

Last class:

Cauchy-Schwartz inequality

$$|x^T \cdot y| \leq \|x\| \|y\|.$$

I want to back up just a bit

This is telling something about what the inner product measures. It tells us how alike x and y are?

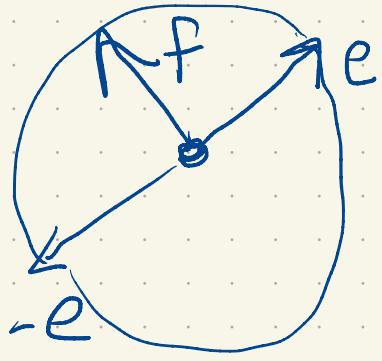
How so? First suppose x and y are unit vectors,

$$e, f. (\|e\|= \|f\|=1)$$

$$|e^T f| \leq 1 \quad -1 \leq e^T f \leq 1$$

Moreover: $e^T e = \|e\|^2 = 1$

$$e^T (-e) = - (e^T e) = -1$$



$$e = \left(\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}} \right) \quad e = (1, 1)$$

$$f = \left(-\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}} \right) \quad f = (0, 1)$$

$$e^T f = -\frac{1}{2} + \frac{1}{2} = 0 \quad e^T f = 0 + 0 = 0$$

If $e^T f = 0$ we say e and f are orthogonal (or perpendicular)

Morally, for unit vectors, $e^T f = 1$ means e and f are same

$e^T f = -1$ means
 e and f are
opposite

$e^T f = 0$ means e and f
are unrelated,

And Cauchy-Schwarz guarantees this kind of analysis holds in all dimensions.

For arbitrary vectors x, y , what does $x^T y$

tell you? $e = \frac{x}{\|x\|}$ $f = \frac{y}{\|y\|}$ as unit vectors
 $(x, y \neq 0)$.

$$x = \|x\|e, y = \|y\|f$$

$$x^T y = \|x\| \|y\| (e^T f)$$


mixes these

two pieces of
information

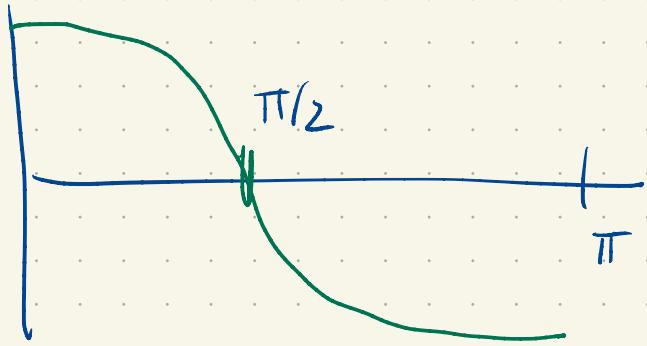
(magnitudes of x, y
and their gappiness.)

Oh, and if you are seeing $x^T y = \|x\| \|y\| \cos \theta$ you
aren't wrong.

e, f are unit vectors we define

$$\angle(e, f) = \theta \quad \theta = \arccos(e^T f)$$

$$\cos \theta = e^T f$$



$$e^T f = 1 \Rightarrow \theta = 0$$

$$e^T f = -1 \Rightarrow \theta = \pi$$

$$e^T f = 0 \Rightarrow \theta =$$

For arbitrary x, y we need to convert to unit vectors.

$$\cos\theta = \left(\frac{x}{\|x\|} \right)^T \left(\frac{y}{\|y\|} \right) = \frac{x^T y}{\|x\| \|y\|}$$

Moreover: $x^T y = \underbrace{\|x\| \|y\|}_{>0} \cos\theta$

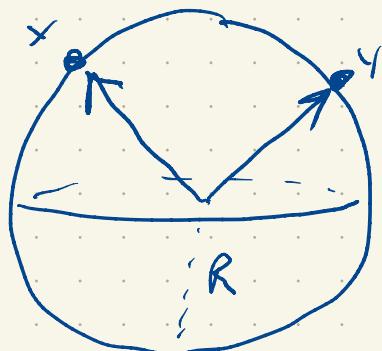
So the sign of $x^T y$ tells you about the sign of $\cos\theta$.

