2(\alpha - \chi)x + 2(\varphi - \psi)y - [(\alpha^2 - \chi^2) + (\varphi^2 - \psi^2) + D^2] \right\}^2 \\
D &\neq 0 \\
&\quad (x - \alpha)^2 + (y - \varphi)^2 \\
&= \left[ \frac{\alpha - \chi}{D}x + \frac{\varphi - \psi}{D}y - \left( \frac{\alpha^2 - \chi^2}{2D} + \frac{\varphi^2 - \psi^2}{2D} + \frac{D}{2} \right) \right]^2
\end{aligned}$$

$$\begin{cases} (x - \alpha)^2 + (y - \varphi)^2 = [\epsilon(Ax + By + C)]^2 \\ (x - \alpha)^2 + (y - \varphi)^2 = \left[ \frac{\alpha - \chi}{D}x + \frac{\varphi - \psi}{D}y - \left( \frac{\alpha^2 - \chi^2}{2D} + \frac{\varphi^2 - \psi^2}{2D} + \frac{D}{2} \right) \right]^2 \end{cases}$$

$$(A, B, C) \rightleftharpoons (\chi, \psi, D)$$

$$\begin{cases} \epsilon A = \pm \frac{\alpha - \chi}{D} & \chi \pm \epsilon AD = \alpha \\ \epsilon B = \pm \frac{\varphi - \psi}{D} & \psi \pm \epsilon BD = \varphi \\ \epsilon C = \mp \left( \frac{\alpha^2 - \chi^2}{2D} + \frac{\varphi^2 - \psi^2}{2D} + \frac{D}{2} \right) \end{cases}$$

$$2\epsilon C = \mp \left( \frac{\alpha - \chi}{D}(\alpha + \chi) + \frac{\varphi - \psi}{D}(\varphi + \psi) + D \right)$$

$$= \mp (\pm \epsilon A(\alpha + \chi) \pm \epsilon B(\varphi + \psi) + D)$$

$$\mp \epsilon(A\alpha + B\varphi + 2C) = \pm \epsilon A\chi \pm \epsilon B\psi + D$$

$$\begin{pmatrix} 1 & 0 & \pm \epsilon A \\ 0 & 1 & \pm \epsilon B \\ \pm \epsilon A & \pm \epsilon B & 1 \end{pmatrix} \begin{pmatrix} \chi \\ \psi \\ D \end{pmatrix} = \begin{pmatrix} \alpha \\ \varphi \\ \mp \epsilon(A\alpha + B\varphi + 2C) \end{pmatrix}$$

$$\begin{pmatrix} 1 & 0 & \pm \epsilon A & \alpha \\ 0 & 1 & \pm \epsilon B & \varphi \\ 0 & \pm \epsilon B & 1 \mp \epsilon^2 A^2 & \mp \epsilon(2A\alpha + B\varphi + 2C) \end{pmatrix}$$

$$\begin{pmatrix} 1 & 0 & \pm \epsilon A & \alpha \\ 0 & 1 & \pm \epsilon B & \varphi \\ 0 & 0 & 1 \mp \epsilon^2 A^2 \mp \epsilon^2 B^2 & \mp \epsilon(2A\alpha + 2B\varphi + 2C) \end{pmatrix}$$

$$\begin{pmatrix} 1 & 0 & \pm \epsilon A & \alpha \\ 0 & 1 & \pm \epsilon B & \varphi \\ 0 & 0 & 1 & \frac{\mp 2\epsilon(A\alpha + B\varphi + C)}{1 \mp \epsilon^2(A^2 + B^2)} \end{pmatrix}$$

$$A^2 + B^2 = \left( \frac{A'}{\sqrt{A'^2 + B'^2}} \right)^2 + \left( \frac{B'}{\sqrt{A'^2 + B'^2}} \right)^2 = 1$$

$$\begin{cases} \chi = \alpha \mp \epsilon AD = \alpha \mp \epsilon \frac{A'}{\sqrt{A'^2 + B'^2}} D \\ \psi = \varphi \mp \epsilon BD = \varphi \mp \epsilon \frac{B'}{\sqrt{A'^2 + B'^2}} D \\ D = \frac{\mp 2\epsilon(A\alpha + B\varphi + C)}{1 \mp \epsilon^2(A^2 + B^2)} = \frac{\mp 2\epsilon}{1 \mp \epsilon^2} \frac{A'\alpha + B'\varphi + C'}{\sqrt{A'^2 + B'^2}} \quad A^2 + B^2 = 1 \end{cases}$$

actually, only one of two solutions is true

$$\begin{cases} \chi = \alpha - \epsilon AD = \alpha - \epsilon \frac{A'}{\sqrt{A'^2 + B'^2}} D = \alpha - \frac{2\epsilon^2}{\epsilon^2 - 1} \frac{A'^2 \alpha + A' B' \varphi + A' C'}{A'^2 + B'^2} \\ \psi = \varphi - \epsilon BD = \varphi - \epsilon \frac{B'}{\sqrt{A'^2 + B'^2}} D = \varphi - \frac{2\epsilon^2}{\epsilon^2 - 1} \frac{A' B' \alpha + B'^2 \varphi + B' C'}{A'^2 + B'^2} \\ D = \frac{-2\epsilon (A\alpha + B\varphi + C)}{1 - \epsilon^2 (A^2 + B^2)} = \frac{-2\epsilon}{1 - \epsilon^2} \frac{A' \alpha + B' \varphi + C'}{\sqrt{A'^2 + B'^2}} = \frac{2\epsilon}{\epsilon^2 - 1} \frac{A' \alpha + B' \varphi + C'}{\sqrt{A'^2 + B'^2}} \end{cases}$$

