# Linear Algebra

## [KOMS119602] - 2022/2023

# 7.1 - Vectors in $R^n$

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Week 7-11 February 2022

# Learning objectives

After this lecture, you should be able to:

1. explain the definition of vectors in general;
2. explain the definition of vectors in Linear Algebra;
3. explain some operations on vectors, such as:
   - vector addition and scalar multiplication;
   - linear combination;

# Part 1: **Vectors** (*in general*)

# What is a vector?

**Three ways of defining vectors:**

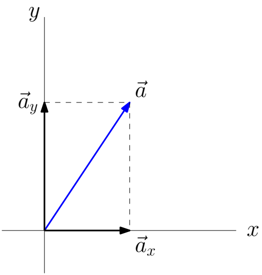
1. Physics perspective
2. Mathematics perspective
3. CS perspective

# What is a vector (in physics)?

**Vectors** are arrows pointing in space. They are quantities that possess both *magnitude* and *direction*; e.g. force, velocity.

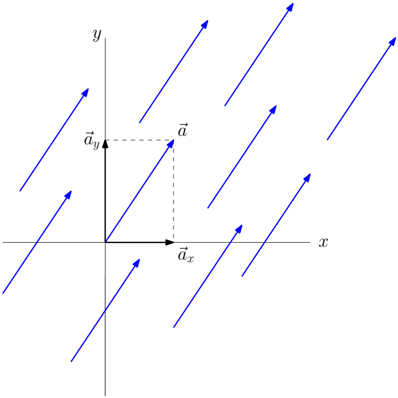
Usually, denoted by a letter typed in bold, or with an arrow above it; e.g. $\vec{a}$. It is often drawn as an arrow having appropriate length and direction .



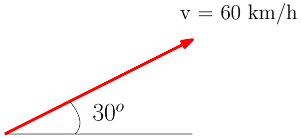
# What defined a vector (in physics)?

- Length (magnitude)
- Direction




Two vectors are the same if they have the same length and direction

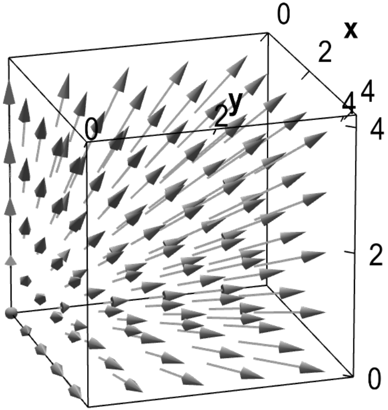
# Example of vector in Physics




The velocity of a car is $60 km/h$, and it goes to $30^o$ in the north-east direction.

# Vectors in 3D-space (in physics)



# What is a vector (in CS)?

## Example

A teacher needs to check their students health, by measuring their *weight* and *height*. How should the data be represented?

$$\begin{bmatrix} 40kg \\ 150cm \end{bmatrix}$$ This is a 2D vector

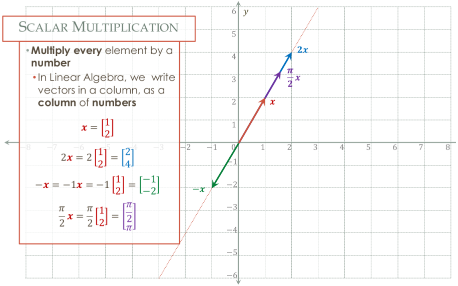
$$\begin{bmatrix} 40kg \\ 150cm \\ 14years \end{bmatrix}$$ This is a 3D vector

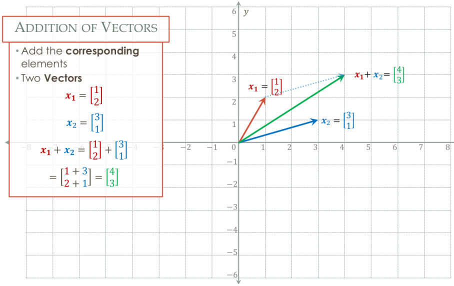
In CS, a vector can be considered as a list (tuples) of numbers

# What is a vector (in Mathematics)?

The mathematical concept of vectors are combination of the two:

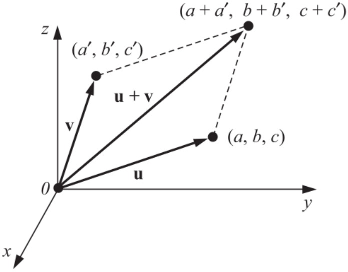
- Vectors can be viewed geometrically or algebraically;
- We can perform operations such as addition, multiplication, substraction, etc.



