



23MAT124 ENGINEERING MATHEMATICS-1

INTRODUCTION TO MATRICES AND VECTORS

Dr. R. Naveen Kumar R

Asst. Professor,

Department of Mathematics

Amrita School of Engineering, Bengaluru

Matrices

- A matrix is a rectangular array of numbers.
- The horizontal lines of numbers form rows and the vertical lines of numbers form columns. A matrix with m rows and n columns is said to be an $m \times n$ matrix.
- The entries of an $m \times n$ matrix are indexed as follows:

$$A = \begin{bmatrix} a_{11} & a_{12} \cdots & a_{1n-1} & a_{1n} \\ a_{21} & a_{22} \cdots & a_{2n-1} & a_{2n} \\ \vdots & \vdots & \vdots & \vdots \\ a_{m1} & a_{m2} & a_{mn-1} & a_{mn} \end{bmatrix}$$

Order of a matrix

- No: of rows and columns

5 Columns

$$A = \begin{bmatrix} 1 & 2 & 0 & 4 & 5 \\ 9 & 8 & -6 & 7 & -3 \end{bmatrix}$$

2 Rows

Order of $A = 2 \times 5$

Types of matrices

Row matrix

One row and any no: of columns.

$$[1 \quad 2 \quad 3]_{1 \times 3}$$

$$[a_{11} \quad a_{12} \quad a_{13} \cdots a_{1n}]_{1 \times n}$$

Column matrix

One column and any no: of rows

$$\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}_{3 \times 1} \quad \begin{bmatrix} a_{11} \\ a_{21} \\ \vdots \\ a_{m1} \end{bmatrix}_{m \times 1}$$

Square matrix

No: of rows = No: of columns

$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}, \begin{bmatrix} 1 & 2 & 3 \\ 5 & 8 & 2 \\ 4 & 0 & -1 \end{bmatrix}$$

Rectangular matrix

No: of rows \neq No: of columns

$$\begin{bmatrix} 1 & 2 & 3 \\ 8 & 4 & 5 \end{bmatrix}$$

Types of matrices

Zero or null matrix

All elements are zero

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$a_{ij} = 0 \text{ for all } i, j$$

Diagonal matrix

Elements other than those occurring in the principal diagonal are zero

$$\begin{bmatrix} 2 & 0 & 0 \\ 0 & 4 & 0 \\ 0 & 0 & 5 \end{bmatrix}$$

$$a_{ij} = 0 \text{ for all } i \neq j$$

$$a_{ij} \neq 0 \text{ for all } i = j$$

Scalar matrix

Main diagonal elements are equal to the same scalar

$$\begin{bmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 2 \end{bmatrix}$$

$$a_{ij} = 0 \text{ for all } i \neq j$$

$$a_{ij} = a \text{ for all } i = j$$

Unit or Identity Matrix

All of its elements in the principal diagonal are unity

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$a_{ij} = 0 \text{ for all } i \neq j$$

$$a_{ij} = 1 \text{ for all } i = j$$

Types of matrices

Triangular matrix

A square matrix whose elements above or below the main diagonal are all zero

$$\begin{bmatrix} 1 & 0 & 0 \\ 2 & 4 & 0 \\ 3 & 5 & 6 \end{bmatrix}, \begin{bmatrix} 1 & 2 & 3 \\ 0 & 5 & 5 \\ 0 & 0 & 6 \end{bmatrix}$$

Upper triangular matrix

A square matrix whose elements below the main diagonal are all zero

$$\begin{bmatrix} 1 & 2 & 3 \\ 0 & 5 & 5 \\ 0 & 0 & 6 \end{bmatrix}$$

$$a_{ij} = 0 \text{ for all } i > j$$

Lower triangular matrix

A square matrix whose elements above the main diagonal are all zero

$$\begin{bmatrix} 1 & 0 & 0 \\ 2 & 4 & 0 \\ 3 & 5 & 6 \end{bmatrix}$$

$$a_{ij} = 0 \text{ for all } i < j$$

Operations on matrices

Equality of matrices

Two matrices are said to be equal only when all corresponding elements are equal.

Therefore their size or dimensions are equal as well.

$$A = \begin{bmatrix} 1 & 5 & 3 \\ 6 & -1 & 10 \\ 8 & 9 & 7 \end{bmatrix}$$

$$B = \begin{bmatrix} 1 & 5 & 3 \\ 6 & -1 & 10 \\ 8 & 9 & 7 \end{bmatrix}$$

$$\Rightarrow A = B$$

If $\mathbf{A} = \mathbf{B}$ then $a_{ij} = b_{ij}$

Let's try...