$x^T y > 0 \Rightarrow \theta$ is acute

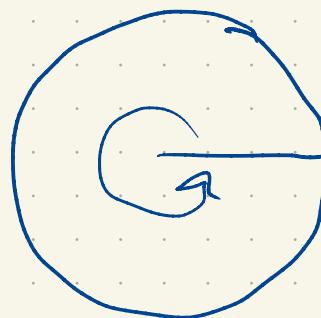
$x^T y < 0 \Rightarrow \theta$ is obtuse

$x^T y = 0 \Rightarrow \theta = \frac{\pi}{2}$ (x, y are orthogonal)

How far, on the sphere, is it



from x to y ? $R\theta$.



circumference is
 $2\pi R$
 θ in rad!

$$R \arccos \left(\frac{x^T y}{R^2} \right) = d$$

I can't stress enough how fundamental the Cauchy-Schwarz inequality is.

The triangle inequality, $\|x+y\| \leq \|x\| + \|y\|$ is a consequence,

$$\begin{aligned}\|x+y\|^2 &= (x+y)^T (x+y) = \|x\|^2 + y^T x + x^T y + \|y\|^2 \\ &= \|x\|^2 + 2x^T y + \|y\|^2 \\ &\leq \|x\|^2 + 2\|x\|\|y\| + \|y\|^2 \\ &= (\|x+y\|)^2\end{aligned}$$

So $\|x+y\| \leq \|x\| + \|y\|$ (oooh!)

Ok, can I show you that even in 147 dimensions
the C-S inequality holds?

Lets do it for unit vectors $e^T f$

$$\begin{aligned} 0 \leq \|e-f\|^2 &= (e-f)^T(e-f) \\ &= \|e\|^2 - 2f^T e + \|f\|^2 \\ &= 2 - 2e^T f \end{aligned}$$

So $e^T f \leq 1$.

Since $-f$ is also a unit vector,

$$e^T(-f) \leq 1 \Rightarrow -e^T f \leq 1 \Rightarrow e^T f \geq -1.$$

So $-1 \leq e^T f \leq 1 \Rightarrow |e^T f| \leq 1$.

If $x, y \neq 0$ $\left| \frac{x^T y}{\|x\| \|y\|} \right| \leq 1 \Rightarrow |x^T y| \leq \|x\| \|y\|$,

If $x=0$ any $y \neq 0$, obvious.

Chapter 4 (it's a lab!)

Chapter 5 Linear Independence.

(Now the real work begins).

Preview: Suppose I give you two vectors in \mathbb{R}^3



And I ask "what are all the vectors you can make by taking linear combinations of x and y ?"

What are all the vectors I can make forming
 $\alpha x + \beta y$ for numbers α, β ?

zero vector? Yep! All multiples of x ? Yep!
of y ? Yep!

And indeed the whole plane that contains both x and y .

Now: what if I add $z = 3x - 2y$ into the mix?

What can I make forming linear combinations of x and y and z ?

$$\alpha x + \beta y + \gamma z$$

Well I can always take $\gamma = 0$. So I set it last as much as before. Do I get anything new?

$$\begin{aligned}\alpha x + \beta y + \gamma(3x - 2y) &= (\alpha + 3\gamma)x + (\beta - 2\gamma)y \\ &= \alpha'x + \beta'y.\end{aligned}$$

So no, nothing new.

The vectors x , y , and $3x - 2y$ are

called linearly dependent. It means they are

redundant from the point of view of making linear combinations. I can throw one away and

still make as many linear combos.

By contrast, $\mathbf{x} = (1, 0, 0)$ and $\mathbf{y} = (1, 1, 0)$

are called linearly dependent.



Throw one away and you can't form the xy plane.