

# Geometry Algebra Pen Notes

Kion Conio

October 30, 2020

## 1 The Algebra of vectors

### 1.1 Vectors and its Algebraic Operations

#### 1.1.1 Vectors

**Definition** A quantity with both magnitude and direction is called a vector. e.g. Force, velocity, acceleration, displacement, etc.

**Notation** Directed line segment:  $\rightarrow$ . We could draw a graph to make our proof.

- A directed line segment has a Initial point and a Terminal point.
- $\overrightarrow{AB}$ . An arrow upper the letters.
- $\alpha$ : bold and lower case Roman letter.
- Sometimes,  $\vec{a}$ ,  $\underline{u}$
- Magnitude, size, length:  $|\alpha|$ ,  $|\overrightarrow{AB}|$

**Relevant Concepts** Two vectors are equal if and only if their magnitude and direction are the same. No matter where they start.

The vector with zero magnitude is called the **zero vector**, denoted by  $\mathbf{0}$ .  $\mathbf{0}$  is the only vector is the only vector with specific direction. We have:

$$\overrightarrow{AB} = \vec{0} \iff A = B$$

A vector with magnitude 1 is called **unit vector**.

A vector having the same length, but opposite direction of  $\vec{a}$ , is called the negative of  $\vec{a}$ , denoted by  $-\vec{a}$ .  $-\vec{a}$ . Its a whole notation, not an operation. Thus

$$\overrightarrow{AB} = -\overrightarrow{BA}$$

### 1.1.2 Operations

**Addition of vectors** The sum of two vectors  $\vec{a}$  and  $\vec{b}$  written as

$$\vec{a} + \vec{b} = \vec{c}$$

$\vec{c}$  is a vector.

Defined by **triangle method**, that is

$$\overrightarrow{AB} + \overrightarrow{BC} = \overrightarrow{AC}$$

Defined by **parallelogram method** ...

**Proposition of Vectors** For vectors  $\vec{a}$ ,  $\vec{b}$ , and  $\vec{c}$ , the addition satisfies:

- $\vec{a} + \vec{b} = \vec{b} + \vec{a}$ , commutative law,
- $(\vec{a} + \vec{b}) + \vec{c} = \vec{a} + (\vec{b} + \vec{c})$ , association law.
- $\vec{a} + \vec{0} = \vec{a}$
- $\vec{a} + (-\vec{a}) = \vec{0}$
- Vectors with addition is an abel group.

First two we draw a graph to prove it. Then we prove the rest ones.

3. Set  $\vec{a} = \overrightarrow{AB}$  and  $\vec{0} = \overrightarrow{BB}$ . Then  $\vec{a} + \vec{0} = \overrightarrow{AB} + \overrightarrow{BB} = \overrightarrow{AB} = \vec{a}$
4. Set  $\vec{a} = \overrightarrow{AB}$ . Then  $-\vec{a} = \overrightarrow{BA}$ . Thus,  $\vec{a} + (-\vec{a}) = \overrightarrow{AB} + \overrightarrow{BA} = \vec{0}$

**Definition** We can define the difference of two vectors  $\vec{a}$  and  $\vec{b}$  to be  $\vec{a} - \vec{b} = \vec{a} + (-\vec{b})$

**Triangular Inequality** For any vectors  $\vec{a}$  and  $\vec{b}$ , we have

$$|\vec{a} + \vec{b}| \leq |\vec{a}| + |\vec{b}|$$

## 1.2 Scalar multiplication

**Definition** The product of vector  $\vec{a}$  and a scalar  $\lambda$ , wirtten as  $\lambda\vec{a}$ , is a vector, defined by

$$|\lambda\vec{a}| = |\lambda||\vec{a}|$$

**Direction**

- $\lambda > 0$ ,  $\lambda\vec{a}$  has the same direction as  $\vec{a}$
- $\lambda < 0$ ,  $\lambda\vec{a}$  has the opposite direction as  $\vec{a}$

