

Vectors

What is a vector?

- A collection of numbers, called a "tuple" or components.
- Organized
- The # of components denotes the dimension of the vector.

V (an underscore denotes a vector)

$$\underline{V} = \begin{bmatrix} V_1 \\ V_2 \end{bmatrix} \quad V_1, V_2 \text{ are components of } \underline{V}$$

Components also denoted by V_i

V is a column vector

Another vector $\underline{u} = [u_1, u_2]$ is a row vector

The vector is the core of linear algebra.

Linear algebra: manipulation of vectors & groups of vectors.

Vector Operations

Let \underline{u} & \underline{v} be any two vectors of the same dimension.

ex.) $\underline{u} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \\ u_4 \end{bmatrix} \leftarrow \text{A vector of dimension } 4$

$$\underline{v} = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \\ v_4 \end{bmatrix}$$

① Addition: $\underline{w} = \underline{u} + \underline{v} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \\ u_4 \end{bmatrix} + \begin{bmatrix} v_1 \\ v_2 \\ v_3 \\ v_4 \end{bmatrix}$

$$\underline{w} = \begin{bmatrix} u_1 + v_1 \\ u_2 + v_2 \\ u_3 + v_3 \\ u_4 + v_4 \end{bmatrix} \Rightarrow \begin{bmatrix} w_1 \\ w_2 \\ w_3 \\ w_4 \end{bmatrix} \quad w_i = u_i + v_i$$

② Subtraction: $\underline{w} = \underline{u} - \underline{v} = \begin{bmatrix} u_1 - v_1 \\ u_2 - v_2 \\ u_3 - v_3 \\ u_4 - v_4 \end{bmatrix}$

$$w_i = u_i - v_i$$

③ Scalar Multiplication

Let $c = \text{Scalar number}$

$$\text{Now, } \underline{w} = c \underline{u} = \begin{bmatrix} c u_1 \\ c u_2 \\ c u_3 \\ c u_4 \end{bmatrix} \quad w_i = c u_i$$

④ Special Vectors

- Zero Vector : $\underline{0} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$

$$\underline{v} - \underline{v} = \underline{0}$$

- One Vector : $\underline{1} = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$

⑤ Order of operation:

$$\underline{u} + \underline{v} = \underline{v} + \underline{u} \quad c \underline{u} = \underline{u} c$$

Multiplication & Division differ from
Scalar math.

Linear Combination of Vectors

A linear combination of vector is the scaled sum of vectors,

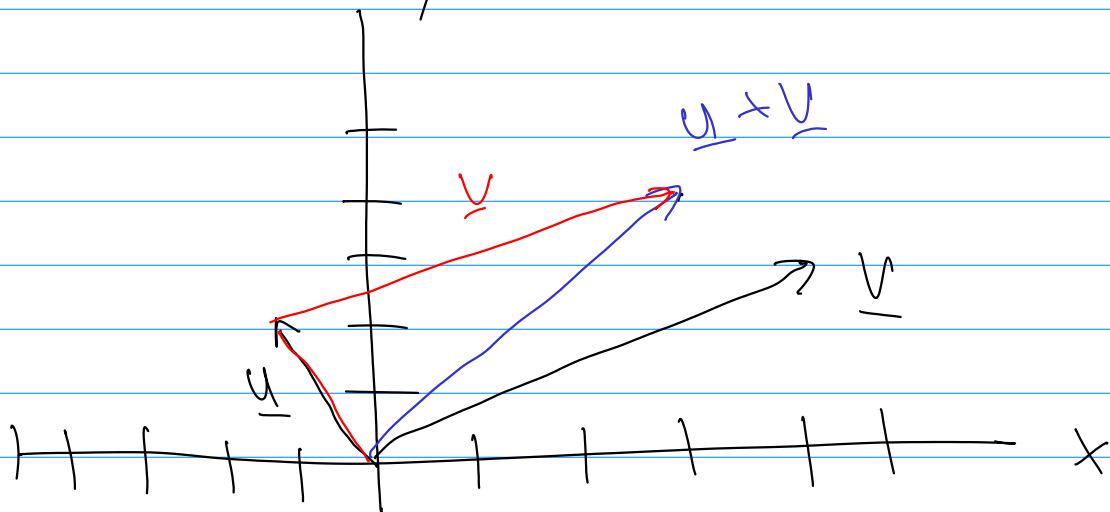
let \underline{u} & \underline{v} be vectors of the same dimension

let c & d be scalars,

$$c\underline{u} + d\underline{v} = \underline{w}$$
$$cu_i + dv_i = w_i$$

Graphical Representation

2D: $\underline{u} = \begin{bmatrix} -1 \\ 2 \end{bmatrix}$ $\underline{v} = \begin{bmatrix} 4 \\ 2 \end{bmatrix}$ "x-comp"
 "y-comp"



