

# Geometric and Graphics Programming Laboratory: Lecture 4

Alberto Paoluzzi

October 13, 2017

# Outline: Algebra reminders

- 1 Linear spaces
- 2 Linear combinations
- 3 Subspaces
- 4 Spans
- 5 Bases
- 6 Affine spaces
- 7 Affine combinations
- 8 Convex combinations

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Figure 1: [Uncle Sam](#)

- mail a [alberto.paoluzzi@uniroma3.it](mailto:alberto.paoluzzi@uniroma3.it)

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<sup>a</sup>[https://github.com/github\\_account/ggpl](https://github.com/github_account/ggpl)

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# Linear spaces

# Definition

A **linear** (or **vector**) **space**  $\mathcal{V}$  over a field  $\mathcal{F}$  is a set with two composition rules, such that, for each  $\mathbf{u}, \mathbf{v}, \mathbf{w} \in \mathcal{V}$  and for each  $\alpha, \beta \in \mathcal{F}$ , the rules  $+$ ,  $\cdot$  satisfy the following axioms:

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- ⑧  $1 \cdot \mathbf{v} = \mathbf{v}.$  (neutral element of product)

## Example: vector space of real matrices

Let  $\mathcal{M}_n^m(\mathbb{R})$  be the set of  $m \times n$  matrices with elements in the field  $\mathbb{R}$ . An element  $A$  in such a set is denoted as

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**Addition** and **multiplication by a scalar** are defined component-wise:

$$A + B = (\alpha_{ij}) + (\beta_{ij}) = (\alpha_{ij} + \beta_{ij})$$

$$\gamma A = \gamma(\alpha_{ij}) = (\gamma\alpha_{ij})$$

# Linear combinations

# Linear combination

Let  $\mathbf{v}_1, \mathbf{v}_2, \dots, \mathbf{v}_n \in \mathcal{V}$  and  $\alpha_1, \alpha_2, \dots, \alpha_n \in \mathcal{F}$ ,

The vector

$$\alpha_1 \mathbf{v}_1 + \dots + \alpha_n \mathbf{v}_n = \sum_{i=1}^n \alpha_i \mathbf{v}_i \in \mathcal{V}$$

is called a **linear combination** of vectors  $\mathbf{v}_1, \mathbf{v}_2, \dots, \mathbf{v}_n$  with scalars  $\alpha_1, \alpha_2, \dots, \alpha_n \in \mathcal{F}$

# Subspaces



# Subspace

Let  $(\mathcal{V}, +, \cdot)$  be a vector space on the field  $\mathcal{F}$ .

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$$\mathcal{U} \neq \emptyset;$$

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## Question

*Examples of codimension? in 1D, 2D, 3D*

# Spans

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- If a subspace  $\mathcal{U}$  of  $\mathcal{V}$  can be generated as the span of a set  $S$  of vectors in  $\mathcal{V}$ , then  $S$  is called a **generating set** or a **spanning set** for  $\mathcal{U}$ .

# Linear independence

- A set of vectors  $\{\mathbf{v}_1, \mathbf{v}_2, \dots, \mathbf{v}_n\}$  is linearly independent if

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- As a consequence, **a set of vectors is linearly independent** when none of them belongs to the span of the others.

# Bases

# Bases and coordinates

When working with vector spaces, the concept of **basis**, a **discrete subset of linearly independent elements**, is probably the most useful to deal with.

- each element of the space can be **represented uniquely as linear combination of basis elements**

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When working with vector spaces, the concept of **basis**, a **discrete subset of linearly independent elements**, is probably the most useful to deal with.

- each element of the space can be **represented uniquely as linear combination of basis elements**
- this leads to a **parametrization** of the space, i.e. to **represent each element by a sequence of scalars**, called its **coordinates** with respect to the chosen basis.

# Bases

A set of vectors  $\{\mathbf{e}_1, \mathbf{e}_2, \dots, \mathbf{e}_n\}$  is a **basis** for the vector space  $\mathcal{V}$  iff

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- 1 the set is linearly independent, and
- 2  $\mathcal{V} = \text{lin} \{\mathbf{e}_1, \mathbf{e}_2, \dots, \mathbf{e}_n\}$



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  - ③ each linearly independent set of vectors is contained in a basis;
  - ④ each maximal set of linearly independent vectors is a basis;

## Example: vector space of polynomials of degree $\leq n$

A linear space we make often use of in [Computer Graphics](#) and [Geometric modeling](#) is the space of dimension  $n + 1$ :

$$\mathbb{P}^n(\mathbb{R}) = \{p : \mathbb{R} \rightarrow \mathbb{R} : u \mapsto \sum_{i=0}^n a_i u^i, a_i \in \mathbb{R}\}$$

of univariate [polynomials of degree  \$\leq n\$](#)  on the real field (with real coefficients), with  $p^i \in P_n$ , where

$$P_n = (p^n, p^{n-1}, \dots, p^1, p^0) \quad \text{and} \quad p^i : u \mapsto u^i$$

is [the power basis](#).