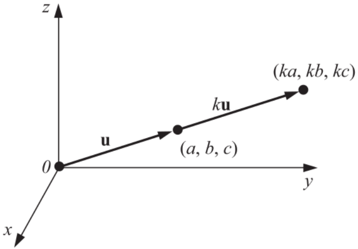



# Back to high school: *simple operations in vectors you might have learned in physics*

1. Vectors addition
2. Scalar multiplication



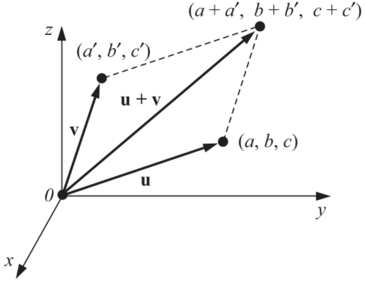
(a) Vector Addition



(b) Scalar Multiplication

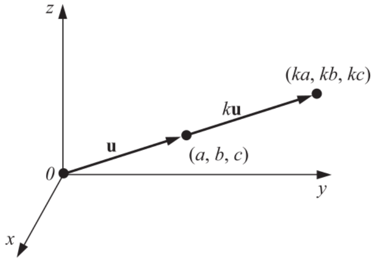
# Vectors addition ($\mathbf{u} + \mathbf{v}$)




- Geometrically, the *resultant* $\mathbf{u} + \mathbf{v}$ is obtained by the parallelogram law
- If $\mathbf{u}$ has endpoints $(a, b, c)$ and $\mathbf{v}$ has endpoints $(a', b', c')$, then $\mathbf{u} + \mathbf{v}$ has endpoints $(a + a', b + b', c + c')$

# Scalar multiplication ($k\mathbf{u}$)

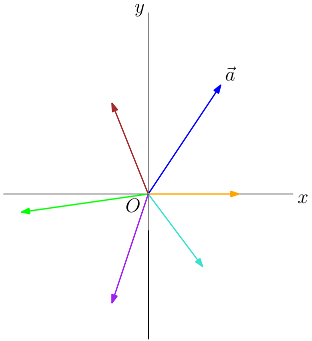



- Let $k \in \mathbb{R}$, then $k\mathbf{u}$ is the vector having magnitude $k$ times the magnitude of $u$, and same direction when $k > 0$ or the opposite direction when $k < 0$.
- If $\mathbf{u}$ has endpoints $(a, b, c)$, then the endpoints of $k\mathbf{u}$ are $(ka, kb, kc)$.

# Part 2: **Vectors in Linear Algebra**

# Vectors in Linear Algebra

Geometrically:

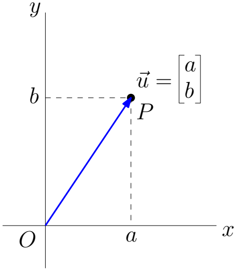



- Vectors are arrows originated at the origin $O$
- Notations: **u,v,w, . . .** or $\vec{u}, \vec{v}, \vec{w}, \ldots$

# Vectors in Linear Algebra

In 2D




Vectors are arrows originated at the origin $O$.

It is not the same as a point.

Vector $\vec{u}$ is equivalent to $\overrightarrow{OP}$

The number $a$ and $b$ in $\begin{bmatrix} a \\ b \end{bmatrix}$ indicate how far the vector $\vec{u}$ moves along the $x$-axis and the $y$-axis resp.

The positive (resp. negative) sign of $a$ or $b$ indicates that it moves toward the right or up (resp. left or down).

In 3D, it is similar, but we consider three axes ($x$, $y$, and $z$).