$$\begin{cases} \chi = \frac{(\epsilon^2 - 1) (A'^2 + B'^2) \alpha - 2\epsilon^2 (A'^2 \alpha + A' B' \varphi + A' C')}{(\epsilon^2 - 1) (A'^2 + B'^2)} \\ \psi = \frac{(\epsilon^2 - 1) (A'^2 + B'^2) \varphi - 2\epsilon^2 (A' B' \alpha + B'^2 \varphi + B' C')}{(\epsilon^2 - 1) (A'^2 + B'^2)} \\ \left| \frac{D}{d(F, L)} \right| = \left| \frac{2\epsilon}{1 - \epsilon^2} \right| \Rightarrow \left( \frac{D}{d(F, L)} \right)^2 = \left( \frac{2\epsilon}{1 - \epsilon^2} \right)^2 \end{cases}$$

$$\begin{aligned} & (\epsilon^2 - 1) (A'^2 + B'^2) \alpha - 2\epsilon^2 (A'^2 \alpha + A' B' \varphi + A' C') \\ &= (-(\epsilon^2 + 1) A'^2 + (\epsilon^2 - 1) B'^2) \alpha - 2\epsilon^2 (A' B' \varphi + A' C') \\ &= (-(\epsilon^2 + 1) A'^2 + (\epsilon^2 - 1) B'^2) \alpha - 2\epsilon^2 (A' B' \varphi + A' C') \end{aligned}$$

Can the above be more simplified?

$$\begin{aligned} \overline{FF'}^2 &= (\alpha - \chi)^2 + (\varphi - \psi)^2 \\ &= (\alpha - (\alpha - \epsilon AD))^2 + (\varphi - (\varphi - \epsilon BD))^2 \\ &= (\epsilon D)^2 (A^2 + B^2) \\ &= (\epsilon D)^2 \end{aligned}$$

### 20.2.3 eccentricity and its equivalent representation

$$\left( \frac{c}{a} \right)^2 = \left( \frac{\overline{PF}}{d(P, L)} \right)^2 = \epsilon^2 = \left( \frac{\overline{FF'}}{D} \right)^2 = \left( \frac{2c}{D} \right)^2 \Rightarrow D = 2a$$

$$\left( \frac{D}{d(F, L)} \right)^2 = \left( \frac{2\epsilon}{1 - \epsilon^2} \right)^2$$

## 20.3 Cartesian coordinate: standard form / standard equation

|           |  |  |
|-----------|--|--|
| circle    | $\left( \frac{y - k}{a} \right)^2 + \left( \frac{x - h}{a} \right)^2 = 1$  | $b = a$  |
| ellipse   | $\left( \frac{y - k}{b} \right)^2 + \left( \frac{x - h}{a} \right)^2 = 1$  | vertical $b > a$   |
|           | $\left( \frac{y - k}{b} \right)^2 + \left( \frac{x - h}{a} \right)^2 = 1$  | horizontal $a > b$   |
| parabola  | $(y - k) - 4c(x - h)^2 = 0$  | vertical   |
|           | $-4c(y - k)^2 + (x - h) = 0$   | horizontal   |
| hyperbola | $\left( \frac{y - k}{b} \right)^2 - \left( \frac{x - h}{a} \right)^2 = 1$  | vertical $\frac{x - h}{a} = 0 \Rightarrow \frac{y - k}{b} = \pm 1$   |
|           | $-\left( \frac{y - k}{b} \right)^2 + \left( \frac{x - h}{a} \right)^2 = 1$ | horizontal $\frac{y - k}{b} = 0 \Rightarrow \frac{x - h}{a} = \pm 1$ |





