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## Lec 1 Notes and Appendix A

**Def:** A matrix is an array of numbers.

$$A = \begin{bmatrix} a_{11} & a_{12} & a_{13} & \dots & a_{1m} \\ a_{21} & a_{22} & a_{23} & \dots & a_{2m} \\ \vdots & & & & \\ a_{n1} & a_{n2} & a_{n3} & \dots & a_{nm} \end{bmatrix}_{n \times m} = (a_{ij})_{n \times m}$$

Notation

$$\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$$

**Def:** Vector

A matrix with 1 column is called a column vector.

A matrix with 1 row is called a row vector.

$$\vec{v} = \begin{bmatrix} 1 \\ 3 \\ 5 \end{bmatrix} \quad \text{col vector}$$

entries / components

$$\mathbb{R}^n = \left\{ \begin{pmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{pmatrix} \mid v_i \in \mathbb{R} \atop 1 \leq i \leq n \right\} = \begin{matrix} \text{the set of all vectors} \\ \text{with } n \text{ rows} \end{matrix}$$

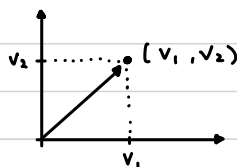
Real Euclidian Space

## Geometric Representation of Vectors

$\mathbb{R}^2$  Cartesian Coordinate Plane

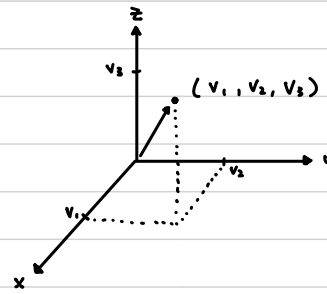
$$\vec{v} \in \mathbb{R}^2$$

$$\vec{v} = \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} \quad v_1, v_2 \in \mathbb{R}$$

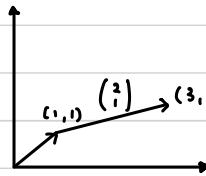
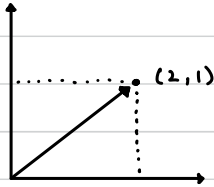


$\mathbb{R}^3$

$$\vec{v} \in \mathbb{R}^3 \quad \vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix} \quad v_1, v_2, v_3 \in \mathbb{R}$$

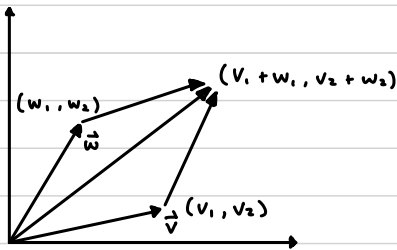


We can translate vectors.



$$\begin{matrix} 3-1=2 \\ 2-1=1 \end{matrix} \Rightarrow \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$

Adding vectors in  $\mathbb{R}^2$  can be represented by a parallelogram.



**Def:** We say that two vectors  $\vec{v}$  and  $\vec{w}$  in  $\mathbb{R}^n$  are parallel if one of them is a scalar multiple of the other.

## Dot Product, Length, Orthogonality

**Def:** The dot product of  $\vec{v}$  and  $\vec{w}$  is:

$$\vec{v} \cdot \vec{w} = v_1 w_1 + v_2 w_2 + \dots + v_n w_n$$

Geometrically:

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

where  $\theta$  is the angle enclosed by  $\vec{v}$  and  $\vec{w}$ .

Note that the dot product of two vectors is a scalar.

### Thm. Rules for dot products

$$(i) \vec{v} \cdot \vec{w} = \vec{w} \cdot \vec{v}$$

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

$$(iii) (k\vec{v}) \cdot \vec{w} = k(\vec{v} \cdot \vec{w})$$

$$(iv) \vec{v} \cdot \vec{v} > 0 \text{ for all nonzero } \vec{v}$$

Since  $\vec{v}$  is nonzero, at least one of the components  $v_i$  is nonzero, so that  $v_i^2$  is positive. Then  $\vec{v} \cdot \vec{v} = v_1^2 + v_2^2 + \dots + v_n^2$  is positive as well.

