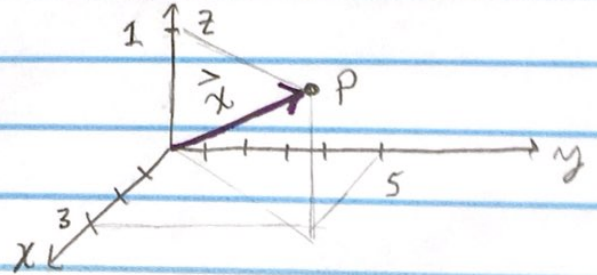


Points & Vectors in \mathbb{R}^n

Any point in \mathbb{R}^n can also be written as a (thought of as) a vector in \mathbb{R}^n .

\mathbb{R}^3 point $P = (3, 5, 1)$

vector $\vec{x} = \langle 3, 5, 1 \rangle = \begin{pmatrix} 3 \\ 5 \\ 1 \end{pmatrix}$



Points are better for describing location, so the numbers are called coordinates.

Vectors also describe location, but can also describe moving in that direction, or a force pulling in that direction, so the numbers are called components.

We can add components to add vectors, and scale vectors by multiplying components.

$$2 \begin{pmatrix} 3 \\ 5 \\ 1 \end{pmatrix} = \begin{pmatrix} 6 \\ 10 \\ 2 \end{pmatrix}$$

$$\begin{pmatrix} 3 \\ 5 \\ 1 \end{pmatrix} + \begin{pmatrix} 0 \\ -3 \\ 6 \end{pmatrix} = \begin{pmatrix} 3 \\ 2 \\ 7 \end{pmatrix}$$

Recall dot product $\langle 0, -3, 6 \rangle \cdot \langle 3, 5, 1 \rangle = 0 - 15 + 6 = -9$

With variables: $\langle 3, 5, 1 \rangle \cdot \langle x, y, z \rangle = 3x + 5y + 1z$

Rows of coefficients
$$\begin{bmatrix} 3 & 5 & 1 \\ 2 & 0 & -4 \end{bmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} -9 \\ 2 \end{pmatrix}$$

is a way to write the system

$$3x + 5y + z = -9$$

$$2x - 4z = 2$$

so solve
$$\left[\begin{array}{ccc|c} 3 & 5 & 1 & -9 \\ 2 & 0 & -4 & 2 \end{array} \right] \begin{array}{l} R_1 \leftarrow R_1 - R_2 \\ R_2 \leftarrow R_2 - 2R_1 \end{array} \left[\begin{array}{ccc|c} 1 & 5 & 5 & -11 \\ 2 & 0 & -4 & 2 \end{array} \right]$$

$$\begin{array}{l} R_2 \leftarrow R_2 - 2R_1 \\ R_2 \leftarrow R_2 / -10 \end{array} \left[\begin{array}{ccc|c} 1 & 5 & 5 & -11 \\ 0 & -10 & -14 & 24 \end{array} \right] \begin{array}{l} R_2 \leftarrow R_2 / -10 \\ R_1 \leftarrow R_1 - 5R_2 \end{array} \left[\begin{array}{ccc|c} 1 & 0 & -2 & -1 \\ 0 & 1 & 1.4 & -2.4 \end{array} \right]$$

$$\Rightarrow x_1 - 2x_3 = -1 \quad \Rightarrow x_1 = -1 + 2x_3$$

$$x_2 + 1.4x_3 = -2.4$$

$$x_3 = x_3 \text{ (free!)}$$

$$x_2 = -2.4 - 1.4x_3$$

$$x_3 = x_3$$

OR

$$x = -1 + 2z$$

$$y = -2.4 - 1.4z$$

$$z = z \text{ (free!)}$$

specific

general

$$x = 1$$

$$y = -2.4$$

$$z = 0$$

pick any value

OR

$$\vec{x} = \begin{pmatrix} x \\ y \\ z \end{pmatrix} = z \begin{pmatrix} 2 \\ -1.4 \\ 1 \end{pmatrix} + \begin{pmatrix} -1 \\ -2.4 \\ 0 \end{pmatrix}$$

↳ this version of the general answer for a system is called a linear combination of constant vectors, with one variable coefficient. In general there is one vector for each free variable plus one constant vector (no variable).