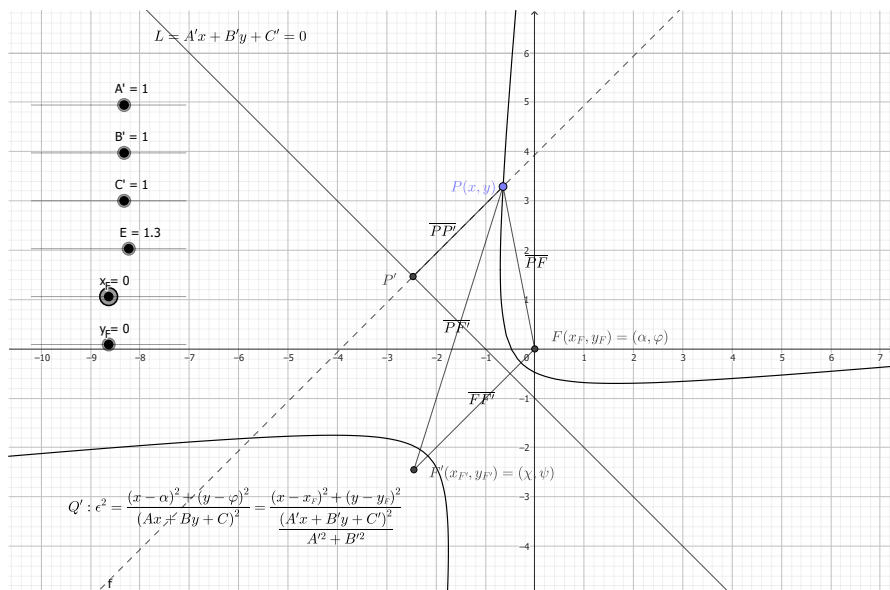


Figure 20.5: conic sections: hyperbola

## 20.4 parametric equation

|           |  |   |   |
|-----------|--|---|---|
| circle    | $\left(\frac{y-k}{a}\right)^2 + \left(\frac{x-h}{a}\right)^2 = 1$  | $\begin{pmatrix} x \\ y \\ 1 \end{pmatrix} = \begin{pmatrix} a & 0 & h \\ 0 & a & k \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} \cos t \\ \sin t \\ 1 \end{pmatrix}$       | $= \begin{pmatrix} \cos t & 0 & h \\ 0 & \sin t & k \\ 0 & 0 & 1 \end{pmatrix}$ |
| ellipse   | $\left(\frac{y-k}{b}\right)^2 + \left(\frac{x-h}{a}\right)^2 = 1$  | $\begin{pmatrix} x \\ y \\ 1 \end{pmatrix} = \begin{pmatrix} a & 0 & h \\ 0 & b & k \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} \cos t \\ \sin t \\ 1 \end{pmatrix}$       | $= \begin{pmatrix} \cos t & 0 & h \\ 0 & \sin t & k \\ 0 & 0 & 1 \end{pmatrix}$ |
| parabola  | $(y-k) - 4c(x-h)^2 = 0$  | $\begin{pmatrix} x \\ y \\ 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 & h \\ 0 & 4c & k \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} t \\ t^2 \\ 1 \end{pmatrix}$              | $= \begin{pmatrix} t & 0 & h \\ 0 & t^2 & k \\ 0 & 0 & 1 \end{pmatrix}$         |
|           | $-4c(y-k)^2 + (x-h) = 0$   | $\begin{pmatrix} x \\ y \\ 1 \end{pmatrix} = \begin{pmatrix} 4c & 0 & h \\ 0 & 1 & k \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} t^2 \\ t \\ 1 \end{pmatrix}$              | $= \begin{pmatrix} t^2 & 0 & h \\ 0 & t & k \\ 0 & 0 & 1 \end{pmatrix}$         |
| hyperbola | $\left(\frac{y-k}{b}\right)^2 - \left(\frac{x-h}{a}\right)^2 = 1$  | $\begin{pmatrix} x \\ y \\ 1 \end{pmatrix} = \begin{pmatrix} a & 0 & h \\ 0 & b & k \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} \pm \cosh t \\ \sinh t \\ 1 \end{pmatrix}$ | $= \begin{pmatrix} \tan t & 0 & h \\ 0 & \sec t & k \\ 0 & 0 & 1 \end{pmatrix}$ |
|           | $-\left(\frac{y-k}{b}\right)^2 + \left(\frac{x-h}{a}\right)^2 = 1$ | $\begin{pmatrix} x \\ y \\ 1 \end{pmatrix} = \begin{pmatrix} a & 0 & h \\ 0 & b & k \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} \sinh t \\ \pm \cosh t \\ 1 \end{pmatrix}$ | $= \begin{pmatrix} \sec t & 0 & h \\ 0 & \tan t & k \\ 0 & 0 & 1 \end{pmatrix}$ |

## 20.5 polar coordinate

$$(x - \alpha)^2 + (y - \varphi)^2 = [\epsilon (Ax + By + C)]^2$$

$$\begin{cases} x = r \cos \theta \\ y = r \sin \theta \end{cases}$$

$$(r \cos \theta - \alpha)^2 + (r \sin \theta - \varphi)^2 = [\epsilon (Ar \cos \theta + Br \sin \theta + C)]^2$$

$$\text{If } \begin{cases} F = (x_F, y_F) = (\alpha, \varphi) = (0, 0) \\ L = Ax + By + C = x + p = 0 \end{cases}$$

$$\begin{aligned} (r \cos \theta)^2 + (r \sin \theta)^2 &= [\epsilon (r \cos \theta + p)]^2 \\ r^2 &= \\ r &= \pm \epsilon (r \cos \theta + p) \\ &= \pm (r \epsilon \cos \theta + \epsilon p) \\ r (1 \mp \epsilon \cos \theta) &= \epsilon p \\ r &= \frac{\epsilon p}{1 \mp \epsilon \cos \theta} \end{aligned}$$

