

NORM of a VECTOR

- **Length:** The length of a vector $\mathbf{v} = (v_1, v_2, \dots, v_n)$ in R^n is given by

$$\|\mathbf{v}\| = \sqrt{v_1^2 + v_2^2 + \dots + v_n^2} \quad (\|\mathbf{v}\| \text{ is a real number})$$

- **Notes:** The length of a vector is also called its norm
- **Properties of length (or norm)**
 - (1) $\|\mathbf{v}\| \geq 0$
 - (2) $\|\mathbf{v}\| = 1 \Rightarrow \mathbf{v}$ is called a unit vector
 - (3) $\|\mathbf{v}\| = 0$ if and only if $\mathbf{v} = \mathbf{0}$
 - (4) $\|c\mathbf{v}\| = |c| \|\mathbf{v}\|$

• **Ex:**

(a) In R^5 , the length of $\mathbf{v} = (0, -2, 1, 4, -2)$ is given by

$$\|\mathbf{v}\| = \sqrt{0^2 + (-2)^2 + 1^2 + 4^2 + (-2)^2} = \sqrt{25} = 5$$

(b) In R^3 , the length of $\mathbf{v} = (\frac{2}{\sqrt{17}}, \frac{-2}{\sqrt{17}}, \frac{3}{\sqrt{17}})$ is given by

$$\|\mathbf{v}\| = \sqrt{\left(\frac{2}{\sqrt{17}}\right)^2 + \left(\frac{-2}{\sqrt{17}}\right)^2 + \left(\frac{3}{\sqrt{17}}\right)^2} = \sqrt{\frac{17}{17}} = 1$$

(If the length of \mathbf{v} is 1, then \mathbf{v} is a unit vector)

- A standard unit vector in R^n : only one component of the vector is 1 and the others are 0 (thus the length of this vector must be 1)

$$R^2 : \{\mathbf{e}_1, \mathbf{e}_2\} = \{(1, 0), (0, 1)\}$$

$$R^3 : \{\mathbf{e}_1, \mathbf{e}_2, \mathbf{e}_3\} = \{(1, 0, 0), (0, 1, 0), (0, 0, 1)\}$$

$$R^n : \{\mathbf{e}_1, \mathbf{e}_2, \dots, \mathbf{e}_n\} = \{(1, 0, \dots, 0), (0, 1, \dots, 0), \dots, (0, 0, \dots, 1)\}$$

Dot product in \mathbb{R}^n

- The dot product of $\mathbf{u} = (u_1, u_2, \dots, u_n)$ and $\mathbf{v} = (v_1, v_2, \dots, v_n)$ returns a scalar quantity

$$\mathbf{u} \cdot \mathbf{v} = u_1 v_1 + u_2 v_2 + \dots + u_n v_n$$

- Ex: Finding the dot product of two vectors

The dot product of $\mathbf{u} = (1, 2, 0, -3)$ and $\mathbf{v} = (3, -2, 4, 2)$ is

$$\mathbf{u} \cdot \mathbf{v} = (1)(3) + (2)(-2) + (0)(4) + (-3)(2) = -7$$

Distance between two vectors

$$d(u, v) = \|u - v\|$$

Angle between two vectors

$$\cos \theta = \frac{\langle u, v \rangle}{\|u\| \cdot \|v\|}$$

ORTHOGONALITY

- Orthogonal vectors:

Two vectors \mathbf{u} and \mathbf{v} in R^n are orthogonal (perpendicular) if

$$\mathbf{u} \cdot \mathbf{v} = 0$$

- Note:

The vector $\mathbf{0}$ is said to be orthogonal to every vector

INNER PRODUCT SPACE

- Inner product: represented by angle brackets $\langle \mathbf{u}, \mathbf{v} \rangle$

Let \mathbf{u} , \mathbf{v} , and \mathbf{w} be vectors in a vector space V , and let c be any scalar. An inner product on V is a function that associates a real number with each pair of vectors \mathbf{u} and \mathbf{v} and satisfies the following axioms

