

# Contents

<b>1</b>	<b>Metric space</b>	<b>1</b>
1.1	Linear metrics . . . . .	1
1.1.1	Metrics . . . . .	1
1.1.2	Inducing a topology . . . . .	1
1.1.3	Translation symmetry . . . . .	1
1.2	Specific groups . . . . .	2
1.2.1	The affine group . . . . .	2
1.2.2	The Euclidian group . . . . .	2
1.2.3	The Galilean group . . . . .	2
1.2.4	The Poincaré group . . . . .	2
1.3	Non-linear norms . . . . .	2
1.3.1	$L_p$ norms ( $p$ -norms) . . . . .	2
1.4	To linear forms . . . . .	3
1.4.1	Norms . . . . .	3
1.4.2	Angles . . . . .	3

## 1 Metric space

### 1.1 Linear metrics

#### 1.1.1 Metrics

We defined a norm as:

$$||v|| = v^T M v$$

A metric is the distance between two vectors.

$$d(u, v) = ||u - v|| = (u - v)^T M (u - v)$$

##### 1.1.1.1 Metric space

A set with a metric is a metric space.

#### 1.1.2 Inducing a topology

Metric spaces can be used to induce a topology.

#### 1.1.3 Translation symmetry

The distance between two vectors is:

$$(v - w)^T M (v - w)$$

So what operations can we do now?

As before, we can do the transformations which preserve  $u^T M v$ , such as the orthogonal group.

But we can also do other translations

$$(v-w)^T M (v-w)$$

$$v^T M v + w^T M w - v^T M w - w^T M v$$

so symmetry is now  $O(3,1)$  and affine translations

### 1.1.3.1 Translation matrix

$\begin{bmatrix} 1 & x \\ 0 & 1 \end{bmatrix}$  moves vector by  $x$

## 1.2 Specific groups

### 1.2.1 The affine group

### 1.2.2 The Euclidian group

### 1.2.3 The Galilean group

### 1.2.4 The Poincaré group

## 1.3 Non-linear norms

### 1.3.1 $L_p$ norms ( $p$ -norms)

#### 1.3.1.1 $L^p$ norm

This generalises the Euclidian norm.

$$\|x\|_p = (\sum_{i=1}^n |x_i|^p)^{1/p}$$

This can be defined for different values of  $p$ . Note that the absolute value of each element in the vector is used.

Note also that:

$$\|x\|_2$$

Is the Euclidian norm.

### 1.3.1.2 Taxicab norm

This is the  $L^1$  norm. That is:

$$\|x\|_1 = \sum_{i=1}^n |x|_i$$

### 1.3.1.3 Angles

### 1.3.1.4 Cauchy-Schwarz

## 1.4 To linear forms

### 1.4.1 Norms

We can use norms to denote the “length” of a single vector.

$$\|v\| = \sqrt{\langle v, v \rangle}$$

$$\|v\| = \sqrt{v^* M v}$$

#### 1.4.1.1 Euclidian norm

If  $M = I$  we have the Euclidian norm.

$$\|v\| = \sqrt{v^* v}$$

If we are using the real field this is:

$$\|v\| = \sqrt{\sum_{i=1}^n v_i^2}$$

#### 1.4.1.2 Pythagoras’ theorem

If  $n = 2$  we have in the real field we have:

$$\|v\| = \sqrt{v_1^2 + v_2^2}$$

We call the two inputs  $x$  and  $y$ , and the length  $z$ .

$$z = \sqrt{x^2 + y^2}$$

$$z^2 = x^2 + y^2$$

### 1.4.2 Angles

#### 1.4.2.1 Recap: Cauchy-Schwarz inequality

This states that:

$$|\langle u, v \rangle|^2 \leq \langle u, u \rangle \langle v, v \rangle$$

Or:

$$\langle v, u \rangle \langle u, v \rangle \leq \langle u, u \rangle \langle v, v \rangle$$

#### 1.4.2.2 Introduction

$$\langle v, u \rangle \langle u, v \rangle \leq \langle u, u \rangle \langle v, v \rangle$$

$$\frac{\langle v, u \rangle \langle u, v \rangle}{||u|| \cdot ||v||} \leq ||u|| \cdot ||v||$$

$$\frac{||u|| \cdot ||v||}{\langle v, u \rangle} \geq \frac{\langle u, v \rangle}{||u|| \cdot ||v||}$$

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