<https://www.geogebra.org/calculator/azksjxbq>

$r = \frac{\epsilon p}{1 - \epsilon \cos \theta}$  will not cross  $L = x + p = 0$  on graphs, so maybe it is a more correct solution

$$r = \frac{\epsilon p}{1 - \epsilon \cos \theta}$$

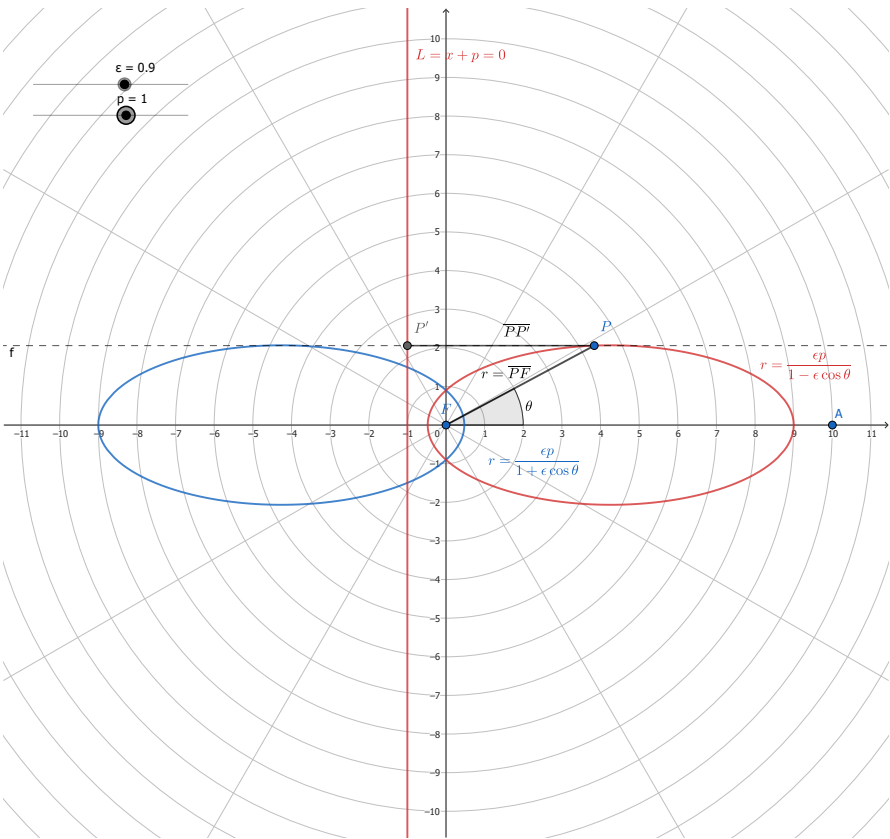


Figure 20.6: polar conic sections: ellipse

<https://ccjou.wordpress.com/2013/05/24/%E5%9C%93%E9%8C%90%E6%9B%B2%E7%B7%9A/>

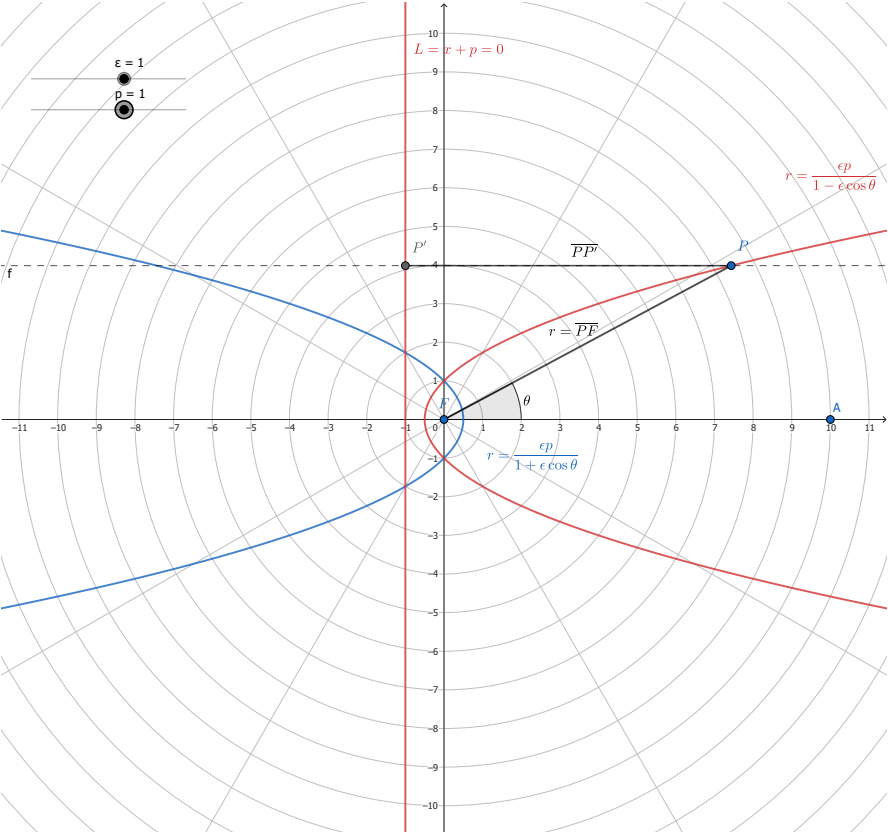


Figure 20.7: polar conic sections: parabola

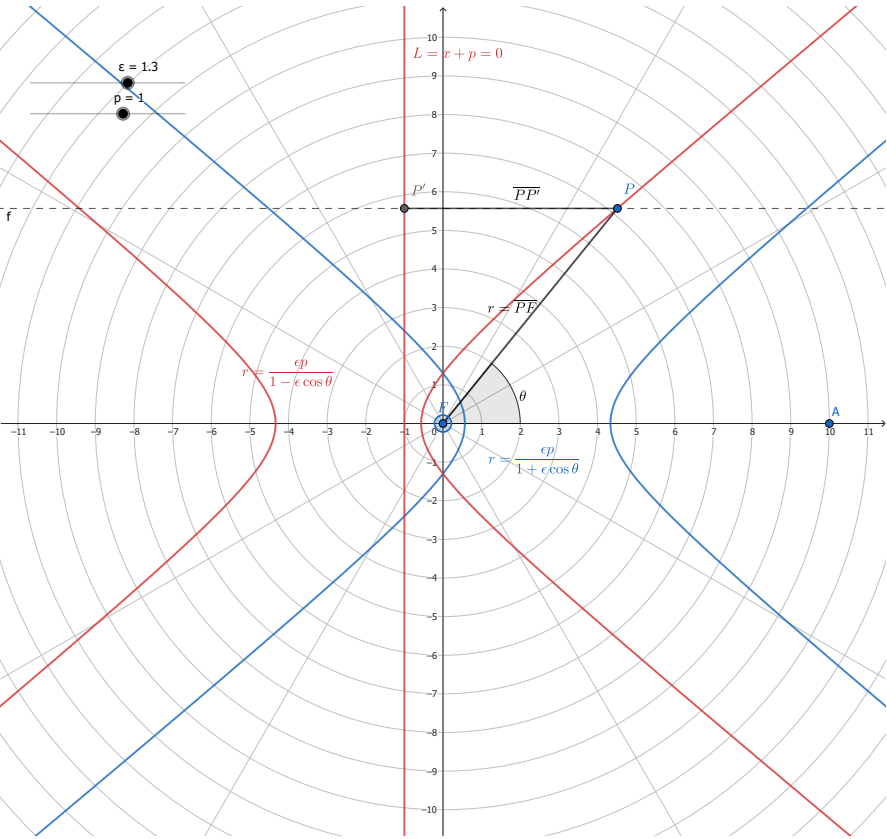


Figure 20.8: polar conic sections: hyperbola

## 20.6 Cartesian coordinate: general form / quadratic equation

[https://en.wikipedia.org/wiki/Matrix\\_representation\\_of\\_conic\\_sections](https://en.wikipedia.org/wiki/Matrix_representation_of_conic_sections)

## 20.7 homogeneous coordinate

# Chapter 21

## distance from a point to a line

點到直線距離

**Theorem 21.1.**

$$\begin{cases} P = P(x_0, y_0) \\ L = L(x, y) = Ax + By + C = 0, A^2 + B^2 \neq 0 \end{cases} \quad \downarrow \\ d(P, L) = \frac{|Ax_0 + By_0 + C|}{\sqrt{A^2 + B^2}}$$

[https://en.wikipedia.org/wiki/Distance\\_from\\_a\\_point\\_to\\_a\\_line](https://en.wikipedia.org/wiki/Distance_from_a_point_to_a_line)

<https://highscope.ch.ntu.edu.tw/wordpress/?p=47407>

<https://web.math.sinica.edu.tw/mathmedia/HTMLarticle18.jsp?mID=40312>

Proofs:

### 21.1 by shortest $\overline{PP'}$

$$\begin{aligned} P' &= P'(x, y) \in L = Ax + By + C = 0 \\ \Rightarrow y &= \frac{-1}{B}(Ax + C) \end{aligned}$$

