#### Vector addition: Translation and vector addition

- With complex numbers, translation achieved by adding a complex number, e.g. f(z) = z + (1 + 2i)
- ▶ Let's do the same thing with vectors...
  - Definition of vector addition:

$$[u_1, u_2, \ldots, u_n] + [v_1, v_2, \ldots, v_n] = [u_1 + v_1, u_2 + v_2, \ldots, u_n + v_n]$$

For 2-vectors represented in Python as 2-element lists, addition procedure is def add2(v,w): return [v[0]+w[0], v[1]+w[1]] Vector addition: Translation and vector addition

Quiz: Suppose we represent n-vectors by n-element lists. Write a procedure addn(v, w) to compute the sum of two vectors so represented.

#### Vector addition: Translation and vector addition

Quiz: Suppose we represent n-vectors by n-element lists. Write a procedure addn(v, w) to compute the sum of two vectors so represented.

def addn(v, w): return [v[i]+w[i] for i in range(len(v))]

#### Vector addition: The zero vector

The D-vector whose entries are all zero is the zero vector, written  $\mathbf{0}_D$  or just  $\mathbf{0}$ 

$$\mathbf{v} + \mathbf{0} = \mathbf{v}$$

#### Vector addition: Vector addition is associative and commutative

Associativity

$$(\mathbf{x} + \mathbf{y}) + \mathbf{z} = \mathbf{x} + (\mathbf{y} + \mathbf{z})$$

► Commutativity

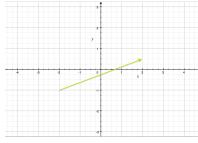
$$\mathbf{x} + \mathbf{y} = \mathbf{y} + \mathbf{x}$$

#### Vector addition: Vectors as arrows

Like complex numbers in the plane, *n*-vectors over  $\mathbb{R}$  can be visualized as *arrows* in  $\mathbb{R}^n$ .

The 2-vector [3, 1.5] can be represented by an arrow with its tail at the origin and its head at (3, 1.5).

or, equivalently, by an arrow whose tail is at (-2, -1) and whose head is at (1, 0.5).

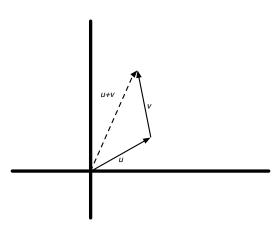


#### Vector addition: Vectors as arrows

Like complex numbers, addition of vectors over  $\mathbb R$  can be visualized using arrows.

#### To add $\mathbf{u}$ and $\mathbf{v}$ :

- place tail of v's arrow on head of u's arrow;
- draw a new arrow from tail of u to head of v.



With complex numbers, scaling was multiplication by a real number f(z) = r z

For vectors,

- we refer to field elements as scalars;
- we use them to scale vectors:

 $\alpha\,\mathbf{V}$ 

Greek letters (e.g.  $\alpha, \beta, \gamma$ ) denote scalars.

**Definition:** Multiplying a vector  ${\bf v}$  by a scalar  $\alpha$  is defined as multiplying each entry of  ${\bf v}$  by  $\alpha$ :

$$\alpha [v_1, v_2, \dots, v_n] = [\alpha v_1, \alpha v_2, \dots, \alpha v_n]$$

**Example:**  $2[5,4,10] = [2 \cdot 5, 2 \cdot 4, 2 \cdot 10] = [10,8,20]$ 

**Quiz:** Suppose we represent *n*-vectors by *n*-element lists. Write a procedure scalar\_vector\_mult(alpha, v) that multiplies the vector v by the scalar alpha.

Answer: def scalar\_vector\_mult(alpha, v):

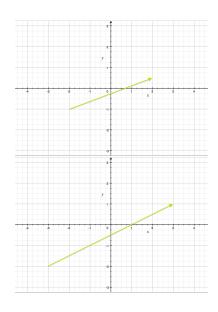
**Quiz:** Suppose we represent *n*-vectors by *n*-element lists. Write a procedure scalar\_vector\_mult(alpha, v) that multiplies the vector v by the scalar alpha.

Answer: def scalar\_vector\_mult(alpha, v): return [alpha\*x for x in
v]

### Scalar-vector multiplication: Scaling arrows

An arrow representing the vector [3, 1.5] is this:

and an arrow representing two times this vector is this:



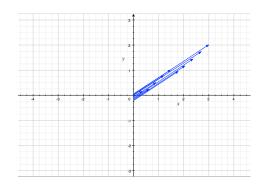
Scalar-vector multiplication: Associativity of scalar-vector multiplication

Associativity:  $\alpha(\beta \mathbf{v}) = (\alpha \beta) \mathbf{v}$ 

### Scalar-vector multiplication: Line segments through the origin

Consider scalar multiples of  $\mathbf{v} = [3, 2]$ :  $\{0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1.0\}$ 

For each value of  $\alpha$  in this set,  $\alpha$  **v** is shorter than **v** but in same direction.