1. Find the value of x such that $A=B$

$$A = \begin{bmatrix} \sin x & \frac{1}{\sqrt{2}} \\ \frac{-1}{\sqrt{2}} & \cos x \end{bmatrix}_{2 \times 2} \quad B = \begin{bmatrix} \frac{1}{\sqrt{2}} & \sin x \\ \cos x & \cos x \end{bmatrix}_{2 \times 2}$$

2. Find the values of a and b if

$$2 \begin{bmatrix} 1 & 3 \\ 0 & a \end{bmatrix} + \begin{bmatrix} b & 0 \\ 1 & 7 \end{bmatrix} = \begin{bmatrix} 5 & 6 \\ 1 & 8 \end{bmatrix}$$

Operations on matrices

Addition of matrices

The sum of two matrices is a matrix obtained by adding the corresponding elements of the given matrices.

For example,

$$\begin{bmatrix} 1 & 2 & 3 \\ 5 & 8 & 2 \\ 4 & 0 & -1 \end{bmatrix} + \begin{bmatrix} 5 & 8 & 0 \\ 3 & 10 & -2 \\ 9 & 1 & 1 \end{bmatrix} = \begin{bmatrix} 6 & 10 & 3 \\ 8 & 18 & 0 \\ 13 & 1 & 0 \end{bmatrix}$$

Operations on matrices

Subtraction of matrices

The difference of two matrices is a matrix obtained by subtracting the corresponding elements of the given matrices.

For example,

$$\begin{bmatrix} 1 & 2 & 3 \\ 5 & 8 & 2 \\ 4 & 0 & -1 \end{bmatrix} - \begin{bmatrix} 5 & 8 & 0 \\ 3 & 10 & -2 \\ 9 & 1 & 1 \end{bmatrix} = \begin{bmatrix} -4 & -6 & 3 \\ 2 & -2 & 4 \\ -5 & -1 & -2 \end{bmatrix}$$

Properties of matrix addition

➤ $A + B = B + A$ (Commutative law)

➤ $(A + B) + C = A + (B + C)$ (Associative law)

➤ $A + O = O + A = A$ (Existence of additive identity)

O is the additive identity for matrix addition

➤ $A + (-A) = (-A) + A = O$ (Existence of additive inverse)

$-A$ is the additive inverse of A

Operations on matrices

Scalar multiplication of matrices

Matrices can be multiplied by a scalar (constant or single element)

Let k be a scalar quantity; then $kA = Ak$.

For example,

$$2 \begin{bmatrix} 1 & 2 & 3 \\ 5 & 8 & 2 \\ 4 & 0 & -1 \end{bmatrix} = \begin{bmatrix} 2 & 4 & 6 \\ 10 & 16 & 4 \\ 8 & 0 & -2 \end{bmatrix}$$

Properties of scalar multiplication of a matrix

$$\triangleright k(A + B) = kA + kB$$

$$\triangleright (k + l)A = kA + lA$$

Operations on matrices

Multiplication of matrices

The product of two matrices A and B is defined if the number of columns of A is equal to the number of rows of B.

$$\begin{array}{ccc} \mathbf{A} \times \mathbf{B} = \mathbf{AB} \\ \downarrow \quad \downarrow \quad \downarrow \\ m \times n \quad n \times p \quad m \times p \end{array}$$

Matrix multiplication

$$\begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \end{bmatrix} \begin{bmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \\ b_{31} & b_{32} \end{bmatrix} = \begin{bmatrix} (a_{11} \times b_{11}) + (a_{12} \times b_{21}) + (a_{13} \times b_{31}) & (a_{11} \times b_{12}) + (a_{12} \times b_{22}) + (a_{13} \times b_{32}) \\ (a_{21} \times b_{11}) + (a_{22} \times b_{21}) + (a_{23} \times b_{31}) & (a_{21} \times b_{12}) + (a_{22} \times b_{22}) + (a_{23} \times b_{32}) \end{bmatrix}$$

↓
2 × 3

↓
3 × 2

↓
2 × 2

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 2 & 7 \end{bmatrix} \begin{bmatrix} 4 & 8 \\ 6 & 2 \\ 5 & 3 \end{bmatrix} = \begin{bmatrix} (1 \times 4) + (2 \times 6) + (3 \times 5) & (1 \times 8) + (2 \times 2) + (3 \times 3) \\ (4 \times 4) + (2 \times 6) + (7 \times 5) & (4 \times 8) + (2 \times 2) + (7 \times 3) \end{bmatrix} = \begin{bmatrix} 31 & 21 \\ 63 & 57 \end{bmatrix}$$

Properties of matrix multiplication

Assuming that matrices A, B, and C are conformable for the operations indicated, the following are true:

- $A(BC) = (AB)C = ABC$ (*Associative law*)
- $A(B + C) = AB + AC$ (*First distributive law*)
- $(A + B)C = AC + BC$ (*Second distributive law*)
- $AI = IA = A$ (*Existence of multiplicative identity*)

Non-commutativity of multiplication of matrices

Even if AB and BA are both defined, it is not necessary that $AB = BA$.