$$\begin{aligned} \overline{PP'}^2(x, y) &= (x_0 - x)^2 + (y_0 - y)^2 \\ &= (x_0 - x)^2 + \left(y_0 - \frac{-1}{B}(Ax + C)\right)^2 \\ &= (x - x_0)^2 + \left(\frac{A}{B}x + \frac{C}{B} + y_0\right)^2 = \overline{PP'}^2(x) \end{aligned}$$

$$\begin{aligned}
0 &= \frac{\partial}{\partial x} \overline{PP'}^2(x) = 2(x - x_0) + 2 \left( \frac{A}{B}x + \frac{C}{B} + y_0 \right) \frac{A}{B} \\
&= \frac{2}{B^2} (B^2(x - x_0) + A^2x + AC + AB y_0) \\
&= \frac{2}{B^2} [(A^2 + B^2)x - (B^2x_0 - AB y_0 - AC)] \\
x &= \frac{B^2x_0 - AB y_0 - AC}{A^2 + B^2}
\end{aligned}$$

or by completing the square to find  $x$

$$\begin{aligned}
&\overline{PP'}^2 \left( x = \frac{B^2x_0 - AB y_0 - AC}{A^2 + B^2} \right) \\
&= \left( \frac{B^2x_0 - AB y_0 - AC}{A^2 + B^2} - x_0 \right)^2 + \left( \frac{A}{B} \frac{B^2x_0 - AB y_0 - AC}{A^2 + B^2} + \frac{C}{B} + y_0 \right)^2 \\
&= \left( \frac{-A^2x_0 - AB y_0 - AC}{A^2 + B^2} \right)^2 + \left( \frac{A(B^2x_0 - AB y_0 - AC) + C(A^2 + B^2) + B(A^2 + B^2)y_0}{B(A^2 + B^2)} \right)^2 \\
&= \left( \frac{-A(Ax_0 + By_0 + C)}{A^2 + B^2} \right)^2 + \left( \frac{AB^2x_0 + B^3y_0 + B^2C}{B(A^2 + B^2)} \right)^2 \\
&= \frac{A^2(Ax_0 + By_0 + C)^2}{(A^2 + B^2)^2} + \frac{B^2(Ax_0 + By_0 + C)^2}{(A^2 + B^2)^2} \\
&= \frac{(Ax_0 + By_0 + C)^2}{A^2 + B^2} \\
\overline{PP'} &= \overline{PP'} \left( x = \frac{B^2x_0 - AB y_0 - AC}{A^2 + B^2} \right) = \frac{|Ax_0 + By_0 + C|}{\sqrt{A^2 + B^2}}
\end{aligned}$$