The length of a vector in  $\mathbb{R}^2$  is  $\sqrt{x_1^2 + x_2^2}$

$$\vec{x} \cdot \vec{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \cdot \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = x_1^2 + x_2^2 = \|\vec{x}\|^2$$

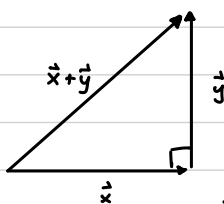
$$\therefore \|\vec{x}\| = \sqrt{\vec{x} \cdot \vec{x}}$$

Def: The length  $\|\vec{x}\|$  of a vector  $\vec{x}$  in  $\mathbb{R}^n$  is

$$\|\vec{x}\| = \sqrt{\vec{x} \cdot \vec{x}} = \sqrt{x_1^2 + x_2^2 + \dots + x_n^2}$$

Def: A vector  $\vec{u}$  in  $\mathbb{R}^n$  is called a unit vector if  $\|\vec{u}\| = 1$

Consider two perpendicular vectors  $\vec{x}$  and  $\vec{y}$  in  $\mathbb{R}^2$ .



By pythagoras theorem,

$$\begin{aligned} \|\vec{x} + \vec{y}\|^2 &= \|\vec{x}\|^2 + \|\vec{y}\|^2 \\ (\vec{x} + \vec{y}) \cdot (\vec{x} + \vec{y}) &= \vec{x} \cdot \vec{x} + \vec{y} \cdot \vec{y} \\ \vec{x} \cdot \vec{x} + 2(\vec{x} \cdot \vec{y}) + \vec{y} \cdot \vec{y} &= \vec{x} \cdot \vec{x} + \vec{y} \cdot \vec{y} \\ \vec{x} \cdot \vec{y} &= 0 \end{aligned}$$

Def: Two vectors  $\vec{v}$  and  $\vec{w}$  in  $\mathbb{R}^n$  are called perpendicular / orthogonal if  $\vec{v} \cdot \vec{w} = 0$

## Cross Product

**Def.** Cross Product in  $\mathbb{R}^3$  Properties:

- (i)  $\vec{v} \times \vec{w}$  is orthogonal to both  $\vec{v}$  and  $\vec{w}$
- (ii)  $\|\vec{v} \times \vec{w}\| = \|\vec{v}\| \sin \theta \|\vec{w}\|$ , where  $\theta$  is the angle between  $\vec{v}$  and  $\vec{w}$ , with  $0 \leq \theta \leq \pi$ .  
The magnitude of the vector  $\vec{v} \times \vec{w}$  is the area of the parallelogram spanned by  $\vec{v}$  and  $\vec{w}$ .
- (iii) The direction of  $\vec{v} \times \vec{w}$  follows the right-hand rule.

**Thm.** Properties of the cross product

- (i)  $\vec{w} \times \vec{v} = -(\vec{v} \times \vec{w})$ : The cross product is anticommutative
- (ii)  $(k\vec{v}) \times \vec{w} = k(\vec{v} \times \vec{w}) = \vec{v} \times (k\vec{w})$
- (iii)  $\vec{v} \times (\vec{u} + \vec{w}) = \vec{v} \times \vec{u} + \vec{v} \times \vec{w}$
- (iv)  $\vec{v} \times \vec{w} = \vec{0}$  iff  $\vec{v}$  is parallel to  $\vec{w}$
- (v)  $\vec{v} \times \vec{v} = \vec{0}$
- (vi)  $\vec{e}_1 \times \vec{e}_2 = \vec{e}_3$ ,  $\vec{e}_2 \times \vec{e}_3 = \vec{e}_1$ ,  $\vec{e}_3 \times \vec{e}_1 = \vec{e}_2$   
 $\vec{e}_2 \times \vec{e}_1 = -\vec{e}_3$ ,  $\vec{e}_3 \times \vec{e}_2 = -\vec{e}_1$ ,  $\vec{e}_1 \times \vec{e}_3 = -\vec{e}_2$

Express cross product in components

$$\begin{aligned} \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix} \times \begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix} &= (v_1 \vec{e}_1 + v_2 \vec{e}_2 + v_3 \vec{e}_3) \times (w_1 \vec{e}_1 + w_2 \vec{e}_2 + w_3 \vec{e}_3) \\ &= (v_2 w_3 - v_3 w_2) \vec{e}_1 + (v_3 w_1 - v_1 w_3) \vec{e}_2 + (v_1 w_2 - v_2 w_1) \vec{e}_3 \\ &= \begin{bmatrix} v_2 w_3 - v_3 w_2 \\ v_3 w_1 - v_1 w_3 \\ v_1 w_2 - v_2 w_1 \end{bmatrix} \end{aligned}$$

**Thm.** The cross product in components

$$\begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix} \times \begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix} = \begin{bmatrix} v_2 w_3 - v_3 w_2 \\ v_3 w_1 - v_1 w_3 \\ v_1 w_2 - v_2 w_1 \end{bmatrix}$$