For example,

$$A = \begin{bmatrix} 1 & 2 \\ 5 & 0 \end{bmatrix}, B = \begin{bmatrix} 3 & 4 \\ 0 & 2 \end{bmatrix}$$

$$AB = \begin{bmatrix} 1 & 2 \\ 5 & 0 \end{bmatrix} \begin{bmatrix} 3 & 4 \\ 0 & 2 \end{bmatrix} = \begin{bmatrix} 3 & 8 \\ 15 & 20 \end{bmatrix}$$

$$BA = \begin{bmatrix} 3 & 4 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 5 & 0 \end{bmatrix} = \begin{bmatrix} 23 & 6 \\ 10 & 0 \end{bmatrix}$$

$$AB \neq BA$$

Zero matrices as the product of two non zero matrices

For real numbers, if $ab = 0$, then either $a = 0$ or $b = 0$. This need not be true for matrices.

For example,

$$\begin{bmatrix} 1 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} 2 & 3 \\ -2 & -3 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$$

Let's try...

1) Find the product of the matrices if possible.

a) $A = \begin{bmatrix} -6 & -3 & -1 \end{bmatrix}$

$$B = \begin{bmatrix} -3 & 6 \\ -2 & -6 \\ 6 & -1 \end{bmatrix}$$

b) $A = \begin{bmatrix} 4 & -12 & 1 \\ 1 & 5 & 0 \end{bmatrix}$

$$B = \begin{bmatrix} -4 & 1 & 9 \\ -3 & 7 & -6 \end{bmatrix}$$

c) $A = \begin{bmatrix} 9 & 2 & 7 \\ 5 & 8 & -1 \\ 0 & 0 & -3 \end{bmatrix}$

$$B = \begin{bmatrix} -1 & 2 & 13 \\ -3 & 0 & 7 \\ -4 & -1 & 12 \end{bmatrix}$$

2) Find the value of $A^{2025} - A^{2020}$, if $A = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 1 \\ 1 & 0 & 0 \end{bmatrix}$

Transpose of a matrix

Matrix obtained by **interchanging rows and columns** is called the transpose of the matrix.

$$A = \begin{bmatrix} 8 & 6 & 0 \\ 5 & 4 & 2 \end{bmatrix}$$

$$A^T = \begin{bmatrix} 8 & 5 \\ 6 & 4 \\ 0 & 2 \end{bmatrix}$$

Properties of transpose of matrices

- $(A')' = A$
- $(kA)' = kA'$, where k is any constant
- $(A + B)' = A' + B'$
- $(AB)' = B'A'$

Trace of a matrix

Let A be an $n \times n$ matrix. The trace of A , denoted by $\text{tr}(A)$ is the sum of the diagonal elements of A .

$$A = \begin{bmatrix} a_{11} & a_{12} \cdots & a_{1n-1} & a_{1n} \\ a_{21} & a_{22} \cdots & a_{2n-1} & a_{2n} \\ \vdots & \vdots & \vdots & \vdots \\ a_{n1} & a_{n2} & a_{nn-1} & a_{nn} \end{bmatrix}$$

$$\text{tr}(A) = a_{11} + a_{22} + \cdots + a_{nn}$$

Let's try...

Find the trace of A, B, C and I_4 where

$$A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}, B = \begin{bmatrix} 1 & 2 & 0 \\ 3 & 8 & 1 \\ -2 & 7 & -5 \end{bmatrix}, C = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}.$$

Properties of the Matrix Trace

Let A and B be $n \times n$ matrices.