## 21.2 by perpendicular foot

$$y = \frac{-A}{B}x - \frac{C}{B} = \frac{-1}{B}(Ax + C), \text{ if } B \neq 0$$

$$L_{\perp} : \left( y = \frac{B}{A}x + K \right) \perp \left( y = \frac{-A}{B}x - \frac{C}{B} \right) : L$$

$$L_{\perp} = L_{\perp}(x, y) = Bx - Ay + K = 0$$

$$P = P(x_0, y_0) \in L_{\perp} = B(x - x_0) - A(y - y_0) = 0$$

$$L_{\perp} = Bx - Ay - (Bx_0 - Ay_0) = 0$$

perpendicular foot = foot of the perpendicular  $P'$



$$\begin{aligned}
P' \in (L_\perp \cap L) &= \begin{cases} L = Ax + By + C = 0 \\ L_\perp = Bx - Ay - (Bx_0 - Ay_0) = 0 \end{cases} \\
&= \begin{cases} Ax + By = -C \\ Bx - Ay = Bx_0 - Ay_0 \end{cases} \\
P' = P'(x, y) &= \left( \frac{\begin{vmatrix} -C & B \\ Bx_0 - Ay_0 & -A \end{vmatrix}}{\begin{vmatrix} A & B \\ B & -A \end{vmatrix}}, \frac{\begin{vmatrix} A & -C \\ B & Bx_0 - Ay_0 \end{vmatrix}}{\begin{vmatrix} A & B \\ B & -A \end{vmatrix}} \right) \\
&= \left( \frac{\begin{vmatrix} C & B \\ -Bx_0 + Ay_0 & -A \end{vmatrix}}{\begin{vmatrix} A & -B \\ B & A \end{vmatrix}}, \frac{\begin{vmatrix} A & C \\ B & -Bx_0 + Ay_0 \end{vmatrix}}{\begin{vmatrix} A & -B \\ B & A \end{vmatrix}} \right) \\
&= \left( \frac{B^2x_0 - AB y_0 - AC}{A^2 + B^2}, \frac{-ABx_0 + A^2y_0 - BC}{A^2 + B^2} \right)
\end{aligned}$$

$$\begin{aligned}
d(P, L) &= \overline{PP'} \\
&= \left\| (x_0, y_0) - \left( \frac{B^2x_0 - AB y_0 - AC}{A^2 + B^2}, \frac{-ABx_0 + A^2y_0 - BC}{A^2 + B^2} \right) \right\| \\
&= \sqrt{\left( x_0 - \frac{B^2x_0 - AB y_0 - AC}{A^2 + B^2} \right)^2 + \left( y_0 - \frac{-ABx_0 + A^2y_0 - BC}{A^2 + B^2} \right)^2} \\
&= \sqrt{\left( \frac{A^2x_0 + AB y_0 + AC}{A^2 + B^2} \right)^2 + \left( \frac{ABx_0 + B^2y_0 + BC}{A^2 + B^2} \right)^2} \\
&= \sqrt{\frac{A^2(Ax_0 + By_0 + C)^2 + B^2(Ax_0 + By_0 + C)^2}{(A^2 + B^2)^2}} = \sqrt{\frac{(Ax_0 + By_0 + C)^2}{A^2 + B^2}} \\
&= \frac{|Ax_0 + By_0 + C|}{\sqrt{A^2 + B^2}}
\end{aligned}$$

### 21.3 by normal vector

$$\begin{cases} \vec{n} = (A, B) \perp L = Ax + By + C = 0 \\ \vec{PP'} = P' - P = (x - x_0, y - y_0) \end{cases}$$

$$\begin{aligned}
& \left| \vec{PP'} \cdot \vec{n} \right| \\
&= \left\| \vec{PP'} \right\| \left\| \vec{n} \right\| |\cos \theta| \\
\left\| \vec{PP'} \right\| |\cos \theta| &= \left| \vec{PP'} \cdot \vec{n} \right| \\
&= \frac{\left| \vec{PP'} \cdot \vec{n} \right|}{\left\| \vec{n} \right\|} \\
&= \frac{|(x - x_0, y - y_0) \cdot (A, B)|}{\|(A, B)\|} = \frac{|A(x - x_0) + B(y - y_0)|}{\sqrt{A^2 + B^2}} \\
&= \frac{|-Ax_0 - By_0 + Ax + By|}{\sqrt{A^2 + B^2}} \stackrel{Ax+By+C=0}{Ax+By=-C} = \frac{|-Ax_0 - By_0 - C|}{\sqrt{A^2 + B^2}} \\
&= \frac{|Ax_0 + By_0 + C|}{\sqrt{A^2 + B^2}}
\end{aligned}$$