let $c=1$ $d=1$,

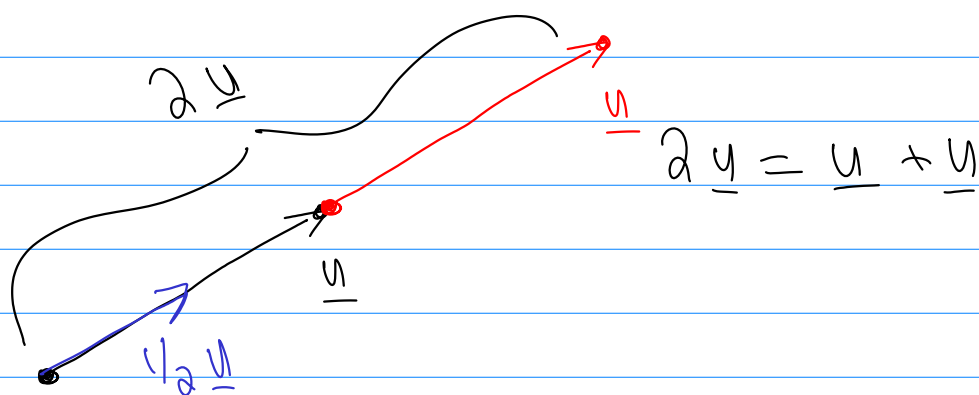
$$\underline{w} = c\underline{u} + d\underline{v} = \begin{bmatrix} -1 \\ 2 \end{bmatrix} + \begin{bmatrix} 4 \\ 2 \end{bmatrix} = \begin{bmatrix} 3 \\ 4 \end{bmatrix}$$

Graphically: "Head to Tail"

Linear Combination Identities:

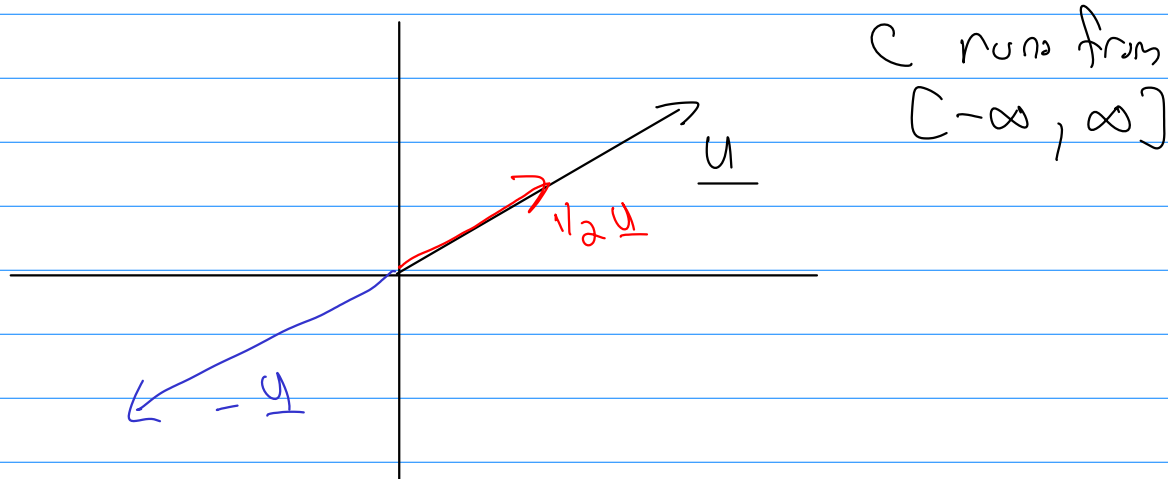
- $0\underline{u} + 0\underline{v} = \underline{0}$

- $c\underline{u} + 0\underline{v} = c\underline{u}$

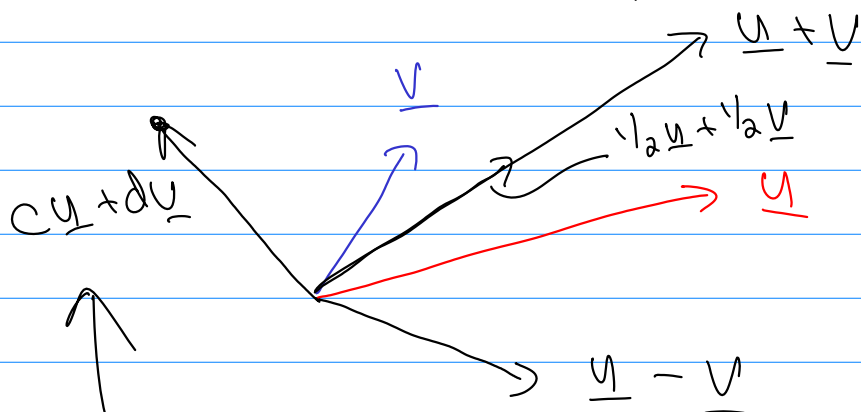


- Geometric Interpretation of Linear Combinations

① What are all combinations of $c\underline{u}$



- ② Linear Combination of 2 Vectors
 \underline{u} & \underline{v} are not aligned.