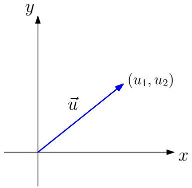
 

# What is a vector space?

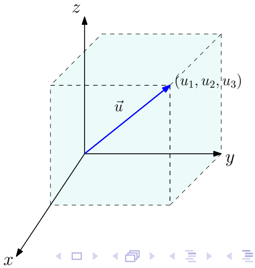
- An ordered $n$-tuple is a sequence of *real numbers*: $(a_1, a_2, \ldots, a_n)$ (or, can be seen as a vector).
- An $n$-space is a set of all $n$-tuples of real numbers. Usually denoted as $\mathbb{R}^n$. For $n = 1$, $\mathbb{R}^1 \equiv \mathbb{R}$.
  - This space is where vectors are defined
- The space is also called Euclidean space.

**Example:**

Vector in $\mathbb{R}^2$

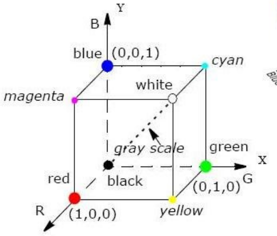


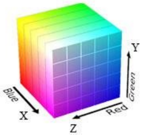

Vector in $\mathbb{R}^3$

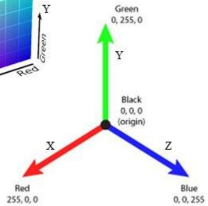


# Example

1. $\vec{u} = (3, 6) \;\rightarrow\;$ vector in $\mathbb{R}^2$
2. $\vec{v} = (2, -4, 5) \;\rightarrow\;$ vector in $\mathbb{R}^4$
3. $\vec{w} = (-4, 2, -3, 1) \;\rightarrow\;$ vector in $\mathbb{R}^4$
4. $\vec{c} = (r, g, b) \;\rightarrow\;$ vector in RGB-model



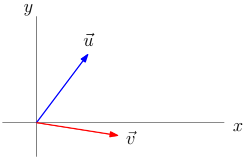
We will go back to the vector space $\mathbb{R}^n$.

For now, let us look at $\mathbb{R}^2$ and $\mathbb{R}^3$.

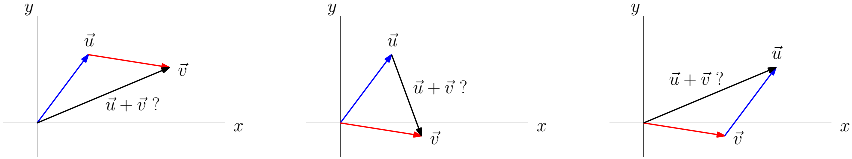
# **Part :** Vector operations in $R_2$ and $R_3$

# Vectors addition (geometric representation)

Let us given the following vectors:



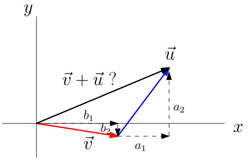

Which one defines $\vec{u} + \vec{v}$ ?

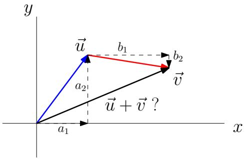


# Vectors addition (geometric representation)

A vector defines a certain movement in space (how far, which direction).

- $\vec{u} = [a_1 \;\; a_2] \rightarrow$ moving $a_1$ steps in the $x$-axis direction, and $a_2$ steps in the $y$-axis direction.
- $\vec{v} = [b_1 \;\; b_2] \rightarrow$ moving $b_1$ steps in the $x$-axis direction, and $b_2$ steps in the $y$-axis direction.