PDF LaTeX `\usepackage{fdsymbol}` to have `\overrightarrow` vector; however, there are too many side effects, including ugly `\mathptmx \sum`, ...

```

\usepackage{fdsymbol} % vector over accent, but will use mathptmx
% replace the rather ugly mathptmx \sum operator with the equivalent Computer Modern one
\let\sum\relax
\DeclareSymbolFont{CMLargesymbols}{OMX}{cmex}{m}{n}
\DeclareMathSymbol{\sum}{\mathop}{CMLargesymbols}{"50}

```

## 21.4 by Cauchy inequality

$$\begin{aligned}
Ax + By + C &= 0 \\
Ax + By &= -C \\
(Ax + By) - (Ax_0 + By_0) &= -C - (Ax_0 + By_0) \\
A(x - x_0) + B(y - y_0) &= -(Ax_0 + By_0 + C) \\
\overline{PP'}^2 &= (x_0 - x)^2 + (y_0 - y)^2 \\
[A^2 + B^2] \overline{PP'}^2 &= [A^2 + B^2] \left[ (x_0 - x)^2 + (y_0 - y)^2 \right] \\
&\geq [A(x - x_0) + B(y - y_0)]^2 \\
&= [-(Ax_0 + By_0 + C)]^2 = (Ax_0 + By_0 + C)^2 \\
\overline{PP'}^2 &\geq \frac{(Ax_0 + By_0 + C)^2}{A^2 + B^2} \\
\overline{PP'} &\geq \frac{|Ax_0 + By_0 + C|}{\sqrt{A^2 + B^2}}
\end{aligned}$$

# Chapter 22

## real symmetric matrix diagonalizable

<https://ccjou.wordpress.com/2011/02/09/實對稱矩陣可正交對角化的證明/>

<https://tex.stackexchange.com/questions/30619/what-is-the-best-symbol-for-vector-matrix-transpose>

**Theorem 22.1.**

實對稱矩陣的特徵值皆是實數，且對應特徵向量是實向量。

$$\left\{ \begin{array}{ll} \left\{ \begin{array}{ll} A \in \mathcal{M}_{n \times n}(\mathbb{R}) & \text{real matrix} \\ A^T = A & \text{symmetric matrix} \end{array} \right. & \text{real symmetric matrix} \\ Ax = \lambda x & \left\{ \begin{array}{ll} \lambda \in \mathbb{C} & \text{complex eigenvalue} \\ \mathbf{0} \neq \mathbf{x} \in \mathbb{C}^n & \text{complex eigenvector} \end{array} \right. \end{array} \right.$$

$$\Downarrow$$

$$\left\{ \begin{array}{ll} \lambda \in \mathbb{R} & \text{real eigenvalue (1)} \\ \mathbf{x} \in \mathbb{R}^n & \text{real eigenvector (2)} \end{array} \right.$$

*Proof.* (1)

$$\begin{aligned} Ax &= \lambda x \\ \overline{A\mathbf{x}} &= \overline{A\mathbf{x}} = \overline{\lambda\mathbf{x}} = \bar{\lambda}\bar{\mathbf{x}} \\ \mathbf{x}^T \overline{A}^T &= (\overline{A\mathbf{x}})^T = (\bar{\lambda}\bar{\mathbf{x}})^T = \bar{\lambda}\bar{\mathbf{x}}^T \\ \mathbf{x}^T A &\stackrel{\text{symmetric}}{=} \mathbf{x}^T A^T \stackrel{\text{real}}{=} \\ &\mathbf{x}^T A = \bar{\lambda}\bar{\mathbf{x}}^T \\ \lambda \bar{\mathbf{x}}^T \mathbf{x} &= \bar{\mathbf{x}}^T (\lambda \mathbf{x}) \stackrel{\substack{\mathbf{x} \\ A\mathbf{x}=\lambda\mathbf{x}}}{=} \bar{\mathbf{x}}^T A\mathbf{x} = \bar{\lambda}\bar{\mathbf{x}}^T \mathbf{x} \\ \lambda \bar{\mathbf{x}}^T \mathbf{x} &= \bar{\lambda}\bar{\mathbf{x}}^T \mathbf{x} \\ (\lambda - \bar{\lambda}) \bar{\mathbf{x}}^T \mathbf{x} &= 0 \wedge \left\{ \begin{array}{l} \bar{\mathbf{x}}^T \mathbf{x} = \sum_{i=1}^n |x_i|^2 \\ \mathbf{x} \neq \mathbf{0} \end{array} \right. \Rightarrow \bar{\mathbf{x}}^T \mathbf{x} \neq 0 \\ \lambda - \bar{\lambda} &= 0 \\ \lambda &= \bar{\lambda} \Leftrightarrow \lambda \in \mathbb{R} \end{aligned}$$

□

*Proof.* (1) fast concept

$$\begin{aligned}
 (\overline{Ax})^\top x &= (\overline{x}^\top \overline{A}^\top) x \stackrel{\text{symmetric}}{=} (\overline{x}^\top \overline{A}) x = \overline{x}^\top (\overline{Ax}) \\
 (L) &= (\overline{Ax})^\top x = \overline{x}^\top (\overline{Ax}) = (R) \\
 (L) &= (\overline{Ax})^\top x \stackrel{Ax=\lambda x}{=} (\overline{\lambda x})^\top x = \overline{\lambda x}^\top x \\
 (R) &= \overline{x}^\top (\overline{Ax}) \stackrel{\text{real}}{=} \overline{x}^\top (Ax) \stackrel{Ax=\lambda x}{=} \overline{x}^\top (\lambda x) = \lambda \overline{x}^\top x \\
 \overline{\lambda x}^\top x &= (\overline{Ax})^\top x = \overline{x}^\top (\overline{Ax}) = \lambda \overline{x}^\top x \\
 \overline{\lambda x}^\top x &= \lambda \overline{x}^\top x
 \end{aligned}$$

□

*Proof.* (2)

???