- $tr(A + B) = tr(A) + tr(B)$
- $tr(A - B) = tr(A) - tr(B)$
- $tr(kA) = k \cdot tr(A)$
- $tr(AB) = tr(BA)$
- $tr(A') = tr(A)$

Symmetric matrices

A square matrix A is said to be symmetric if $A^T = A$.

$$A = \begin{bmatrix} a & b \\ b & d \end{bmatrix}, A^T = \begin{bmatrix} a & b \\ b & d \end{bmatrix}$$

For example

$$\begin{bmatrix} 8 & 9 \\ 9 & 6 \end{bmatrix}, \begin{bmatrix} 1 & 2 & 3 \\ 2 & 4 & 5 \\ 3 & 5 & 6 \end{bmatrix}$$

Skew- symmetric matrices

A square matrix A is said to be skew-symmetric if $A^T = -A$.

$$A = \begin{bmatrix} 0 & b \\ -b & 0 \end{bmatrix}, A^T = \begin{bmatrix} 0 & -b \\ b & 0 \end{bmatrix}$$

For example

$$\begin{bmatrix} 0 & e & f \\ -e & 0 & g \\ -f & -g & 0 \end{bmatrix}$$

Skew-symmetric matrices

- For any square matrix A with real number entries, $A + A'$ is a symmetric matrix and $A - A'$ is a skew-symmetric matrix.
- Any square matrix can be expressed as the sum of a symmetric and a skew symmetric matrix.

$$A = \frac{1}{2} (A + A') + \frac{1}{2} (A - A')$$

Let's try...

Express the following matrices as a sum of symmetric and skew-symmetric matrices

$$\text{a) } A = \begin{bmatrix} -1 & 6 \\ 2 & 0 \end{bmatrix}$$

$$\text{b) } B = \begin{bmatrix} 0 & 8 & -3 \\ 4 & 1 & 7 \\ -1 & 2 & 5 \end{bmatrix}$$

Determinant

Each square matrix A has a unit scalar value called the determinant of A , denoted by $\det A$ or $|A|$.

$$A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix}$$

$$\det(A) = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} = a_{11} a_{22} - a_{21} a_{12}$$

Let's try...

Find the determinant of the following matrices.

$$A = \begin{bmatrix} 7 & -10 & 0 \\ 8 & -1 & 4 \\ 3 & 6 & -5 \end{bmatrix}$$

$$B = \begin{bmatrix} 1 & 5 & 0 & 5 \\ 7 & 0 & 3 & 0 \\ 4 & -3 & 5 & -3 \\ -2 & 8 & -8 & 8 \end{bmatrix}$$

$$C = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 2 \\ 0 & 1 & 0 & 0 & 2 & 0 \\ 0 & 0 & 1 & 2 & 0 & 0 \\ 0 & 0 & 2 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 2 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

Minors

- If A is an $n \times n$ matrix and one row and one column are deleted, the resulting matrix is an $(n-1) \times (n-1)$ submatrix of A .
- The determinant of such a submatrix is called a minor of A and is designated by M_{ij} , where i and j correspond to the deleted row and column, respectively.
- M_{ij} is the minor of the element a_{ij} in A .

$$A = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix}$$

$M_{13} = \begin{vmatrix} a_{21} & a_{22} \\ a_{31} & a_{32} \end{vmatrix}$ (indicated by a green dotted arrow from the a_{22} and a_{32} elements in the matrix A)

$M_{11} = \begin{vmatrix} a_{22} & a_{23} \\ a_{32} & a_{33} \end{vmatrix}$ (indicated by a red dotted arrow from the a_{22} and a_{33} elements in the matrix A)

Cofactor

The cofactor C_{ij} of an element a_{ij} is defined as:

$$C_{ij} = (-1)^{i+j} M_{ij}$$

$$\text{Sum of a row number } i \text{ and column } j = \begin{cases} \text{even, then } C_{ij} = M_{ij} \\ \text{odd, then } C_{ij} = -M_{ij} \end{cases}$$

$$C_{11}(i=1, j=1) = (-1)^{1+1} M_{11} = M_{11}$$

$$C_{12}(i=1, j=2) = (-1)^{1+2} M_{12} = -M_{12}$$

$$C_{13}(i=1, j=3) = (-1)^{1+3} M_{13} = M_{13}$$

Adjoint of a matrix

The adjoint matrix of \mathbf{A} , denoted by $\text{adj } \mathbf{A}$, is the transpose of its cofactor matrix.

Easy way to find the adjoint of a 2x2 matrix

$$\text{If } A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}, \text{ then } \text{adj}(A) = \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

Change sign Interchange

Let's try...

Find the minors, cofactors, and adjoint of the given matrix.

$$A = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 2 & 3 \\ -1 & 0 & 1 \end{bmatrix}$$

Inverse of a matrix using adjoint

$$A^{-1} = \frac{1}{|A|} \text{adj}A, |A| \neq 0$$

Let's try...

