

# CH 1 – Vectors

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## Introduction

### Info – Vector

The set  $\mathbb{R}^n$  is defined as  $\left\{ \vec{x} = \begin{pmatrix} x_1 \\ \dots \\ x_n \end{pmatrix} : x_1, \dots, x_n \in \mathbb{R} \right\}$

A **vector** is an element  $\vec{x} = \begin{pmatrix} x_1 \\ \dots \\ x_n \end{pmatrix}$  of  $\mathbb{R}^n$

The row notation of  $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ \dots \\ v_n \end{pmatrix}$  is  $\vec{v} = [v_1 \ v_2 \ v_3]^T$

## Operations

### Info – Equality

We say that vectors  $\vec{w} = \begin{pmatrix} u_1 \\ u_2 \\ \dots \\ u_n \end{pmatrix}$  and  $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ \dots \\ v_n \end{pmatrix}$  in  $\mathbb{R}^n$  are **equal** if  $u_i = v_i \forall i = 1, 2, \dots, n$ .

Denoted  $\vec{w} = \vec{v}$

### Info – Addition and Properties

Let  $\vec{w} = \begin{pmatrix} u_1 \\ u_2 \\ \dots \\ u_n \end{pmatrix}$ ,  $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ \dots \\ v_n \end{pmatrix}$ ,  $\vec{w} = \begin{pmatrix} w_1 \\ w_2 \\ \dots \\ w_n \end{pmatrix} \in \mathbb{R}^n$ .

Then  $\vec{w} + \vec{v} = \begin{pmatrix} u_1 \\ u_2 \\ \dots \\ u_n \end{pmatrix} + \begin{pmatrix} v_1 \\ v_2 \\ \dots \\ v_n \end{pmatrix} = \begin{pmatrix} u_1 + v_1 \\ u_2 + v_2 \\ \dots \\ u_n + v_n \end{pmatrix}$

1.  $\vec{w} + \vec{v} = \vec{v} + \vec{w}$
2.  $\vec{w} + \vec{v} + \vec{w} = \vec{w} + (\vec{v} + \vec{w})$
3. There is a zero **vector**,  $\vec{0} = [0 \ 0 \ 0 \ \dots \ 0]^T \in \mathbb{R}^n$
4.  $\vec{v} + \vec{0} = \vec{v}$

### Info – Additive Inverse

Let  $\vec{w} = \begin{pmatrix} u_1 \\ u_2 \\ \dots \\ u_n \end{pmatrix}$ ,  $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ \dots \\ v_n \end{pmatrix} \in \mathbb{R}^n$ . The additive inverse of  $\vec{w}$  denoted  $-\vec{w}$  is defined as

$$-\vec{w} = \begin{pmatrix} -u_1 \\ -u_2 \\ \dots \\ -u_n \end{pmatrix}$$

$$\vec{w} - \vec{w} = \vec{w} + (-\vec{w}) = \vec{0}$$

$$\vec{v} - \vec{w} = \vec{v} + (-\vec{w}) = \begin{pmatrix} v_1 - u_1 \\ v_2 - u_2 \\ \dots \\ v_n - u_n \end{pmatrix}$$

### Info – Scalar Multiplication

Let  $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ \dots \\ v_n \end{pmatrix}$ ,  $\vec{w} \in \mathbb{R}^n$ ,  $c, d \in \mathbb{R}$ . Then the scalar product  $c\vec{v} = \begin{pmatrix} cv_1 \\ cv_2 \\ \dots \\ cv_n \end{pmatrix}$

1.  $(c + d)\vec{v} = c\vec{v} + d\vec{v}$
2.  $c(\vec{w} + \vec{v}) = c\vec{w} + c\vec{v}$
3.  $0\vec{w} = \vec{0}$
4. If  $c\vec{v} = \vec{0}$  then  $c = 0 \vee \vec{v} = 0$

### Info – Standard Basis

In  $\mathbb{R}^n$ , let  $\vec{e}_i$  be the vector whose  $i^{\text{th}}$  component is 1 with all other components 0. The set  $E = \{\vec{e}_1, \vec{e}_2, \dots, \vec{e}_n\}$  is called the **standard basis for  $\mathbb{R}^n$**

(i.e.  $\mathbb{R}^3$  is  $\{\vec{e}_1, \vec{e}_2, \vec{e}_3\} = \left\{ \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \right\}$ )

If  $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ \dots \\ v_n \end{pmatrix} = v_1\vec{e}_1 + v_2\vec{e}_2 + \dots + v_n\vec{e}_n$  then we call  $v_1, v_2, \dots, v_n$  the **components of  $\vec{v}$**

## Vectors in $\mathbb{C}^n$

### Info – Vectors in $\mathbb{C}^n$

The set  $\mathbb{C}^n$  is defined as  $\left\{ \vec{z} = \begin{pmatrix} z_1 \\ \dots \\ z_n \end{pmatrix} : z_1, \dots, z_n \in \mathbb{C} \right\}$

The **vector** is an element  $\vec{z} = \begin{pmatrix} z_1 \\ \dots \\ z_n \end{pmatrix}$  of  $\mathbb{C}^n$