**Proposition**

- $\lambda \vec{a} = \vec{0} \iff \lambda = 0 \text{ or } \vec{a} = \vec{0}$
- $1 \vec{a} = \vec{a}, \quad (-1)\vec{a} = -\vec{a}$
- $\lambda \mu \vec{a} = (\lambda \mu) \vec{a}$
- $(\lambda + \mu) \vec{a} = \lambda \vec{a} + \mu \vec{a}$  distributive law
- $\lambda(\vec{a} + \vec{b}) = \lambda \vec{a} + \lambda \vec{b}$  distributive law

**Proof**

- $\lambda \vec{a} = \vec{0} \iff |\lambda \vec{a}| = |\vec{0}| = 0 \iff |\lambda| |\vec{a}| = 0 \iff |\lambda| = 0 \text{ or } |\vec{a}| = 0 \iff \lambda = 0 \text{ or } \vec{a} = \vec{0}.$
- 
- ...
- $|\lambda(\mu \vec{a})| = |\lambda| |\mu \vec{a}|$   
 $= |\lambda| |\mu| |\vec{a}|$   
 $= (|\lambda| |\mu|) |\vec{a}|$   
 $= |(\lambda \mu) \vec{a}|$

That is,  $\lambda(\mu \vec{a})$  and  $(\lambda \mu) \vec{a}$  has the same **length**.

Then we consider the **direction**.

Case 1.  $\lambda \mu = 0$ ,  $\vec{0} = (\lambda \mu) \vec{a} = \lambda(\mu \vec{a})$

Case 2.  $\lambda \mu > 0$ , Trivially,  $\lambda(\mu \vec{a})$  has the same direction as  $\vec{a}$ ;

$(\lambda \mu) \vec{a}$  has the same direction as  $\vec{a}$ ;

Case 3.  $\lambda \mu < 0$ , Trivially,  $\lambda(\mu \vec{a})$  has the opposite direction of  $\vec{a}$ ;

$(\lambda \mu) \vec{a}$  has the opposite direction of  $\vec{a}$ ;

Thus, we can see that  $\lambda(\mu \vec{a})$  has the same direction as  $(\lambda \mu) \vec{a}$ .

Hence,

$$(-\lambda) \vec{a} = (-1) \lambda \vec{a} = (-1)(\lambda \vec{a}) = -\lambda \vec{a}$$

If  $\lambda = 0$  or  $\mu = 0$  or  $\vec{a} = \vec{0}$ , it is easily to see that  $(\lambda + \mu) \vec{a} = \lambda \vec{a} + \mu \vec{a}$ .

consider  $\lambda \neq 0$  or  $\mu \neq 0$  or  $\vec{a} \neq \vec{0}$ .

1° assume that  $\lambda > 0, \mu > 0$  then,

$$\begin{aligned}
 |(\lambda + \mu)\vec{a}| &= |\lambda + \mu||\vec{a}| \\
 &= (\lambda + \mu)|\vec{a}| \\
 &= \lambda|\vec{a}| + \mu|\vec{a}| \\
 &= |\lambda||\vec{a}| + |\mu||\vec{a}| \\
 &= |\lambda\vec{a}| + |\mu\vec{a}| \quad (\text{for } \vec{a} \parallel \vec{a}) \\
 &= |\lambda\vec{a} + \mu\vec{a}|
 \end{aligned}$$

2° If one of  $\lambda, \mu$  is negative, we can put the terms containing the negative scalars to the other side of the equation.

For example:

$$\lambda > 0, \mu < 0, \lambda + \mu < 0$$

$$\begin{aligned}
 (\lambda + \mu)\vec{a} = \lambda\vec{a} + \mu\vec{a} &\iff -\mu\vec{a} = \lambda\vec{a} + [-(\lambda + \mu)\vec{a}] \\
 &\iff \lambda\vec{a} + (-(\lambda + \mu))\vec{a} = (-\mu)\vec{a}
 \end{aligned}$$

(which back to the case of  $\lambda > 0, \mu > 0, \lambda + \mu > 0$ )

- Case 1:  $\lambda = 0$ , or  $\vec{a} = \vec{0}$ , or  $\vec{b} = \vec{0}$

Case 2:  $\lambda \neq 0$ , or  $\vec{a} \neq \vec{0}$ , or  $\vec{b} \neq \vec{0}$

$$\lambda(\vec{a} + \vec{b}) = \lambda\vec{a} + \lambda\vec{b} \quad (\text{Graph... (similarity of triangle)})$$

### 1.3 Collinear and Coplanar Vectors

**Definition** When we move some vectors to the same initial point, if they are on the same line or plane, then we say these vectors are **collinear** or **coplanar**.