# Components

If  $(\mathbf{e}_1, \mathbf{e}_2, \dots, \mathbf{e}_n)$  is an ordered basis for  $\mathcal{V}$ , then for each  $\mathbf{v} \in \mathcal{V}$  there exists a **unique**  $n$ -tuple of scalars  $\alpha_1, \alpha_2, \dots, \alpha_n \in \mathcal{F}$  such that

$$\mathbf{v} = \sum_{i=1}^n \alpha_i \mathbf{e}_i.$$



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The  $n$ -tuple of scalars  $(\alpha_i)$  is called the **components** of  $\mathbf{v}$  with respect to the ordered basis  $(\mathbf{e}_1, \mathbf{e}_2, \dots, \mathbf{e}_n)$ .

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- But this one would imply  $\sum (\alpha_i - \beta_i) \mathbf{e}_i = \mathbf{0}$ , hence  $(\alpha_i - \beta_i) = 0$ ,
- i.e.  $\alpha_i = \beta_i$ , for every  $i$ .

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$$[B] = [I]$$

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- If we take  $n$  (linearly independent) vectors  $V = (\mathbf{v}_1, \dots, \mathbf{v}_n) \subset \mathcal{V}$ , represented in  $B$  coordinates as  $[V]$ , and want to parametrize  $\mathcal{V}$  with respect to the new basis, we have, for transformation of coordinates:

$$[I] = [T][V]$$

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- Of course, the  $\mathbf{e}_i$  coordinates are  $\begin{pmatrix} 1 & 0 & \dots & 0 \end{pmatrix}, \begin{pmatrix} 0 & 1 & \dots & 0 \end{pmatrix}, \dots, \begin{pmatrix} 0 & 0 & \dots & 1 \end{pmatrix}$ , and, in  $B$  coordinates, the basis is represented by the matrix

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- If we take  $n$  (linearly independent) vectors  $V = (\mathbf{v}_1, \dots, \mathbf{v}_n) \subset \mathcal{V}$ , represented in  $B$  coordinates as  $[V]$ , and want to parametrize  $\mathcal{V}$  with respect to the new basis, we have, for transformation of coordinates:

$$[I] = [T][V]$$

- and hence:

$$[T] = [V]^{-1}$$

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- WHY ?

# Affine spaces

# Affine space

The idea of affine space corresponds to that of a set of points where the **displacement** from a point  $\mathbf{x}$  to another point  $\mathbf{y}$  is obtained by summing a vector  $\mathbf{v}$  to the  $\mathbf{x}$  point.

# Definition

A set  $\mathcal{A}$  of points is called an **affine space** modeled on the vector space  $\mathcal{V}$  if there is a function

$$\mathcal{A} \times \mathcal{V} \rightarrow \mathcal{A} : (\mathbf{x}, \mathbf{v}) \mapsto \mathbf{x} + \mathbf{v}$$

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- ②  $\mathbf{x} + \mathbf{0} = \mathbf{x}$  for each  $\mathbf{x} \in \mathcal{A}$ , where  $\mathbf{0} \in \mathcal{V}$  is the null vector;
- ③ for each pair  $\mathbf{x}, \mathbf{y} \in \mathcal{A}$  there is a unique  $(\mathbf{y} - \mathbf{x}) \in \mathcal{V}$  such that

$$\mathbf{x} + (\mathbf{y} - \mathbf{x}) = \mathbf{y}.$$

# Dimension

The affine space  $\mathcal{A}$  is said of **dimension**  $n$  if modeled on a vector space  $\mathcal{V}$  of dimension  $n$ .

# Vector sum vs affine action

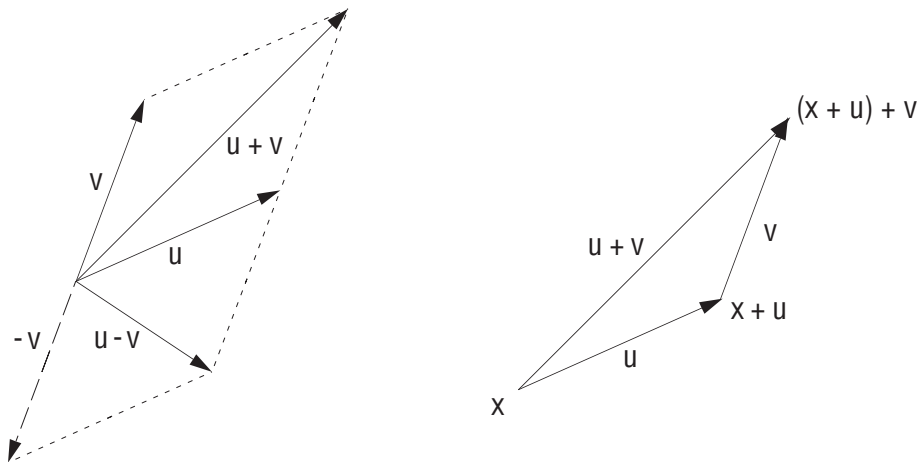


Figure 2: (a) Vector sum and difference are given by the parallelogram rule  
 (b) associativity of displacement (point and vector sum) in an affine space

# Operations on vectors and points

- The **addition** of vectors is a primitive operation in a vector space.