- (1) $\langle \mathbf{u}, \mathbf{v} \rangle = \langle \mathbf{v}, \mathbf{u} \rangle$ (commutative property)
- (2) $\langle \mathbf{u}, \mathbf{v} + \mathbf{w} \rangle = \langle \mathbf{u}, \mathbf{v} \rangle + \langle \mathbf{u}, \mathbf{w} \rangle$ (distributive property)
- (3) $c \langle \mathbf{u}, \mathbf{v} \rangle = \langle c\mathbf{u}, \mathbf{v} \rangle$ (associative property of the scalar multiplication)
- (4) $\langle \mathbf{v}, \mathbf{v} \rangle \geq 0$
- (5) $\langle \mathbf{v}, \mathbf{v} \rangle = 0$ if and only if $\mathbf{v} = \mathbf{0}$

- **Note:**

$\mathbf{u} \cdot \mathbf{v}$ = dot product (Euclidean inner product for R^n)

$\langle \mathbf{u}, \mathbf{v} \rangle$ = general inner product for a vector space V

- **Note:**

A vector space V with an inner product is called an inner product space

Vector space: $(V, +, \cdot)$

Inner product space: $(V, +, \cdot, \langle, \rangle)$

Let \cdot be the Euclidean inner product on \mathbb{R}^2 .

Let $u = (1, 1), v = (3, 2), w = (-1, 0)$ and $k=5$.

Compute the following:

$\langle v, w \rangle$

$d(u, v)$

$\langle ku, v \rangle$

$\|u - kv\|$

$\langle u + v, w \rangle$

Angle between v and w

$\|u\|$

Normalizing vectors

(1) If $\|\mathbf{v}\| = 1$, then \mathbf{v} is called a unit vector

(Note that $\|\mathbf{v}\|$ is defined as $\sqrt{\langle \mathbf{v}, \mathbf{v} \rangle}$)

(if \mathbf{v} is not a zero vector)

$$(2) \quad \mathbf{v} \neq \mathbf{0} \xrightarrow{\text{Normalizing}} \frac{\mathbf{v}}{\|\mathbf{v}\|}$$

(the unit vector in the direction of \mathbf{v})

Orthonormal Bases

- Orthogonal set

A set S of vectors in an inner product space V is called an orthogonal set if every pair of vectors in the set is orthogonal

$$S = \{\mathbf{v}_1, \mathbf{v}_2, \dots, \mathbf{v}_n\} \subseteq V$$
$$\langle \mathbf{v}_i, \mathbf{v}_j \rangle = 0, \text{ for } i \neq j$$

- Orthonormal set:

An orthogonal set in which each vector is a unit vector is called orthonormal set

$$S = \{\mathbf{v}_1, \mathbf{v}_2, \dots, \mathbf{v}_n\} \subseteq V$$
$$\begin{cases} \text{For } i = j, \langle \mathbf{v}_i, \mathbf{v}_j \rangle = \langle \mathbf{v}_i, \mathbf{v}_i \rangle = \|\mathbf{v}_i\|^2 = 1 \\ \text{For } i \neq j, \langle \mathbf{v}_i, \mathbf{v}_j \rangle = 0 \end{cases}$$

- **Ex: A nonstandard orthonormal basis for R^3**

Show that the following set is an orthonormal basis

$$S = \left\{ \overset{\mathbf{v}_1}{\left(\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}}, 0 \right)}, \quad \overset{\mathbf{v}_2}{\left(-\frac{\sqrt{2}}{6}, \frac{\sqrt{2}}{6}, \frac{2\sqrt{2}}{3} \right)}, \quad \overset{\mathbf{v}_3}{\left(\frac{2}{3}, -\frac{2}{3}, \frac{1}{3} \right)} \right\}$$

Sol: First, show that the three vectors are mutually orthogonal

$$\mathbf{v}_1 \cdot \mathbf{v}_2 = -\frac{1}{6} + \frac{1}{6} + 0 = 0$$

$$\mathbf{v}_1 \cdot \mathbf{v}_3 = \frac{2}{3\sqrt{2}} - \frac{2}{3\sqrt{2}} + 0 = 0$$

$$\mathbf{v}_2 \cdot \mathbf{v}_3 = -\frac{\sqrt{2}}{9} - \frac{\sqrt{2}}{9} + \frac{2\sqrt{2}}{9} = 0$$

