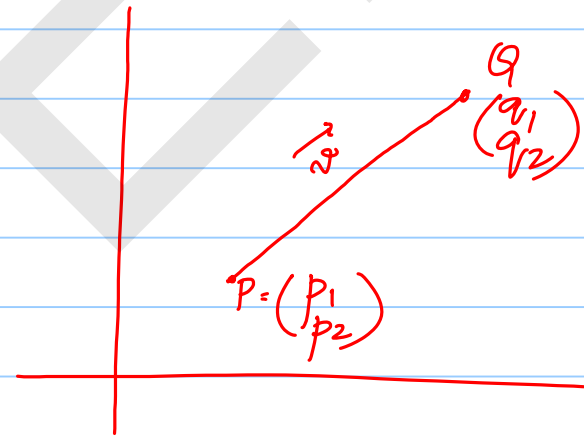


How do we combine vectors?
linear combination of vectors.

Recall that adding vectors or scaling vectors was completely different from adding or scaling a point.

Adding points - Coordinate dep operation.



$$\begin{aligned} P + \vec{v} &= Q. \\ \Rightarrow Q - P &= \vec{v} = \begin{pmatrix} q_1 \\ q_2 \end{pmatrix} - \begin{pmatrix} p_1 \\ p_2 \end{pmatrix} \\ &= \begin{pmatrix} q_1 - p_1 \\ q_2 - p_2 \end{pmatrix} \end{aligned}$$

We add a vector \vec{v} to the point P to reach Q .

Let R be a new point defined as

$$\begin{aligned} R &= P + \left(\frac{1}{2}\right) \vec{v} \\ &= P + \frac{1}{2}(Q - P) \end{aligned}$$

$$= P - \frac{P}{2} + \frac{Q}{2}$$

$$= \frac{P}{2} + \frac{Q}{2} = \frac{P+Q}{2}$$

$$= \frac{1}{2}(P+Q)$$

\Rightarrow Midpoint of the line joining the points P & Q .

Example:

$$P = \begin{bmatrix} 1 \\ 4 \end{bmatrix}$$

$$Q = \begin{bmatrix} 3 \\ 6 \end{bmatrix}$$

$$R = \frac{1}{2} [P+Q] = \begin{bmatrix} \frac{1+3}{2} \\ \frac{4+6}{2} \end{bmatrix} = \begin{bmatrix} 2 \\ 5 \end{bmatrix}$$

$$R = P + k\vec{v} = P + k(Q-P) \\ = (1-k)P + kQ.$$

$R = (1-k)P + kQ$ is ALWAYS a point on the line through P & Q .

k & $(1-k)$ are called the Coeffts.

Defn: A weighted Sum of points where the coefficients sum to 1 - BARYCENTRIC Combination.

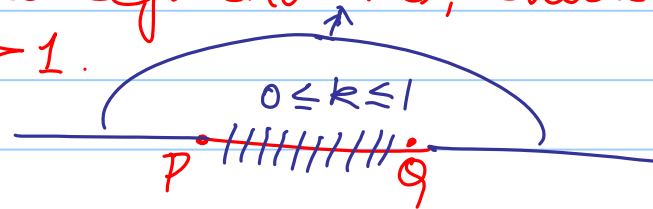
$$R = (1-k)P + kQ$$

- Linear Interpolation.

If $0 \leq k \leq 1$ we call this combination as the CONVEX Combination.

* Ex: Average of 2 nos \rightarrow Center of gravity of 2 points.

* To define points outside of the line segment PQ, Choose $k < 0$ or $k > 1$.



Combining Vectors:

Let \vec{u} & \vec{v} be 2 two component vectors

$$\vec{u} = \begin{pmatrix} u_1 \\ u_2 \end{pmatrix} \text{ \& } \vec{v} = \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$$

$$\begin{aligned} \vec{u} + \vec{v} &= \begin{pmatrix} u_1 \\ u_2 \end{pmatrix} + \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} \\ &= \begin{pmatrix} u_1 + v_1 \\ u_2 + v_2 \end{pmatrix} = \vec{w} = \begin{pmatrix} w_1 \\ w_2 \end{pmatrix} \end{aligned}$$

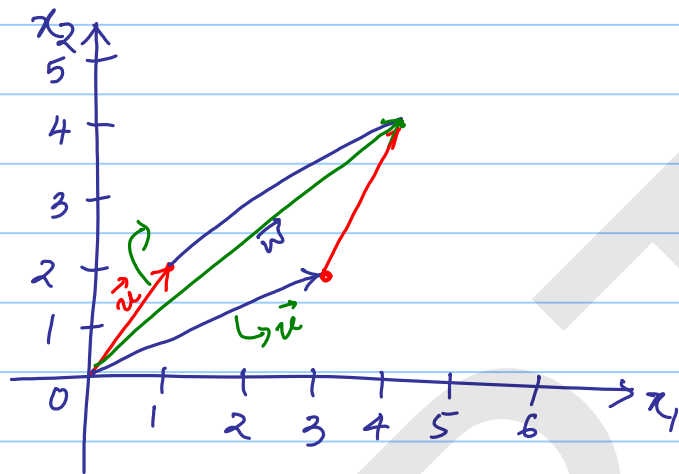
where $w_1 = u_1 + v_1$, $w_2 = u_2 + v_2$
 $\vec{w} \rightarrow$ Another vector - Resultant of \vec{u} & \vec{v}