Could I find c & d to make
 this physical vector?
 Yes!

\Rightarrow All possible combinations describe a
 plane,

- ③ All vectors w/ dimension 3 such
 that $\underline{z} = c\underline{u} + d\underline{v} + e\underline{w}$

$$\underline{u} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix}$$

Describes a Volume,

Dot Products: "Multiplying Vectors"

Also called an inner product

This multiplies 2 vectors and results in a scalar,

Dot product of vectors \underline{u} & \underline{v} is $\underline{u} \cdot \underline{v}$

$$\underline{u} \cdot \underline{v} = \begin{bmatrix} u_1 \\ u_2 \end{bmatrix} \cdot \begin{bmatrix} v_1 \\ v_2 \end{bmatrix} = u_1 v_1 + u_2 v_2 = u_i v_i$$

$$\text{ex.) } \underline{u} = \begin{bmatrix} 4 \\ 2 \end{bmatrix} \quad \underline{v} = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

$$\underline{u} \cdot \underline{v} = 4(-1) + 2(1) = -4 + 2 = -2$$

Higher Dimensions:

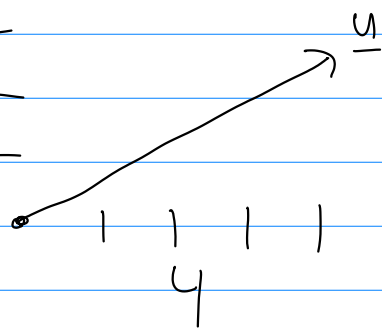
$$\underline{u} \cdot \underline{v} = \sum_{i=1}^n u_i v_i \quad n = \text{Dimension of } \underline{u} \text{ (and } \underline{v})$$

- Dot product of \underline{u} with \underline{u} :

$$\begin{aligned} \underline{u} \cdot \underline{u} &= u_1^2 + u_2^2 + u_3^2 + \dots + u_n^2 = \|\underline{u}\|^2 \\ &= \text{"length" of } \underline{u} \text{ squared} \end{aligned}$$

(Also called the 2-norm)

In 2D: $\underline{u} = \begin{bmatrix} 4 \\ 3 \end{bmatrix}$



$$(4^2 + 3^2)^{1/2} = \sqrt{\|\underline{u}\|^2}$$

$\Rightarrow \|\underline{u}\|$ = The magnitude ("length") of vector \underline{u} .

If $\|\underline{u}\| = 1$, then \underline{u} is called a **unit vector**.

ex.) $\underline{u} = \begin{bmatrix} 1/2 \\ 1/2 \\ 1/2 \\ 1/2 \end{bmatrix}$ Is this a unit vector?
Check:

$$(1/2)^2 = 1/4$$

$$\underline{u} \cdot \underline{u} = 1/4 + 1/4 + 1/4 + 1/4 = 1 = \|\underline{u}\|^2$$

$$\Rightarrow \|\underline{u}\| = 1$$

- Note: Any vector can be transformed into a unit vector by multiplying by $\frac{1}{\|\underline{u}\|}$. $\frac{\underline{u}}{\|\underline{u}\|}$ is a unit vector.

$$\underline{v} = \frac{\underline{u}}{\|\underline{u}\|} \Rightarrow \underline{v} \cdot \underline{v} = \frac{\underline{u}}{\|\underline{u}\|} \cdot \frac{\underline{u}}{\|\underline{u}\|} = \frac{\underline{u} \cdot \underline{u}}{\|\underline{u}\|^2} = \frac{\|\underline{u}\|^2}{\|\underline{u}\|^2} = 1$$