Trivially,

- $\vec{0}$  Is collinear with any vector.
- Collinear vectors must be coplanar.
- Any two vectors must be coplanar.

#### 1.3.1 Collinear Vectors

**Notation** two vectors are collinear  $\iff$  their directions are the same or opposite. We write  $\vec{a} \parallel \vec{b}$

**Proposition** For vectors  $\vec{a}$  and  $\vec{b}$ , if there exists a scalar  $\lambda$  s.t.  $\vec{b} = \lambda\vec{a}$ , then  $\vec{a}, \vec{b}$  are collinear.

**Theorem** (Existence): Assume that  $\vec{a} \neq \vec{0}$ . If  $\vec{a}, \vec{b}$  collinear, then there exists scalar  $\lambda$  s.t.  $\vec{b} = \lambda\vec{a}$ .

**Proof** If  $\vec{b} = \vec{0}$ , then  $\lambda = 0$

Consider  $\vec{b} \neq \vec{0}$ , then

$$\vec{b} = |\vec{b}| \frac{\vec{b}}{|\vec{b}|} = \begin{cases} \frac{|\vec{b}|}{|\vec{a}|} \vec{a}, & \vec{a} \text{ and } \vec{b} \text{ have the same direction} \\ -\frac{|\vec{b}|}{|\vec{a}|} \vec{a}, & \vec{a} \text{ and } \vec{b} \text{ have the opposite direction} \end{cases}$$

(Uniqueness): Assume that  $\vec{b} = \lambda'\vec{a}$  Then

$$(\lambda - \lambda')\vec{a} = \vec{0} \text{ For } \vec{a} \neq \vec{0} \Rightarrow \lambda = \lambda'$$

### 1.3.2 Three coplanar Vectors

**Proposition** For vectors  $\vec{a}, \vec{b}, \vec{c}$  if there exists scalar  $\lambda, \mu$ , such that  $\vec{c} = \lambda\vec{a} + \mu\vec{b}$ , then  $\vec{a}, \vec{b}, \vec{c}$  are coplanar. (Graph...)

**Proof** If  $\vec{a} = \vec{0}$ , then  $\vec{c} = \lambda\vec{b}$ , so vectors  $\vec{b} \parallel \vec{c}$ , then  $\vec{a}, \vec{b}, \vec{c}$  are Coplanar;

If  $\vec{a} \neq \vec{0}$ , then consider two cases:

Case 1:  $\vec{a} \parallel \vec{b}$ . Thus, there exist  $k$  s.t.  $\vec{b} = k\vec{a}$ .

Hence,  $\vec{c} = \lambda\vec{a} + \mu\vec{b} = \lambda\vec{a} + \mu k\vec{a} = (\lambda + \mu k)\vec{a}$ .

Therefore,  $\vec{c} \parallel \vec{a}$ .

Case 2:  $\vec{a} \nparallel \vec{b}$ , then  $\vec{c}$  is the diagonal of the parallelogram formed by  $\lambda\vec{a}, \mu\vec{b}$

**Theorem** Assume that  $\vec{a}, \vec{b}$  are **not collinear**, then for any vector  $\vec{c}$  on the plane determined by  $\vec{a}$  and  $\vec{b}$ , there exist **unique** scalars  $\lambda, \mu$  s.t.

$$\vec{c} = \lambda\vec{a} + \mu\vec{b}$$

**Proof** 1° We first prove the existence of  $\lambda, \mu$ .

(Graph...)

