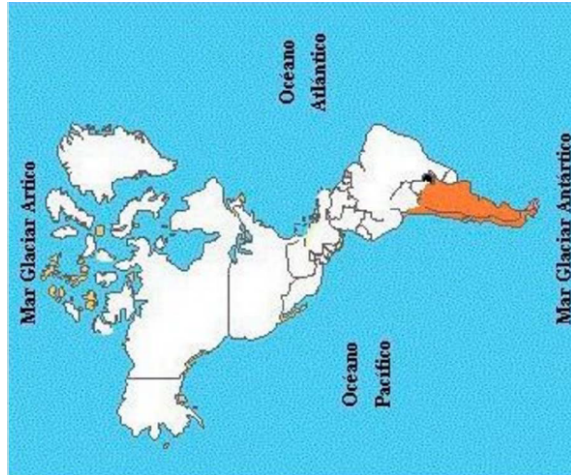


Vector space

axiomatic approach

(1) looks

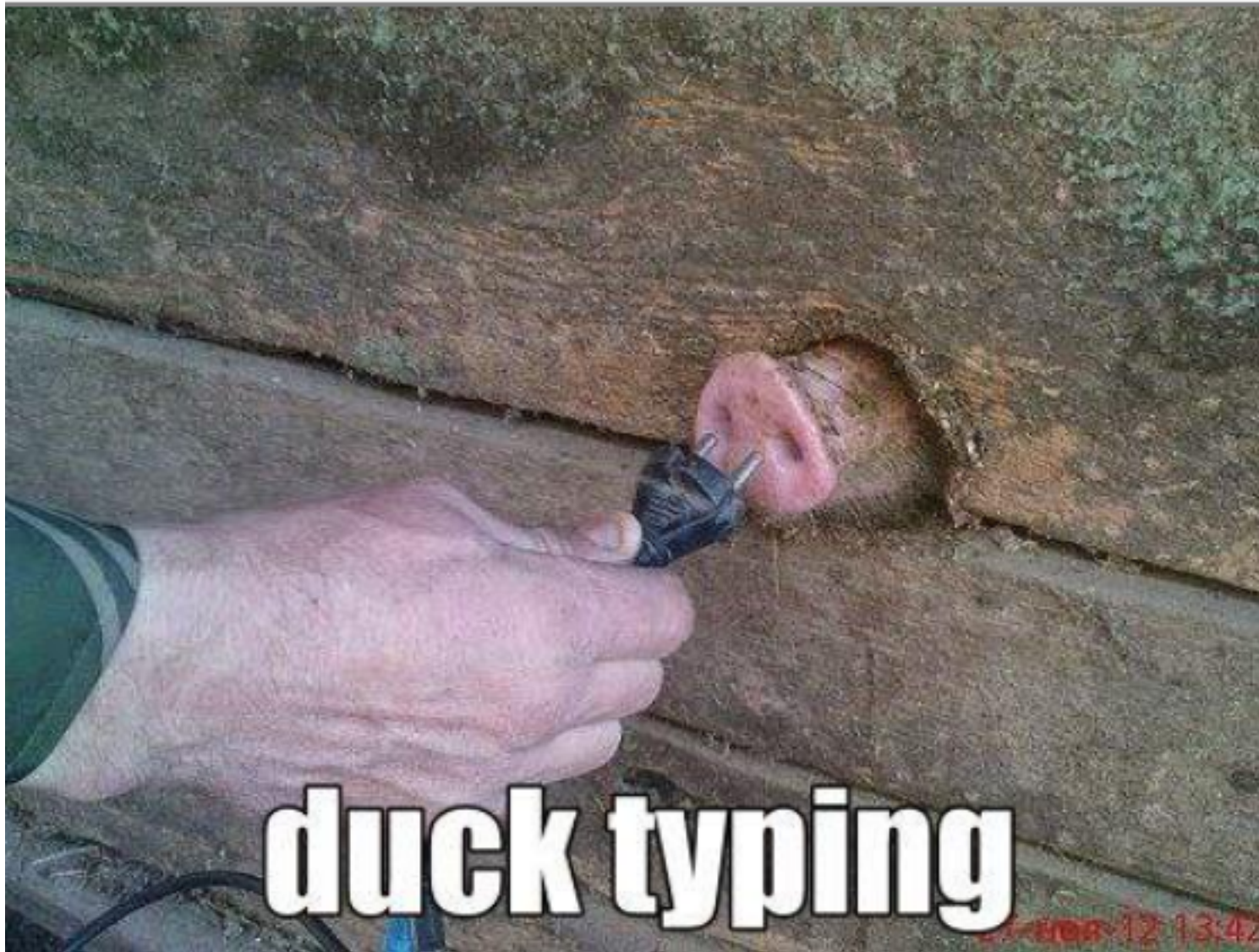


(2) quacks



⇒ duck.





duck typing

A humorous and apt representation of duck typing. Source: Mastracci, 2014.* 🔍 📄

A mathematical duck looks like...

A **vector space** is a nonempty set V of objects, called *vectors*, on which are defined two operations, called *addition* and *multiplication by scalars* (real numbers), subject to the ten axioms (or rules) listed below.¹ The axioms must hold for all vectors \mathbf{u} , \mathbf{v} , and \mathbf{w} in V and for all scalars c and d .

1. The sum of \mathbf{u} and \mathbf{v} , denoted by $\mathbf{u} + \mathbf{v}$, is in V .
2. $\mathbf{u} + \mathbf{v} = \mathbf{v} + \mathbf{u}$.
3. $(\mathbf{u} + \mathbf{v}) + \mathbf{w} = \mathbf{u} + (\mathbf{v} + \mathbf{w})$.
4. There is a **zero** vector $\mathbf{0}$ in V such that $\mathbf{u} + \mathbf{0} = \mathbf{u}$.
5. For each \mathbf{u} in V , there is a vector $-\mathbf{u}$ in V such that $\mathbf{u} + (-\mathbf{u}) = \mathbf{0}$.
6. The scalar multiple of \mathbf{u} by c , denoted by $c\mathbf{u}$, is in V .
7. $c(\mathbf{u} + \mathbf{v}) = c\mathbf{u} + c\mathbf{v}$.
8. $(c + d)\mathbf{u} = c\mathbf{u} + d\mathbf{u}$.
9. $c(d\mathbf{u}) = (cd)\mathbf{u}$.
10. $1\mathbf{u} = \mathbf{u}$.

Ex. $V =$ collection of all possible ducks
differing only in width



+



=



3



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