For some real valued scalars α_1 & α_2

$$\alpha_1 \vec{u} + \alpha_2 \vec{v} = \alpha_1 \begin{pmatrix} u_1 \\ u_2 \end{pmatrix} + \alpha_2 \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$$

$$\vec{z} = \begin{pmatrix} \alpha_1 u_1 + \alpha_2 v_1 \\ \alpha_1 u_2 + \alpha_2 v_2 \end{pmatrix}$$

$\vec{z} = \alpha_1 \vec{u} + \alpha_2 \vec{v} \Rightarrow$ Linear Combination of \vec{u} & \vec{v}



$$\vec{u} = \begin{pmatrix} 1 \\ 2 \end{pmatrix} \quad \vec{v} = \begin{pmatrix} 3 \\ 2 \end{pmatrix}$$

$$\vec{w} = \vec{u} + \vec{v} = \begin{pmatrix} 1 \\ 2 \end{pmatrix} + \begin{pmatrix} 3 \\ 2 \end{pmatrix} = \begin{pmatrix} 4 \\ 4 \end{pmatrix}$$

$$\alpha_1 = 3 \quad \alpha_2 = -1$$

$$\vec{x} = \alpha_1 \vec{u} + \alpha_2 \vec{v}$$

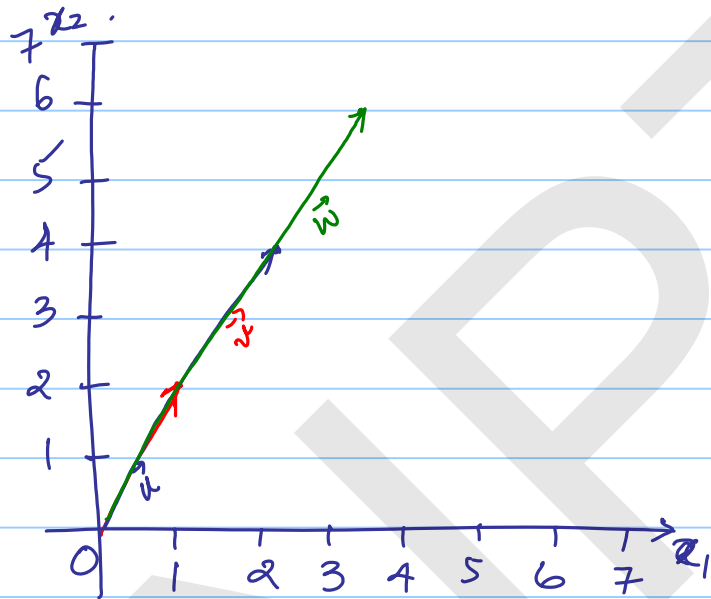
$$= 3 \begin{pmatrix} 1 \\ 2 \end{pmatrix} + (-1) \begin{pmatrix} 3 \\ 2 \end{pmatrix}$$

$$= \begin{pmatrix} 3-3 \\ 6-2 \end{pmatrix} = \begin{pmatrix} 0 \\ 4 \end{pmatrix}$$

Suppose if $\vec{u} = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$ and $\vec{v} = \begin{pmatrix} 2 \\ 4 \end{pmatrix}$

what is $\vec{w} = \vec{u} + \vec{v}$?

$$\vec{w} = \begin{pmatrix} 1 \\ 2 \end{pmatrix} + \begin{pmatrix} 2 \\ 4 \end{pmatrix} = \begin{pmatrix} 3 \\ 6 \end{pmatrix}$$



$$\vec{u} = \begin{pmatrix} 1 \\ 2 \end{pmatrix} \quad \& \quad \vec{v} = \begin{pmatrix} 3 \\ 2 \end{pmatrix} \quad \vec{w} = \begin{pmatrix} 4 \\ 4 \end{pmatrix}$$

If in 2D, Suppose $\vec{u} \& \vec{v}$ are 2 vectors that are in the same direction

$$\vec{u} = \alpha \vec{v} \quad \alpha: \text{Scalar}$$

we call $\vec{u} \& \vec{v}$ are linearly dependent vectors.

If $\vec{u} \neq \alpha \vec{v}$ for some scalar α we say that $\vec{u} \& \vec{v}$ are linearly indep

If 2 vectors are l.i in 2D,
we say that the parallelogram
formed encloses an area.

If the vectors are l.dep. then
no parallelogram is formed.
Area = 0.

If the vectors are l.i. in 2D,
we can reach any destination
in 2D i.e.,

We can obtain every vector in
2D as linear combinⁿ of the
l.i. vectors.

Any vector
 $\vec{w} = \alpha_1 \vec{u} + \alpha_2 \vec{v}$ for
 α_1, α_2 scalars &
 $\vec{u} \& \vec{v}$ l.i. vectors.