We can write  $\vec{c} = \vec{c}_1 + \vec{c}_2, \vec{c}_1 \parallel \vec{a}, \vec{c}_2 \parallel \vec{b}$ ,

Since  $\vec{a}, \vec{b} \neq \vec{0}$ ,

$$\exists \lambda, \mu, \quad \vec{c}_1 = \lambda\vec{a}, \vec{c}_2 = \mu\vec{b}$$

Then,  $\vec{c} = \lambda\vec{a} + \mu\vec{b}$

2° Suppose that  $\vec{c} = \lambda'\vec{a} + \mu'\vec{b}$

We see that  $(\lambda - \lambda')\vec{a} + (\mu - \mu')\vec{b} = \vec{0}$

If  $\lambda \neq \lambda'$ , then

$$\vec{a} = -\frac{\mu - \mu'}{\lambda - \lambda'}\vec{b}$$

then  $\vec{a} \parallel \vec{b}$ , which is a contradiction.

thus,  $\lambda = \lambda'$ , we have  $(\mu - \mu')\vec{b} = \vec{0}$

Since  $\vec{b} \neq \vec{0}$ ,  $\mu = \mu'$

### 1.3.3 Three Non-coplanar Vectors

**Theorem** If  $\vec{a}, \vec{b}, \vec{c}$  are not coplanar, then for any vector  $\vec{u}$ , there exist unique scalars  $\lambda, \mu, \nu$ , s.t.

$$\vec{u} = \lambda\vec{a} + \mu\vec{b} + \nu\vec{c}$$

**Proof** 1° Existence of  $\lambda, \mu, \nu$

(Graph...)

2° Assume that

$$\vec{u} = (\lambda - \lambda^*)\vec{a} + (\mu - \mu^*)\vec{b} + (\nu - \nu^*)\vec{c}$$

Suppose  $\lambda \neq \lambda^*$ , then

$$\vec{a} = -\frac{\mu - \mu^*}{\lambda - \lambda^*}\vec{b} - \frac{\nu - \nu^*}{\lambda - \lambda^*}\vec{c}$$

Showing that  $\vec{a}, \vec{b}, \vec{c}$  are coplanar. This is a contradiction.

Hence,  $\lambda = \lambda^*$ , We have

$$(\mu - \mu^*)\vec{b} + (\nu - \nu^*)\vec{c} = \vec{0}$$

Using the similar argument in the proof of the last theorem, we know that  $\mu = \mu^*, \nu = \nu^*$  ( $\vec{b} \nparallel \vec{c}$ )

### 1.3.4 Three Points on the same line

Point  $C$  is on the line segment  $AB$  if and only if there exist scalar  $\lambda, \mu \geq 0$  ( $\lambda + \mu = 1$ ) s.t.

$$\overrightarrow{OC} = \lambda\overrightarrow{OA} + \mu\overrightarrow{OB}$$

for any point  $O$ .

**Proof** Point  $C$  is on  $AB \iff \overrightarrow{AC} \parallel \overrightarrow{AB}$ .

$$\iff |\overrightarrow{AC}| \leq |\overrightarrow{AB}|$$

$$\iff \exists \mu \in [0, 1] \quad s.t. \quad \overrightarrow{AC} = \mu \overrightarrow{AB}$$

$$\iff \overrightarrow{OC} - \overrightarrow{OA} = \mu(\overrightarrow{OB} - \overrightarrow{OA})$$

$$\iff \overrightarrow{OC} = (1 - \mu)\overrightarrow{OA} + \mu\overrightarrow{OB}$$

$$\iff \overrightarrow{OC} = \lambda\overrightarrow{OA} + \mu\overrightarrow{OB}, \quad (\lambda + \mu = 1)$$

## 1.4 Affine Coordinate System

### 1.4.1 Coordinate System

By a theorem of **1-2**, if  $\vec{e}_1, \vec{e}_2, \vec{e}_3$  are not coplanar, then for any vector  $\vec{a}$ , there exist unique scalar  $a_1, a_2, a_3$  s.t.

$$\vec{a} = a_1\vec{e}_1 + a_2\vec{e}_2 + a_3\vec{e}_3$$

The ordered tripe  $(a_1, a_2, a_3)$  is called the coordinate of  $\vec{a}$ .

It can be show that the mapping  $\vec{a} \mapsto (a_1, a_2, a_3)$  is a one-to-one correspondence.