Find the inverse of the matrix $\begin{bmatrix} 1 & 2 \\ -3 & 4 \end{bmatrix}$ and $\begin{bmatrix} 3 & -1 & 1 \\ 2 & 1 & 0 \\ 1 & 2 & -1 \end{bmatrix}$.

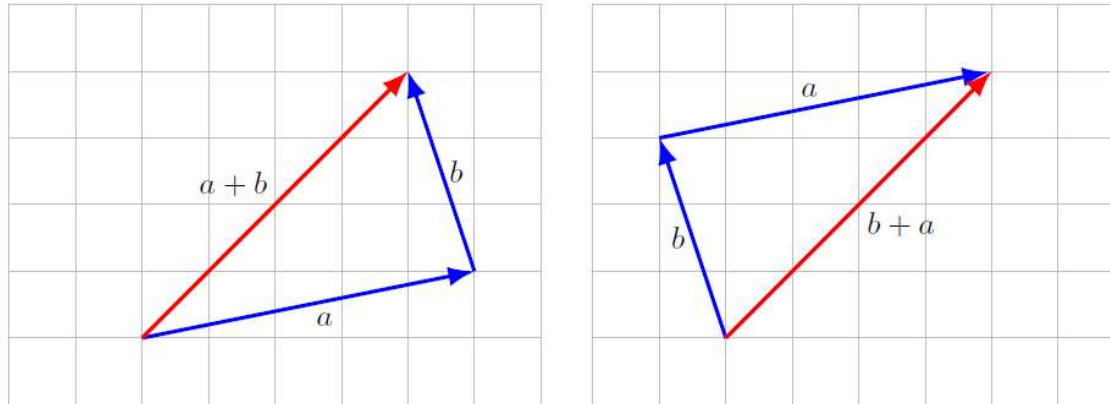
Representation of Vectors

- A **Vector** is an ordered finite list of numbers, usually written as vertical arrays in square or curved brackets:

$$\mathbf{a} = \begin{bmatrix} 2 \\ -1 \\ 6 \\ 9 \end{bmatrix}, \mathbf{b} = \begin{pmatrix} -3.1 \\ 2.7 \\ -9.2 \end{pmatrix}$$

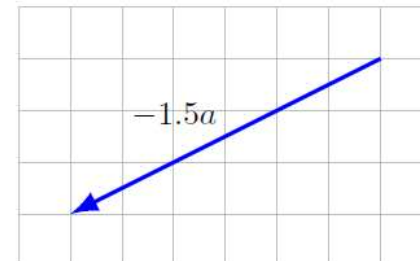
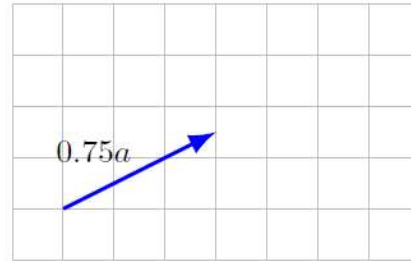
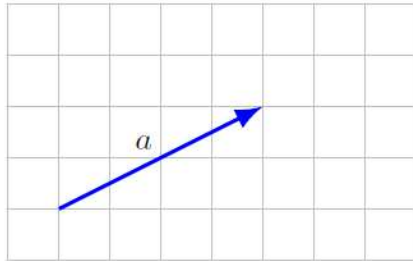
- Sometimes vectors are also represented in a row form with each element separated by commas in a parenthesis like $\mathbf{a} = (-2, -1, 6, 9)$, $\mathbf{b} = (-3.1, 2.7, -9.2)$.
- Some books also represent vectors as $\mathbf{a} = (-2, -1, 6, 9)^T$ or $\mathbf{b} = (-3.1, 2.7, -9.2)^T$. Here T represents Transpose.
- The **elements** / **entries** / **components** of a vector are the values in the array.
- The **size** / **dimension** / **length** of the vector is the number of elements in the vector.
- A vector of unit magnitude is called a **unit vector**.
- A standard unit vector is a vector with one component '1' and all other elements '0'.
 $\hat{i} = \hat{e}_1 = (1,0,0), \quad \hat{j} = \hat{e}_2 = (0,1,0), \quad \hat{k} = \hat{e}_3 = (0,0,1),$
 $\hat{e}_1 = (1,0,0, \dots), \quad \hat{e}_2 = (0,1,0,0, \dots), \dots$
- Vectors can also be represented using the standard unit vectors:
 $\mathbf{a} = 2 \hat{e}_1 - \hat{e}_2 + 6\hat{e}_3 + 9\hat{e}_4, \quad \mathbf{b} = -3.1\hat{i} + 2.7\hat{j} - 9.2\hat{k}$
- A real vector is a vector with all elements as real numbers.
- Just like \mathbf{R} represents the set of real numbers, the set \mathbf{R}^n represents the set of all n -dimensional vectors. $\mathbf{a} \in \mathbf{R}^4$ and $\mathbf{b} \in \mathbf{R}^3$