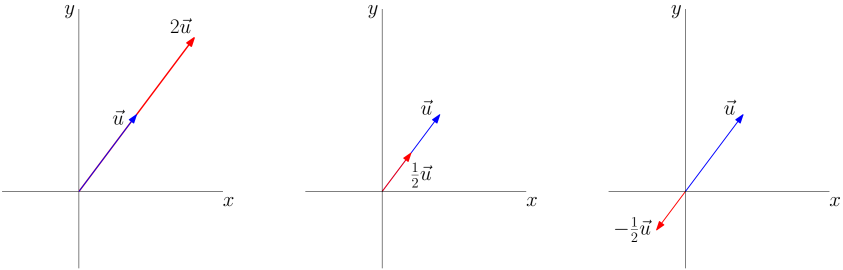



So $\vec{u} + \vec{v}$ can be seen as moving along vector $\vec{u}$ continued by moving along vector $\vec{v}$, i.e. moving $a_1 + b_1$ steps in the $x$-axis direction, and $a_2 + b_2$ steps in the $y$-axis direction.

$$\vec{u} + \vec{v} = [(a_1 + b_1) \;\; (a_2 + b_2)]$$

# Scalar multiplication (geometric representation)




Multiplying a vector by a scalar can be seen as "scaling" a vector (stretching, and sometimes reversing the direction of a vector).

# Example

# Exercise

# **Part :** Spatial Vectors

# Vectors in $\mathbb{R}^3$

Vectors in $\mathbb{R}^3$ are called spatial vectors, appear in many applications, especially in physics.

Special notation:

- $\mathbf{i} = [1, 0, 0]$ denotes the unit vector in the $x$-direction
- $\mathbf{j} = [1, 0, 0]$ denotes the unit vector in the $y$-direction
- $\mathbf{k} = [1, 0, 0]$ denotes the unit vector in the $z$-direction

Any vector $\mathbf{u} = [a, b, c]$ in $\mathbb{R}^3$ can be expressed uniquely in the form:

$$\mathbf{u} = a\mathbf{i} + b\mathbf{j} + c\mathbf{k}$$

## Vectors in $\mathbb{R}^3$

**Important!** $\mathbf{i}$, $\mathbf{j}$, and $\mathbf{k}$ are vectors, and they are unit vectors. Furthermore:

$$\mathbf{i} \cdot \mathbf{i} = 1, \ \mathbf{j} \cdot \mathbf{j} = 1, \ \mathbf{k} \cdot \mathbf{k} = 1 \quad \textit{and} \quad \mathbf{i} \cdot \mathbf{j} = 0, \ \mathbf{i} \cdot \mathbf{k} = 0, \ \mathbf{j} \cdot \mathbf{k} = 0$$

The right equality shows that $\mathbf{i}$, $\mathbf{j}$, and $\mathbf{k}$ are orthogonal one to each other.

**All vector operations still hold:**

For $\mathbf{u} = u_1\mathbf{i} + u_2\mathbf{j} + u_3\mathbf{k}$, and $\mathbf{v} = v_1\mathbf{i} + v_2\mathbf{j} + v_3\mathbf{k}$, then:

- $\mathbf{u} + \mathbf{v} = (u_1 + v_1)\mathbf{i} + (u_2 + v_2)\mathbf{j} + (u_3 + v_3)\mathbf{k}$
- $k\mathbf{u} = ku_1\mathbf{i} + ku_2\mathbf{j} + ku_3\mathbf{k}$ for any $k \in \mathbb{R}$
- $\mathbf{u} \cdot \mathbf{v} = u_1 v_1 + u_2 v_2 + u_3 v_3$
- $\|\mathbf{u}\| = \sqrt{u_1^2 + u_2^2 + u_3^2}$

# Example

Let $\mathbf{u} = 3\mathbf{i} + 5\mathbf{j} - 2\mathbf{k}$ and $\mathbf{v} = 4\mathbf{i} - 8\mathbf{j} + 5\mathbf{k}$. Find $3\mathbf{u} - 2\mathbf{v}$.

$$\begin{aligned}
3\mathbf{u} - 2\mathbf{v} &= 3(3\mathbf{i} + 5\mathbf{j} - 2\mathbf{k}) - 2(4\mathbf{i} - 8\mathbf{j} + 5\mathbf{k}) \\
&= (9\mathbf{i} + 15\mathbf{j} - 6\mathbf{k}) + (-8\mathbf{i} + 16\mathbf{j} - 10\mathbf{k}) \\
&= 1\mathbf{i} + 31\mathbf{j} - 16\mathbf{k}
\end{aligned}$$

*to be continued...*