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- Addition and difference of vectors are geometrically produced by the **parallelogram rule**
- notice also the **associative property** of the affine action on a point space.

# Operations on vectors and points

The sum of a set  $\{\mathbf{v}_i\}$  of vectors ( $i = 1, \dots, n$ ) can be geometrically obtained, in an affine space:

- by setting  $\mathbf{p}_0 = \mathbf{0}$

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Remark: operations on points

- 1 the addition of points is not defined;
- 2 the difference of two points is a vector;
- 3 the sum of a point and a vector is a point.

# Affine combinations



# Positive, affine and convex combinations

Three types of combinations of vectors or points can be defined. They lead to the concepts of **cones**, **hyperplanes** and **convex sets**, respectively.

# Positive combination

Let  $\mathbf{v}_0, \dots, \mathbf{v}_d \in \mathbb{R}^n$  and  $\alpha_0, \dots, \alpha_d \in \mathbb{R}^+ \cup \{0\}$ .

The vector

$$\alpha_0 \mathbf{v}_0 + \dots + \alpha_d \mathbf{v}_d = \sum_{i=0}^d \alpha_i \mathbf{v}_i$$

is called a **positive combination** of such vectors.

The set of all the positive combinations of  $\{\mathbf{v}_0, \dots, \mathbf{v}_d\}$  is called the **positive hull** of  $\{\mathbf{v}_0, \dots, \mathbf{v}_d\}$  and denoted  $\text{pos}\{\mathbf{v}_0, \dots, \mathbf{v}_d\}$ .

This set is also called the **cone** generated by the given vectors

# Affine combination

Let  $\mathbf{p}_0, \dots, \mathbf{p}_d \in \mathbb{E}^n$  and  $\alpha_0, \dots, \alpha_d \in \mathbb{R}$ , such that  $\alpha_0 + \dots + \alpha_d = 1$ .

The point

$$\sum_{i=0}^d \alpha_i \mathbf{p}_i := \mathbf{p}_0 + \sum_{i=1}^d \alpha_i (\mathbf{p}_i - \mathbf{p}_0)$$

is called an **affine combination** of the points  $\mathbf{p}_0, \dots, \mathbf{p}_d$ .

# Affine combination

The set of all affine combinations of  $\{\mathbf{p}_0, \dots, \mathbf{p}_d\}$  is an **affine subspace**, denoted by  $\text{aff}\{\mathbf{p}_0, \dots, \mathbf{p}_d\}$

It is easy to verify that:

$$\text{aff}\{\mathbf{p}_0, \dots, \mathbf{p}_d\} = \mathbf{p}_0 + \text{lin}\{\mathbf{p}_1 - \mathbf{p}_0, \dots, \mathbf{p}_d - \mathbf{p}_0\}.$$

# Affine combination

- 1 The **dimension** of an affine subspace is the dimension of the corresponding linear vector space.

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## Double description

Every affine subspace can be described either as

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## Double description

Every affine subspace can be described either as

- the **intersection** of affine **hyperplanes**, or as
- the **affine hull** of a finite set of **points**.

# Convex combinations

# Convex combination

Let  $\mathbf{p}_0, \dots, \mathbf{p}_d \in \mathbb{E}^n$  and  $\alpha_0, \dots, \alpha_d \geq 0$ , with  $\alpha_0 + \dots + \alpha_d = 1$ .

The point

$$\alpha_0 \mathbf{p}_0 + \dots + \alpha_d \mathbf{p}_d = \sum_{i=0}^d \alpha_i \mathbf{p}_i$$

is called a **convex combination** of points  $\mathbf{p}_0, \dots, \mathbf{p}_d$ .

A **convex** combinations is both **positive** and **affine**.

# Convex hull

The set of all convex combinations of  $\{\mathbf{p}_0, \dots, \mathbf{p}_d\}$  is a convex set, called **convex hull** of  $\{\mathbf{p}_0, \dots, \mathbf{p}_d\}$ , and is denoted by  $\text{conv}\{\mathbf{p}_0, \dots, \mathbf{p}_d\}$ .

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## Properties

- the convex hull of a set of points is the **intersection of all convex sets** that contain them

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## Properties

- the convex hull of a set of points is the **intersection of all convex sets** that contain them
- the convex hull of a set of points is the **smallest set** that contains them

# References

[Linear Algebra Done Right](#) book

[NumPy](#) tutorial