Vector Addition



- Vector addition is *commutative*: $a + b = b + a$.
- Vector addition is *associative*: $(a + b) + c = a + (b + c)$. We can therefore write both as $a + b + c$.
- $a + 0 = 0 + a = a$. Adding the zero vector to a vector has no effect. (This is an example where the size of the zero vector follows from the context: It must be the same as the size of a .)
- $a - a = 0$. Subtracting a vector from itself yields the zero vector. (Here too the size of 0 is the size of a .)

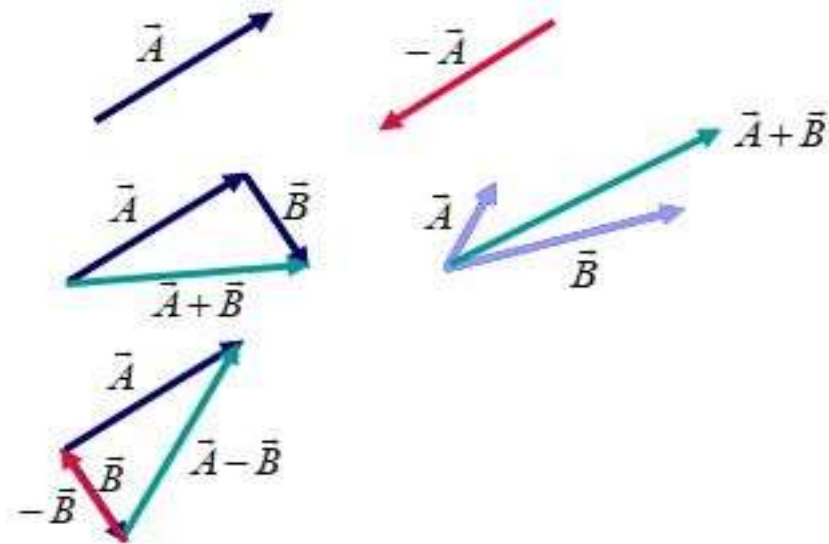
Scalar Multiplication



- The vector $0.75a$ represents the displacement in the direction of the displacement a , with magnitude scaled by 0.75
- $-(1.5)a$ represents the displacement in the opposite direction, with magnitude scaled by 1.5.

Vector Math

- Vector Inverse
 - Just switch direction
- Vector Addition
 - Use head-tail method, or parallelogram method
- Vector Subtraction
 - Use inverse, then add
- Vector Multiplication
 - Two kinds!
 - Scalar, or dot product
 - Vector, or cross product



Vector Addition by Components

$$\vec{A} + \vec{B} = (A_x + B_x)\hat{i} + (A_y + B_y)\hat{j} + (A_z + B_z)\hat{k}$$

Vector dot product

Illustration of dot product:

If \underline{A} and \underline{B} are two vectors of form,

$$\underline{A} = A_1 \underline{i} + A_2 \underline{j} + A_3 \underline{k}$$

$$\underline{B} = B_1 \underline{i} + B_2 \underline{j} + B_3 \underline{k}$$

Then the dot product of \underline{A} and \underline{B} is,

$$\underline{A} \cdot \underline{B} = A_1 B_1 + A_2 B_2 + A_3 B_3$$

The dot relationship of unit vectors along three axes :

$$\underline{i} \cdot \underline{j} = \underline{j} \cdot \underline{k} = \underline{k} \cdot \underline{i} = 0$$

$$\text{and } \underline{i} \cdot \underline{i} = \underline{j} \cdot \underline{j} = \underline{k} \cdot \underline{k} = 1$$

The dot relationship of unit vectors along three axes :

$$\underline{i} \cdot \underline{j}$$

$$\text{and } \underline{i} \cdot \underline{i}$$

Illustration of cross product:

If \underline{A} and \underline{B} are two vectors of form

$$\underline{A} = A_1 \underline{i} + A_2 \underline{j} + A_3 \underline{k}$$

$$\underline{B} = B_1 \underline{i} + B_2 \underline{j} + B_3 \underline{k}$$

Then the cross Product of \underline{A} and \underline{B} is,

$$\underline{A} \times \underline{B} = \begin{vmatrix} \underline{i} & \underline{j} & \underline{k} \\ A_1 & A_2 & A_3 \\ B_1 & B_2 & B_3 \end{vmatrix}$$

The cross relationship of unit vectors along three axes are:

$$\underline{i} \times \underline{i} = \underline{j} \times \underline{j} = \underline{k} \times \underline{k} = 0$$

$$\underline{i} \times \underline{j} = \underline{k} \quad \& \quad \underline{j} \times \underline{i} = -\underline{k}$$

$$\underline{j} \times \underline{k} = \underline{i} \quad \& \quad \underline{k} \times \underline{j} = -\underline{i}$$

$$\underline{k} \times \underline{i} = \underline{j} \quad \& \quad \underline{i} \times \underline{k} = -\underline{j}$$

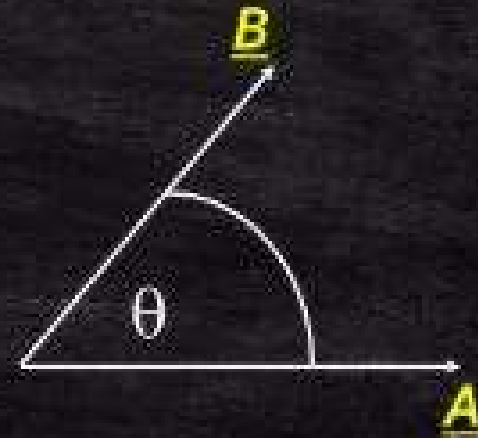
Applications of dot product:

- 1 Finding angle between two vectors:

$$\underline{A} \cdot \underline{B} = |\underline{A}| |\underline{B}| \cos \theta$$

$$\cos \theta = \frac{\underline{A} \cdot \underline{B}}{AB}$$

$$\theta = \cos^{-1} \left(\frac{\underline{A} \cdot \underline{B}}{AB} \right)$$



Laws of Operations

- Commutative

$$\mathbf{A} \cdot \mathbf{B} = \mathbf{B} \cdot \mathbf{A}$$

- Associative with respect to scalar multiplication

$$a (\mathbf{A} \cdot \mathbf{B}) = (a \mathbf{A}) \cdot \mathbf{B} = \mathbf{A} \cdot (a \mathbf{B})$$

- Distributive with respect to vector addition

$$\mathbf{A} \cdot (\mathbf{B} + \mathbf{D}) = (\mathbf{A} \cdot \mathbf{B}) + (\mathbf{A} \cdot \mathbf{D})$$

Definition of Dot Product

The **dot product** of $\mathbf{u} = \langle u_1, u_2 \rangle$ and $\mathbf{v} = \langle v_1, v_2 \rangle$ is given by

$$\mathbf{u} \cdot \mathbf{v} = u_1 v_1 + u_2 v_2.$$

Properties of the Dot Product

Let \mathbf{u} , \mathbf{v} , and \mathbf{w} be vectors in the plane or in space and let c be a scalar.

