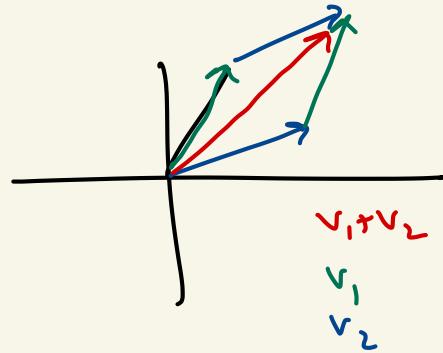


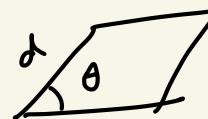

Chapter 3 Inner products, norms, positive definite matrices

$$\mathbb{R}^2 = \{ (x, y) \mid x, y \in \mathbb{R} \}$$

$$\vec{v}_1 + \vec{v} = (x_1 + x_2, y_1 + y_2)$$



Can I define / construct a
notion of "distance" or "angle"
on \mathbb{R}^2 w/ vector space properties?



"made a parallelogram"

Just the 7 vector space axioms aren't enough to do
any meaningful geometry. To think about
"distance" and "angle" we need an inner product!

Def let V be a vector space $(\mathbb{R}^n, C^0[a,b], P^{(n)})$.
could be anything

An inner product on V is a "pairing"

$$\langle -, - \rangle : V \times V \xrightarrow{\text{vector space}} \mathbb{R}$$

input ↓ need not
 \vec{v}, \vec{w} be \mathbb{R}^n

Sort of a
"product"
of 2 vectors

output
 $\langle \vec{v}, \vec{w} \rangle \in \mathbb{R}$

$V \times V$
just mean
two
vectors
 \vec{v}, \vec{w}

such that

1) Bilinearity : $\begin{aligned} & \langle c\vec{v} + d\vec{w}, \vec{u} \rangle \\ &= c \langle \vec{v}, \vec{u} \rangle + d \langle \vec{w}, \vec{u} \rangle \\ & \langle \vec{v}, c\vec{w} + d\vec{u} \rangle \\ &= c \langle \vec{v}, \vec{w} \rangle + d \langle \vec{v}, \vec{u} \rangle \end{aligned}$

2) Symmetry : $\langle \vec{v}, \vec{w} \rangle = \langle \vec{w}, \vec{v} \rangle$

3) Positivity : if $\vec{v} \neq 0$, $\langle \vec{v}, \vec{v} \rangle > 0$

if $\vec{v} = \vec{0}$, $\langle \vec{0}, \vec{0} \rangle = 0$

Ex let $V = \mathbb{R}^n = \{(x_1, \dots, x_n)\}$

Define $\vec{x} \cdot \vec{y} = x_1y_1 + x_2y_2 + \dots + x_ny_n = \sum_{i=1}^n x_iy_i$

The dot product is an inner product. To see this,

we'll verify all 3 inner product properties for the dot product!

1) Bilinearity $(c\vec{v} + d\vec{w}) \cdot \vec{u}$

$$= \sum_{i=1}^n (cv_i + dw_i)u_i = \sum_{i=1}^n c(v_i u_i) + d(w_i u_i)$$

$$\begin{aligned}
 &= \sum_{i=1}^n c(v_i u_i) + \sum_{i=1}^n d(w_i u_i) \\
 &\quad \text{v.u} \qquad \qquad \text{w.u} \\
 &= c \boxed{\sum_{i=1}^n v_i u_i} + d \boxed{\sum_{i=1}^n w_i u_i} = \underline{c(\vec{v} \cdot \vec{u}) + d(\vec{w} \cdot \vec{u})}
 \end{aligned}$$

$$\vec{v} \cdot (c\vec{w} + d\vec{u}) = \sum_{i=1}^n v_i (c w_i + d u_i)$$

$$= c \sum_{i=1}^n v_i w_i + d \sum_{i=1}^n v_i u_i$$

$$= c(\vec{v} \cdot \vec{w}) + d(\vec{v} \cdot \vec{u})$$

✓ We are
bilinear!