Second, show that each vector is of length 1

$$\| \mathbf{v}_1 \| = \sqrt{\mathbf{v}_1 \cdot \mathbf{v}_1} = \sqrt{\frac{1}{2} + \frac{1}{2} + 0} = 1$$

$$\| \mathbf{v}_2 \| = \sqrt{\mathbf{v}_2 \cdot \mathbf{v}_2} = \sqrt{\frac{2}{36} + \frac{2}{36} + \frac{8}{9}} = 1$$

$$\| \mathbf{v}_3 \| = \sqrt{\mathbf{v}_3 \cdot \mathbf{v}_3} = \sqrt{\frac{4}{9} + \frac{4}{9} + \frac{1}{9}} = 1$$

Thus S is an orthonormal set

Because these three vectors are linearly independent (you can check by solving $c_1\mathbf{v}_1 + c_2\mathbf{v}_2 + c_3\mathbf{v}_3 = 0$) in R^3 (of dimension 3), by Theorem (given a vector space with dimension n , then n linearly independent vectors can form a basis for this vector space), these three linearly independent vectors form a basis for R^3 .

$\Rightarrow S$ is a (nonstandard) orthonormal basis for R^3

Let \mathbb{R}^3 have the Euclidean inner product. For which values of k , u and v are orthogonal?

$$u = (1, 4, 2), v = (3, -2, k)$$

$$u = (k, -2, 4), v = (k, k, -2)$$

ORTHOGONAL PROJECTION

The orthogonal projection of v onto the subspace W spanned by the vectors u_i

$$\text{Proj}_W v = \sum \left(\frac{u_i \cdot v}{u_i \cdot u_i} \right) u_i$$

Let W be the plane in \mathbb{R}^3 , with equation $x-y+2z=0$, and let $\mathbf{v}=(3,-1,2)$. Find the orthogonal projection of \mathbf{v} onto W and the component of \mathbf{v} orthogonal to W

Find the orthogonal projection of v onto the subspace W spanned by the vectors u_i .

$$v = (7, -4), u_1 = (1, 1)$$

$$v = (3, 1, -2), u_1 = (1, 1, 1), u_2 = (1, -1, 0)$$

$$v = (1, 2, 3), u_1 = (2, -2, 1), u_2 = (-1, 1, 4)$$

GRAM-SCHMIDT PROCESS

Given the basis: $\{v_1, v_2, v_3\}$

To find the orthogonal basis $\{u_1, u_2, u_3\}$

Step I:

$$u_1 = v_1$$

Step II:

$$u_2 = v_2 - \frac{\langle v_2, u_1 \rangle}{\|u_1\|^2} \cdot u_1$$

Step III

$$u_3 = v_3 - \frac{\langle v_3, u_1 \rangle}{\|u_1\|^2} \cdot u_1 - \frac{\langle v_3, u_2 \rangle}{\|u_2\|^2} \cdot u_2$$

To find the orthonormal basis $\{q_1, q_2, q_3\}$

$$q_1 = \frac{u_1}{\|u_1\|}, q_2 = \frac{u_2}{\|u_2\|}, q_3 = \frac{u_3}{\|u_3\|}$$

Let \mathbb{R}^3 have the Euclidean inner product. Use Gram Schmidt process to transform $\{u_1, u_2, u_3\}$ into an orthonormal basis.

- $\{(1,1,1), (1,0,-1), (2,1,-1)\}$

- $\{(0,1,0), (-7,4,2), (-3,0,-1)\}$

QR Decomposition

- QR decomposition is the matrix version of the Gram-Schmidt orthonormalization process.
- QR decomposition is widely used in many fields as data processing, image processing, communication systems, multiple input multiple output (MIMO), radar systems, linear algebra and so on. ...
 - $A=QR$
 - $Q=[q_1,q_2,q_3]$
 - $R=Q^T.A$
- where Q is an orthogonal matrix and R is an upper triangular matrix. So-called QR-decompositions are useful for solving linear systems, eigenvalue problems and least squares approximations.

Find QR decomposition of the matrix,

$$A = \begin{bmatrix} 1 & 1 & 2 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} \quad \begin{pmatrix} 1 & 0 & 2 \\ 0 & 1 & 1 \\ 1 & 2 & 0 \end{pmatrix} \quad \begin{pmatrix} 1 & 0 & 1 \\ -1 & 1 & 1 \\ 1 & 0 & 1 \\ -1 & 1 & 1 \end{pmatrix}$$