$$1. \mathbf{u} \cdot \mathbf{v} = \mathbf{v} \cdot \mathbf{u}$$

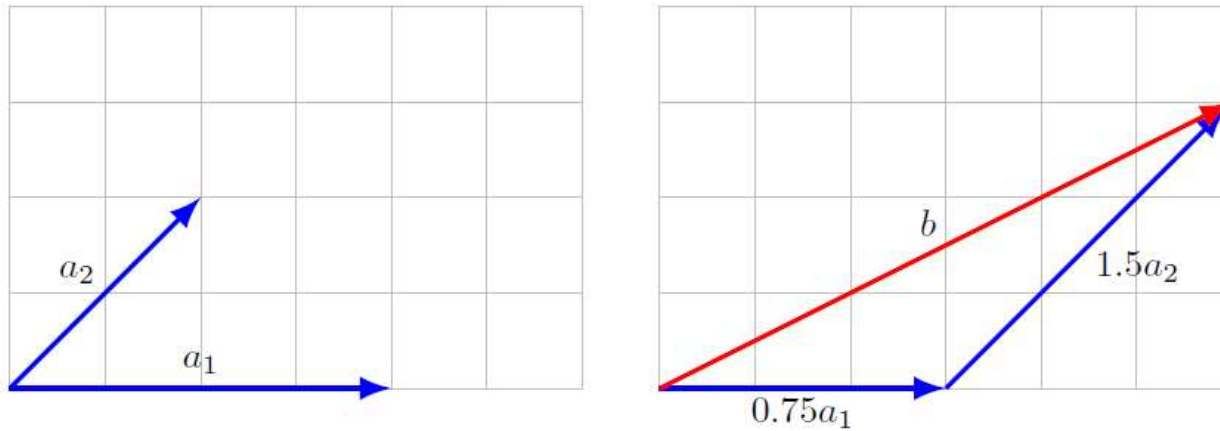
$$2. \mathbf{0} \cdot \mathbf{v} = 0$$

$$3. \mathbf{u} \cdot (\mathbf{v} + \mathbf{w}) = \mathbf{u} \cdot \mathbf{v} + \mathbf{u} \cdot \mathbf{w}$$

$$4. \mathbf{v} \cdot \mathbf{v} = \|\mathbf{v}\|^2$$

$$5. c(\mathbf{u} \cdot \mathbf{v}) = c\mathbf{u} \cdot \mathbf{v} = \mathbf{u} \cdot c\mathbf{v}$$

Linear Combination



The linear combination $b = 0.75a_1 + 1.5a_2$.

Any vector can be written as a linear combination of unit vectors.

Linear combination of vectors

A linear combination of vectors is an expression formed by multiplying each vector by a scalar and then adding the results.

The linear combination of the vectors $u_1, u_2, u_3 \dots u_m$ with scalars $a_1, a_2, a_3 \dots a_m$ is the vector

$$a_1 u_1 + a_2 u_2 + a_3 u_3 \dots + a_m u_m$$

Example

Write $(1,0)$ as the linear combination of $(1,1)$ and $(-1,2)$.

$$\begin{aligned} (1,0) &= \boxed{1} (1,1) + \boxed{0} (-1,2) \\ &= (1,1) + (0,0) \\ &= (1,1) \quad \times \end{aligned}$$

Application of linear combination of vectors

- **Audio mixing:**

When $\mathbf{a}_1, \mathbf{a}_2, \dots, \mathbf{a}_m$ are vectors representing audio signals (over the same period of time, for example, simultaneously recorded), they are called tracks. The linear combination $c_1\mathbf{a}_1 + c_2\mathbf{a}_2 + \dots + c_m\mathbf{a}_m$ is perceived as a mixture (also called a mix) of the audio tracks, with relative loudness given by c_1, c_2, \dots, c_m . A producer in a studio, or a sound engineer at a live show, chooses values of c_1, c_2, \dots, c_m to give a good balance between the different instruments, vocals, and drums.

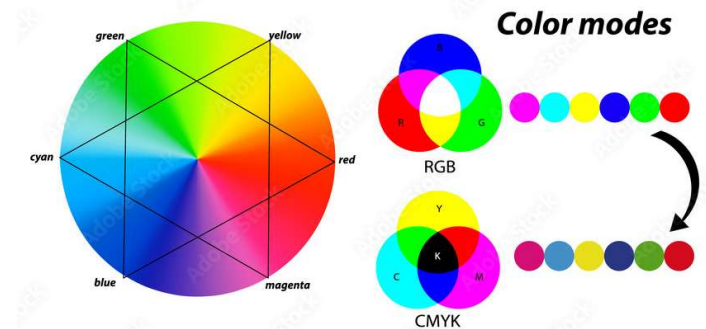


- **Colour mixing:**

$$\text{RGB} = \begin{bmatrix} 0 & 1 \\ 2 & 3 \end{bmatrix}, \begin{bmatrix} 3 & 2 \\ 1 & 6 \end{bmatrix}, \begin{bmatrix} 4 & 7 \\ 3 & 8 \end{bmatrix}$$

➤ Gray Scale = $0.2126R + 0.7152G + 0.0722B$

➤ CMYK (Cyan, Magenta, Yellow, black) used in Commercial printers also uses a combination of these four colours to get different colour combinations



Application of linear combination of vectors

- **Points on a line segment:**

Given a line segment AB, having endpoints A with position vector **a** and B with position vector **b**. All points in the line segment can be represented as $(1-\alpha)\mathbf{a} + \alpha\mathbf{b}$, where $0 \leq \alpha \leq 1$.

Example:

Points between (1,0) and (5,10) can be written as:

$$(1-\alpha)(1,0) + \alpha(5,10) = (1 + 4\alpha, 10\alpha), 0 \leq \alpha \leq 1$$

Note:

If α can take any value then this linear combination will give all values on that particular line.