2) Symmetry: $\vec{x} \cdot \vec{y} = \sum_{i=1}^n \underbrace{x_i y_i}_{\substack{\text{plain} \\ \text{old} \\ \text{numbers}}} = \sum_{i=1}^n y_i x_i = \vec{y} \cdot \vec{x}$

✓ I^n 's symmetric!

3) positivity : We need to show that if $\vec{x} = (x_1, \dots, x_n) \neq \vec{0}$

then $\vec{x} \cdot \vec{x} > 0$.

$$\vec{x} \cdot \vec{x} = \sum_{i=1}^n x_i x_i = x_1 x_1 + x_2 x_2 + \dots + x_n x_n$$

$$= \sum_{i=1}^n x_i^2. \quad \text{One of the } x_i \neq 0 \text{ since } \vec{x} \neq \vec{0}$$

and squares are always positive.

$$\Rightarrow \vec{x} \cdot \vec{x} = \sum_{i=1}^n x_i^2 > 0$$

Furthermore $\vec{0} \cdot \vec{0} = \sum_{i=1}^n 0^2 = 0 + 0 + \dots + 0 = 0$.

✓ It's positive!

The dot product is an inner product!

The dot product is the prototypical example of an inner product. But there are others.

Ex $V = \mathbb{R}^2 = \{(x_1, x_2)\}$.

Define $\langle \vec{x}, \vec{y} \rangle = 5x_1y_1 + 2x_2y_2$ weighted dot product
or weighted inner product.

This an inner product.

Bilinearity: $\langle c\vec{v} + d\vec{w}, \vec{u} \rangle$

$$= 5(cv_1 + dw_1)u_1 + 2(cv_2 + dw_2)u_2$$

$$= 5cv_1u_1 + 5dw_1u_1 + 2cv_2u_2 + 2dw_2u_2$$

$$= (5cv_1u_1 + 2cv_2u_2) + (5dw_1u_1 + 2dw_2u_2)$$

$$= c \underbrace{(5v_1u_1 + 2v_2u_2)}_{\text{red}} + d \underbrace{(5w_1u_1 + 2w_2u_2)}_{\text{green}}$$

$$= c \langle \vec{v}, \vec{u} \rangle + d \langle \vec{w}, \vec{u} \rangle$$

Second linearity $\langle \vec{v}, (\vec{w} + d\vec{u}) \rangle = c \langle \vec{v}, \vec{w} \rangle + d \langle \vec{v}, \vec{u} \rangle$

Similarly.

Symmetry: $\langle \vec{x}, \vec{y} \rangle = 5x_1y_1 + 2x_2y_2 = 5y_1x_1 + 2y_2x_2$

$$= \langle \vec{y}, \vec{x} \rangle$$

Positivity: If $\vec{x} \neq \vec{0}$, then

$$\langle \vec{x}, \vec{x} \rangle = 5x_1^2 + 2x_2^2 > 0.$$

$$\langle \vec{0}, \vec{0} \rangle = 5 \cdot 0 \cdot 0 + 2 \cdot 0 \cdot 0 = 0.$$

Therefore $\langle \vec{x}, \vec{y} \rangle = 5x_1y_1 + 2x_2y_2$ is an inner product!

Non Ex $\langle \vec{x}, \vec{y} \rangle = -5x_1y_1 + 2x_2y_2$ is not an inner product!

It fails 3) positivity axiom.

let $\vec{x} = (1, 0)$

$$\langle (1, 0), (1, 0) \rangle = -5 \cdot 1 \cdot 1 + 2 \cdot 0 \cdot 0 = -5$$

$$\langle (1, 0), (1, 0) \rangle > 0 \quad \text{should happen}$$

$$-5 \stackrel{||}{<} 0 . \quad \text{So it's not an inner product.}$$

Key example let $V = C^0[a,b]$

= all continuous functions on $[a,b]$.

Remember functions are vectors.