In  $\mathbb{C}^n$ , let  $\vec{e}_i$  be the vector whose  $i^{\text{th}}$  component is 1 with all other components 0. The set  $\{\vec{e}_1, \vec{e}_2, \dots, \vec{e}_n\}$  is called the **standard basis for  $\mathbb{C}^n$**

## Dot Product

### Info – Dot Product

Let  $\vec{w} = \begin{pmatrix} u_1 \\ u_2 \\ \dots \\ u_n \end{pmatrix}$ ,  $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ \dots \\ v_n \end{pmatrix}$ ,  $\vec{w} = \begin{pmatrix} w_1 \\ w_2 \\ \dots \\ w_n \end{pmatrix}$  be vectors in  $\mathbb{R}^n$ . We defined their **dot product** by

$$\vec{w} \cdot \vec{v} = u_1 v_1 + u_2 v_2 + \dots + u_n v_n$$

1.  $\vec{w} \cdot \vec{v} = \vec{v} \cdot \vec{w}$
2.  $(\vec{w} + \vec{v}) \cdot \vec{w} = \vec{w} \cdot \vec{w} + \vec{v} \cdot \vec{w}$
3.  $(c\vec{w}) \cdot \vec{v} = c(\vec{w} \cdot \vec{v})$
4.  $\vec{w} \cdot \vec{w} \geq 0$ , with  $\vec{w} \cdot \vec{w} = 0 \iff \vec{w} = 0$

### Info – Vector Unit Basics

Let  $\vec{v}, \vec{w} \in \mathbb{R}^n$

1. The **length** of vector  $\vec{w}$  is  $\|\vec{w}\| = \sqrt{\vec{w} \cdot \vec{w}}$
2. If  $c \in \mathbb{R}$ ,  $\vec{w} \in \mathbb{R}^n$ , then  $\|\vec{w}\| = |c| \|\vec{w}\|$
3.  $\vec{v}$  is a **unit vector** if  $\|\vec{v}\| = 1$
4. **Normalization** is when some  $\vec{v}$  is a non-zero vector,

$$\hat{v} = \frac{\vec{v}}{\|\vec{v}\|}$$

in the direction of  $\vec{v}$  by scaling  $\vec{v}$

5. With  $\vec{v}, \vec{w}$  non-zero vectors. The angle  $\theta$ ,  $0 \leq \theta \leq \pi$  between  $\vec{v}$  is such that

$$\vec{w} \cdot \vec{v} = \|\vec{w}\| \|\vec{v}\| \cos \theta \text{ that is } \theta = \arccos \left( \frac{\vec{w} \cdot \vec{v}}{\|\vec{w}\| \|\vec{v}\|} \right)$$

6.  $\vec{w}, \vec{v}$  are **orthogonal/perpendicular** if  $\vec{w} \cdot \vec{v} = 0$

## Projection

### Info – Projection

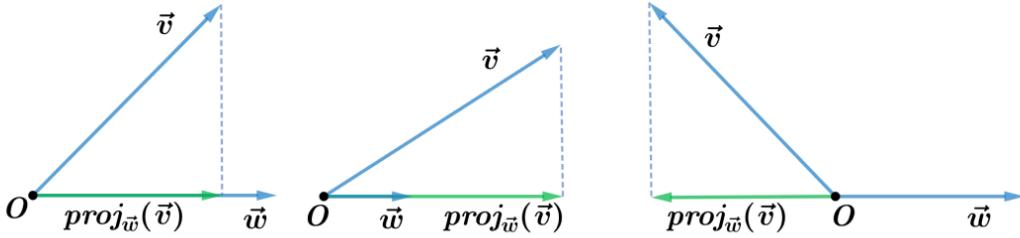
Let  $\vec{v}, \vec{w} \in \mathbb{R}^n$  with  $\vec{w} \neq 0$ .

1. The **projection** of  $\vec{v}$  onto  $\vec{w}$  is defined by

$$\text{proj}_{\vec{w}}(\vec{v}) = \frac{\vec{v} \cdot \vec{w}}{\|\vec{w}\|^2} \vec{w} = \frac{\vec{v} \cdot \vec{w}}{\vec{w} \cdot \vec{w}} \vec{w}$$

We also refer to this as the **projection of  $\vec{v}$  in the  $\vec{w}$  direction**

Illustration of  $\text{proj}_{\vec{w}}(\vec{v})$ :



2. We refer to the quantity

$$\|\vec{v}\| \cos \theta = \vec{v} \cdot \hat{w}$$

as the **component** (or scalar component) of  $\vec{v}$  along  $\vec{w}$

3. The **perpendicular** of  $\vec{v}$  onto  $\vec{w}$  is defined by  $\text{perp}_{\vec{w}}(\vec{v}) = \vec{v} - \text{proj}_{\vec{w}}(\vec{v})$
4. The projection and the perpendicular of a vector  $\vec{v}$  onto  $\vec{w}$  are orthogonal; that is

$$\text{perp}_{\vec{w}}(\vec{v}) \cdot \text{proj}_{\vec{w}}(\vec{v}) = 0$$

## Standard Inner Product in $\mathbb{C}^n$

### Info – Standard inner product

The **standard inner product** of  $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ \dots \\ v_n \end{pmatrix}$ ,  $\vec{w} = \begin{pmatrix} w_1 \\ w_2 \\ \dots \\ w_n \end{pmatrix} \in \mathbb{C}^n$  is  
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