推論特徵空間  $N(A - \lambda I)$  ( $A - \lambda I$  的零空間) 為  $\mathbb{R}^n$  的子空間，故  $x \in N(A - \lambda I)$  是一個非零實向量。

□

### Theorem 22.2.

實對稱矩陣對應相異特徵值的特徵向量互為正交。

$$\left\{ \begin{array}{ll} \left\{ \begin{array}{ll} A \in \mathcal{M}_{n \times n}(\mathbb{R}) & \text{real matrix} \\ A^\top = A & \text{symmetric matrix} \end{array} \right. & \text{real symmetric matrix} \\ Ax = \lambda x & \text{22.1 } \left\{ \begin{array}{ll} \lambda \in \mathbb{R} & \text{real eigenvalue} \\ x \in \mathbb{R}^n & \text{real eigenvector} \end{array} \right. \\ \left\{ \begin{array}{ll} Ax_1 = \lambda_1 x_1 & (e_1) \\ Ax_2 = \lambda_2 x_2 & (e_2) \end{array} \right. & \lambda_1 \neq \lambda_2 \end{array} \right. \\
 \Downarrow \\
 x_1^\top x_2 = 0 \Leftrightarrow x_1 \perp x_2$$

*Proof.* (1)

$$\begin{aligned}
A\mathbf{x}_2 &= \lambda_2 \mathbf{x}_2 \\
\mathbf{x}_1^\top A\mathbf{x}_2 &\stackrel{\mathbf{x}_1^\top}{=} \mathbf{x}_1^\top \lambda_2 \mathbf{x}_2 = \lambda_2 \mathbf{x}_1^\top \mathbf{x}_2 = (1) \\
A\mathbf{x}_1 &= \lambda_1 \mathbf{x}_1 \\
\mathbf{x}_1^\top A^\top &= (A\mathbf{x}_1)^\top = (\lambda_1 \mathbf{x}_1)^\top = \lambda_1 \mathbf{x}_1^\top \\
\mathbf{x}_1^\top A^\top &= \lambda_1 \mathbf{x}_1^\top \\
\mathbf{x}_1^\top A\mathbf{x}_2 &\stackrel{\text{symmetric}}{=} \mathbf{x}_1^\top A^\top \mathbf{x}_2 \stackrel{\mathbf{x}_2}{=} \lambda_1 \mathbf{x}_1^\top \mathbf{x}_2 = (2) \\
\lambda_2 \mathbf{x}_1^\top \mathbf{x}_2 &\stackrel{(1)}{=} \mathbf{x}_1^\top A\mathbf{x}_2 \stackrel{(2)}{=} \lambda_1 \mathbf{x}_1^\top \mathbf{x}_2 \\
\lambda_2 \mathbf{x}_1^\top \mathbf{x}_2 &= \lambda_1 \mathbf{x}_1^\top \mathbf{x}_2 \\
(\lambda_2 - \lambda_1) \mathbf{x}_1^\top \mathbf{x}_2 &= 0 \wedge \lambda_1 \neq \lambda_2 \\
\mathbf{x}_1^\top \mathbf{x}_2 &= 0
\end{aligned}$$

□

*Proof.* (1) fast concept

$$\begin{aligned}
(\mathbf{A}\mathbf{x}_1)^\top \mathbf{x}_2 &= (\mathbf{x}_1^\top A^\top) \mathbf{x}_2 \stackrel{\text{symmetric}}{=} (\mathbf{x}_1^\top A) \mathbf{x}_2 = \mathbf{x}_1^\top (\mathbf{A}\mathbf{x}_2) \\
(L) &= (\mathbf{A}\mathbf{x}_1)^\top \mathbf{x}_2 = \mathbf{x}_1^\top (\mathbf{A}\mathbf{x}_2) = (R) \\
(L) &= (\mathbf{A}\mathbf{x}_1)^\top \mathbf{x}_2 \stackrel{(e_1)}{=} (\lambda_1 \mathbf{x}_1)^\top \mathbf{x}_2 = \lambda_1 \mathbf{x}_1^\top \mathbf{x}_2 \\
(R) &= \mathbf{x}_1^\top (\mathbf{A}\mathbf{x}_2) \stackrel{(e_2)}{=} \mathbf{x}_1^\top (\lambda_2 \mathbf{x}_2) = \lambda_2 \mathbf{x}_1^\top \mathbf{x}_2 \\
\lambda_1 \mathbf{x}_1^\top \mathbf{x}_2 &= (\mathbf{A}\mathbf{x}_1)^\top \mathbf{x}_2 = \mathbf{x}_1^\top (\mathbf{A}\mathbf{x}_2) = \lambda_2 \mathbf{x}_1^\top \mathbf{x}_2 \\
\lambda_1 \mathbf{x}_1^\top \mathbf{x}_2 &= \lambda_2 \mathbf{x}_1^\top \mathbf{x}_2
\end{aligned}$$

□



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