$\langle f, g \rangle = \int_a^b f(x)g(x) dx$ is an inner product on $C^0[a,b]$

$$1) \quad \langle cf + dg, h \rangle = \int_a^b (cf(x) + dg(x)) h(x) dx$$

$$= \int_a^b cf(x)h(x) + dg(x)h(x) dx$$

$$= c \int_a^b f(x)h(x) dx + d \int_a^b g(x)h(x) dx$$

$$= c \langle f, h \rangle + d \langle g, h \rangle$$

Calc I

$$\langle f, cg + dh \rangle = c \langle f, g \rangle + d \langle f, h \rangle \text{ exactly the same.}$$

2) Symmetry : $\langle f, g \rangle = \int_a^b f(x)g(x) dx$

$$= \int_a^b g(x)f(x) dx = \langle g, f \rangle$$

3) If $f \neq 0$, then

$$\langle f, f \rangle = \int_a^b f(x)^2 dx = \text{area under } f(x)^2 \text{ from } [a, b]$$

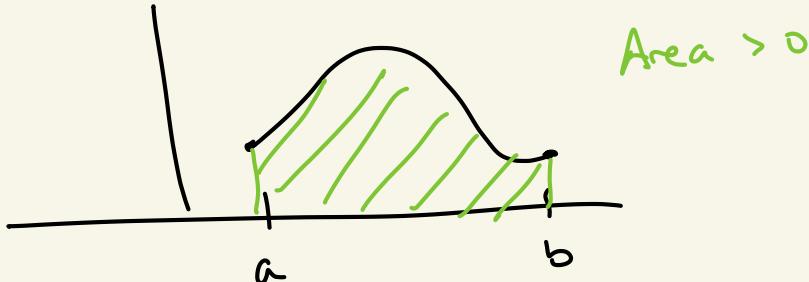
optional box

$$f(x) = \begin{cases} 1 & x=0 \\ 0 & \text{otherwise} \end{cases}$$

$$\int_{-1}^1 f(x)^2 dx = 0!$$

f is not Cts

$f(x)^2$ is a positive function



Since $f(x)^2 > 0$ and $f(x) \neq 0$ then $\int_a^b f(x)^2 dx > 0$.
(continuity required)

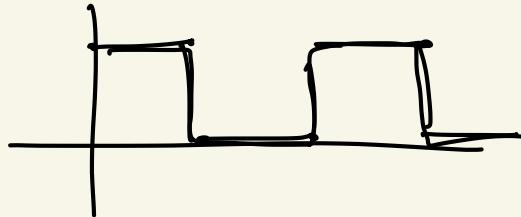
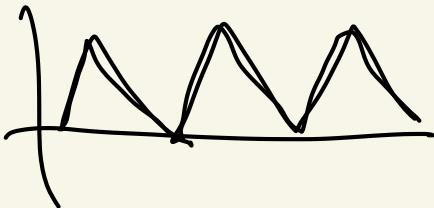
Ex $V = C^0[-1,1]$ $f(x) = x^2$ $g(x) = 5$.

$$\begin{aligned}\langle f(x), g(x) \rangle &= \int_{-1}^1 f(x) g(x) dx \\&= \int_{-1}^1 (x^2) 5 dx = 5 \int_{-1}^1 x^2 dx \\&= 5 \left(\frac{1}{3} x^3 \right) \Big|_{-1}^1 = \frac{5}{3} (1 - (-1)) = \frac{10}{3}.\end{aligned}$$

Why do inner product lead to angle and distance?

Look for Hw4 right after this lecture.
(due Friday).

Signals : periodic functions



functions \rightarrow no row reduce
no matrices but inner products!

Write a sawtooth or box as a linear combination

$$\begin{array}{ll} \text{of } & \sin(x) \text{ and } \cos(x) \\ \sin(2x) & \cos(2x) \\ \sin(3x) & \cos(3x) \\ \sin(4x) & \cos(4x) \\ & \vdots \end{array}$$

$$\langle f, g \rangle = \int_a^b f(x)g(x)dx \quad \text{lets you do this calculation}$$