We simply write  $\vec{a} = (a_1, a_2, a_3)$

Obviously,  $\vec{e}_1 = (1, 0, 0)$ ,  $\vec{e}_2 = (0, 1, 0)$ ,  $\vec{e}_3 = (0, 0, 1)$

Origin + Basis = Coordinate System

$$[O, \vec{e}_1, \vec{e}_2, \vec{e}_3]$$

If  $\vec{e}_1 \perp \vec{e}_2, \vec{e}_2 \perp \vec{e}_3, \vec{e}_1 \perp \vec{e}_3$  and  $\vec{e}_1, \vec{e}_2, \vec{e}_3$  are unit vectors, then  $[O, \vec{e}_1, \vec{e}_2, \vec{e}_3]$  is called the Cartesian coordinate system.

### 1.4.2 Algebraic Operations Using Coordinate

**Theorem** In an affine coordinate system  $[O, \vec{e}_1, \vec{e}_2, \vec{e}_3]$ , assume that  $\vec{a} = (a_1, a_2, a_3)$  and  $\vec{b} = (b_1, b_2, b_3)$ , then,

$$\vec{a} + \vec{b} = (a_1 + b_1, a_2 + b_2, a_3 + b_3)$$

**Proof**

$$\begin{aligned}
 & \vec{a} + \vec{b} \\
 &= (a_1\vec{e}_1 + a_2\vec{e}_2 + a_3\vec{e}_3) + (b_1\vec{e}_1 + b_2\vec{e}_2 + b_3\vec{e}_3) \\
 &= (a_1 + b_1)\vec{e}_1 + (a_2 + b_2)\vec{e}_2 + (a_3 + b_3)\vec{e}_3 \\
 k\vec{a} &= (ka_1, ka_2, ka_3)
 \end{aligned}$$

**Proof**

$$k\vec{a} = k(a_1\vec{e}_1 + a_2\vec{e}_2 + a_3\vec{e}_3) = ka_1\vec{e}_1 + ka_2\vec{e}_2 + ka_3\vec{e}_3$$

Corollary Coordinary of  $\overrightarrow{AB}$  = Coordinate of  $B$  - Coordinate  $A$

$$\overrightarrow{AB} = \overrightarrow{OB} - \overrightarrow{OA}$$

now let's assume that we have three vectors  $\vec{a}, \vec{b}, \vec{c}$ ,

### 1.4.3 Scalar Products of Vectors

**Definition** The scalar product (or inner product, or dot product) of two vectors  $\vec{a}$  and  $\vec{b}$  is a scalar, denoted by  $\vec{a} \cdot \vec{b}$ , and is defined by

$$\vec{a} \cdot \vec{b} = |\vec{a}||\vec{b}| \cos < \vec{a}, \vec{b} >$$

where  $< \vec{a}, \vec{b} > \in [0, \pi]$

**Proposition**

- $\vec{a} \cdot \vec{a} = |\vec{a}|^2 \geq 0 \Rightarrow |\vec{a}| = \sqrt{\vec{a} \cdot \vec{a}}$
- $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$  (commutative)
- $\vec{a} \cdot \vec{b} = 0 \iff \vec{a} \perp \vec{b}$  ( $\vec{0}$  is perpendicular to any vectors)
- Cauchy-Schwarz inequality  $|\vec{a} \cdot \vec{b}| \leq |\vec{a}||\vec{b}|$ , the equation holds if and only if  $\vec{a}$  is collinear with  $\vec{b}$ .

**Theorem**

- $(\lambda\vec{a}) \cdot \vec{b} = \lambda(\vec{a} \cdot \vec{b}) = \vec{a} \cdot (\lambda\vec{b})$
- $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$



**Example** Law of Cosine

In triangle  $ABC$

$$\vec{c} \cdot \vec{c} = (\vec{a} + \vec{b})^2 = |\vec{a}|^2 + |\vec{b}|^2 + \vec{a} \cdot \vec{b} = |\vec{a}|^2 + |\vec{b}|^2 - 2|\vec{a}||\vec{b}| \cos C$$