### Scalar-vector multiplication: Line segments through the origin

Conclusion: The set of points

$$\{\alpha \mathbf{v} : \alpha \in \mathbb{R}, 0 \le \alpha \le 1\}$$

forms the line segment between the origin and  ${f v}$ 

#### Scalar-vector multiplication: Lines through the origin

What if we let  $\alpha$  range over all real numbers?

- ▶ Scalars bigger than 1 give rise to somewhat larger copies
- ▶ Negative scalars give rise to vectors pointing in the opposite direction



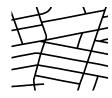
The set of points

$$\{\alpha \mathbf{v} : \alpha \in \mathbb{R}\}$$

forms the line through the origin and  ${f v}$ 

### Combining vector addition and scalar multiplication

We want to describe the set of points forming an arbitrary line segment (not necessarily through the origin).



Idea: Use the idea of translation.

Start with line segment from [0,0] to [3,2]:

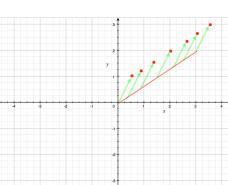
$$\{\alpha\,[3,2]\ :\ 0\leq\alpha\leq1\}$$

Translate it by adding  $\left[0.5,1\right]$  to every point:

$$\{[0.5, 1] + \alpha [3, 2] : 0 \le \alpha \le 1\}$$

Get line segment from [0,0] + [0.5,1] to

[3,2] + [0.5,1]



# Combining vector addition and scalar multiplication: Distributive laws for scalar-vector multiplication and vector addition

Scalar-vector multiplication distributes over vector addition:

$$\alpha(\mathbf{u} + \mathbf{v}) = \alpha \mathbf{u} + \alpha \mathbf{v}$$

#### Example:

▶ On the one hand,

$$2([1,2,3]+[3,4,4])=2[4,6,7]=[8,12,14]$$

On the other hand,

$$2\left([1,2,3]+[3,4,4]\right)=2\left[1,2,3\right]+2\left[3,4,4\right]=\left[2,4,6\right]+\left[6,8,8\right]=\left[8,12,14\right]$$

Set of points making up the the [0.5, 1]-to-[3.5, 3] segment:

$$\{\alpha [3,2] + [0.5,1] : \alpha \in \mathbb{R}, 0 \le \alpha \le 1\}$$

Not symmetric with respect to endpoints 😇

Use distributivity:

$$\alpha [3,2] + [0.5,1] = \alpha ([3.5,3] - [0.5,1]) + [0.5,1]$$

$$= \alpha [3.5,3] - \alpha [0.5,1] + [0.5,1]$$

$$= \alpha [3.5,3] + (1 - \alpha) [0.5,1]$$

$$= \alpha [3.5,3] + \beta [0.5,1]$$

where  $\beta = 1 - \alpha$ New formulation:

$$\{\alpha [3.5, 3] + \beta [0.5, 1] : \alpha, \beta \in \mathbb{R}, \alpha, \beta \ge 0, \alpha + \beta = 1\}$$

Symmetric with respect to endpoints ©

New formulation:

$$\{\alpha [3.5, 3] + \beta [0.5, 1] : \alpha, \beta \in \mathbb{R}, \alpha, \beta \ge 0, \alpha + \beta = 1\}$$

Symmetric with respect to endpoints  $\ \ \odot$ 

An expression of the form

$$\alpha \mathbf{u} + \beta \mathbf{v}$$

where  $0 \le \alpha \le 1, 0 \le \beta \le 1$ , and  $\alpha + \beta = 1$  is called a *convex combination* of **u** and **v** 

The  $\mathbf{u}$ -to- $\mathbf{v}$  line segment consists of the set of convex combinations of  $\mathbf{u}$  and  $\mathbf{v}$ .

 $\mathbf{u} = \begin{bmatrix} \mathbf{u} & \mathbf{v} & \mathbf{v} \end{bmatrix}$  and  $\mathbf{v} = \begin{bmatrix} \mathbf{v} & \mathbf{v} & \mathbf{v} \end{bmatrix}$  Use scalars  $\alpha = \frac{1}{2}$  and  $\beta = \frac{1}{2}$ :



"Line segment" between two faces:



















Infinite line through [0.5,1] and [3.5,3]? Our formulation so far  $\bigcirc$ 

$$\{[0.5,1] + \alpha [3,2] : \alpha \in \mathbb{R}\}$$

Nicer formulation ©:

$$\{\alpha [3.5, 3] + \beta [0.5, 1] : \alpha \in \mathbb{R}, \beta \in R, \alpha + \beta = 1\}$$

An expression of the form  $\alpha \mathbf{u} + \beta \mathbf{v}$  where  $\alpha + \beta = 1$  is called an *affine* combination of  $\mathbf{u}$  and  $\mathbf{v}$ .

The line through  $\mathbf{u}$  and  $\mathbf{v}$  consists of the set of affine combinations of  $\mathbf{u}$  and  $\mathbf{v}$ .