**Example** Three height of  $\triangle ABC$  concurrent. Claim that  $\overrightarrow{CO} \perp \overrightarrow{AB}$ .

$$\overrightarrow{CO} \cdot \overrightarrow{AB} = \dots = 0$$

**Calculate  $\vec{a} \cdot \vec{b}$  Using Coorinates** In an affine coordinate system  $[O, \vec{e}_1, \vec{e}_2, \vec{e}_3]$ . Assume that  $\vec{a} = (a_1, a_2, a_3), \vec{b} = (b_1, b_2, b_3)$ , Then

$$\vec{a} \cdot \vec{b} = \sum a_i \vec{e}_i \cdot \sum b_i \vec{e}_i = \dots$$

In particular, in the Cartesian coordinate system,

$$\vec{a} \cdot \vec{b} = \sum a_i b_i$$

Moreover,

$$|\vec{a}| = \sqrt{\sum a_i^2}$$

$$\cos \angle \vec{a}, \vec{b} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}||\vec{b}|} = \frac{\sum a_i b_i}{\sqrt{\sum a_i^2} \sqrt{\sum b_i^2}}$$

**Example** In a regular tetrahedron  $ABCD$ ,  $E$  is the midpoint of  $AB$  and  $F$  is the midpoint of  $CD$ . Every length equals to  $a$ . Find  $|\overrightarrow{EF}|$ .

Consrruct an affine c.s.  $[A, \overrightarrow{AB}, \overrightarrow{AC}, \overrightarrow{AD}]$ . Write

$$\vec{e}_1 = \overrightarrow{AB}, \vec{e}_2 = \overrightarrow{AC}, \vec{e}_3 = \overrightarrow{AD}$$

$$\overrightarrow{AF} = \frac{1}{2}(\vec{e}_2 + \vec{e}_3) = (0, \frac{1}{2}, \frac{1}{2})$$

$$\overrightarrow{AE} = \dots$$

Since  $\vec{e}_i^2 = a^2, \vec{e}_i \cdot \vec{e}_j = \frac{1}{2}a^2$

$$\overrightarrow{EF}^2 = (-\frac{1}{2}, \frac{1}{2}, \frac{1}{2})^2 = \frac{a^2}{2}$$

Thus  $|\overrightarrow{EF}| = \frac{\sqrt{2}}{2}a$

#### 1.4.4 Vector Product of Vectors

**Definition** The vector product (or cross product) of two vectors  $\vec{a}$  and  $\vec{b}$  is a vector, denoted by  $\vec{a} \times \vec{b}$ , and is defined by

$$\text{magnitude: } |\vec{a} \times \vec{b}| = |\vec{a}||\vec{b}| \sin \angle \vec{a}, \vec{b} \quad \text{direction: Right hand rule}$$

Note:  $|\vec{a} \times \vec{b}| = \text{area of parallelogram formed by } \vec{a}, \vec{b}$

**Proposition**

- $\vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$
- $\vec{a} \times \vec{b} = \vec{0} \iff \vec{a} \parallel \vec{b}$
- $(\lambda \vec{a}) \times \vec{b} = \lambda(\vec{a} \times \vec{b}) = \vec{a} \times (\lambda \vec{b})$
- $\vec{a} \times (\vec{b} + \vec{c}) = \vec{a} \times \vec{b} + \vec{a} \times \vec{c}$

**Introduction to Determinant**

$$\begin{vmatrix} a_{1,1} & a_{1,2} \\ a_{2,1} & a_{2,2} \end{vmatrix} = a_{1,1}a_{2,2} - a_{1,2}a_{2,1}$$

$$\begin{vmatrix} a_{1,1} & a_{1,2} & a_{1,3} \\ a_{2,1} & a_{2,2} & a_{2,3} \\ a_{3,1} & a_{3,2} & a_{3,3} \end{vmatrix} = a_{1,1}a_{2,2}a_{3,3} + a_{1,2}a_{2,3}a_{3,1} + a_{1,3}a_{2,1}a_{3,2} - a_{1,3}a_{2,2}a_{3,1} - a_{1,1}a_{2,3}a_{3,2} - a_{1,2}a_{2,1}a_{3,3}$$