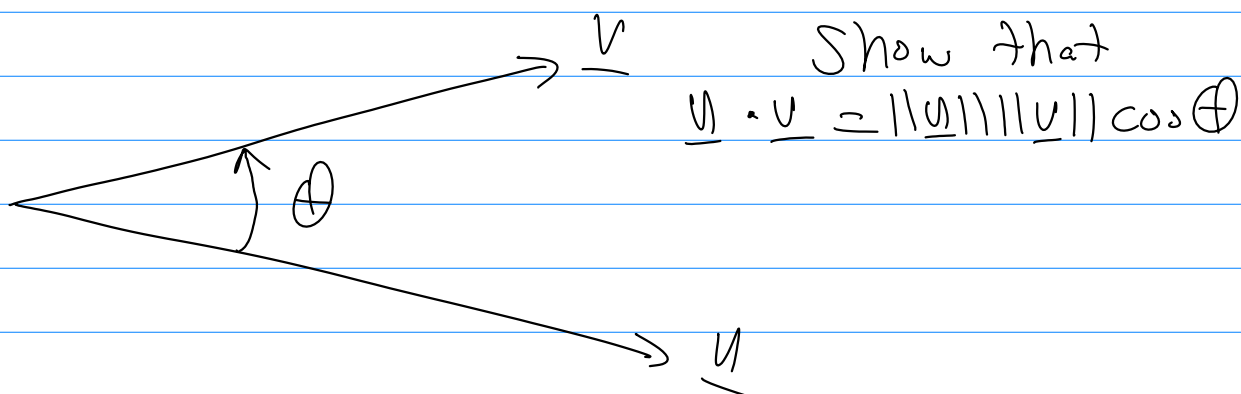
Example Unit Vector: Cartesian Directions

$$\underline{e}_i = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad \underline{e}_j = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

$$\underline{e}_i = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \quad \underline{e}_j = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \quad \underline{e}_k = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

Back to Dot product,

The Dot product also gives you the inner angle between vectors, in the plane defined by those two vectors,



Show that $\underline{u} \cdot \underline{v} = \|\underline{u}\| \|\underline{v}\| \cos \theta$

To show that, use the Law of Cosine

$$\|\underline{u} - \underline{v}\|^2 = \|\underline{u}\|^2 + \|\underline{v}\|^2 - 2\|\underline{u}\|\|\underline{v}\|\cos\theta$$

$$\hookrightarrow \|\underline{u} - \underline{v}\|^2 = (\underline{u} - \underline{v}) \cdot (\underline{u} - \underline{v})$$

$$= \underline{u} \cdot \underline{u} - \underline{u} \cdot \underline{v} - \underline{v} \cdot \underline{u} + \underline{v} \cdot \underline{v}$$

$$= \underline{u} \cdot \underline{u} - 2\underline{u} \cdot \underline{v} + \underline{v} \cdot \underline{v}$$

$$= \underbrace{\|\underline{u}\|^2 - 2\underline{u} \cdot \underline{v} + \|\underline{v}\|^2}$$

$$\|\underline{u} - \underline{v}\|^2 = \|\underline{u}\|^2 + \|\underline{v}\|^2 - 2\underline{u} \cdot \underline{v} = \|\underline{u}\|^2 + \|\underline{v}\|^2 - 2\|\underline{u}\|\|\underline{v}\|\cos\theta$$

$$\Rightarrow \underline{u} \cdot \underline{v} = \|\underline{u}\|\|\underline{v}\|\cos\theta$$

- What if $\underline{u} \cdot \underline{v} = 0$?

If $\underline{u} \cdot \underline{v} = 0$, then \underline{u} & \underline{v} are perpendicular.

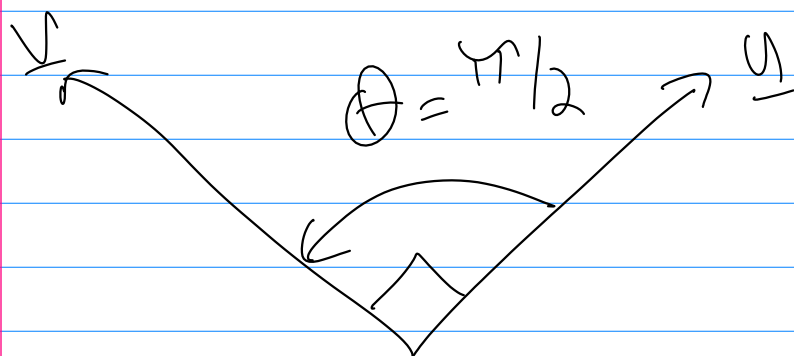
Show that $\underline{u} \cdot \underline{v} = 0$ iff they are orthogonal.

To do this show:

① If \underline{u} & \underline{v} are \perp , then $\underline{u} \cdot \underline{v} = 0$

② If $\underline{u} \cdot \underline{v} = 0$, then \underline{u} & \underline{v} are \perp .

① If \underline{u} & \underline{v} are \perp



$$\underline{u} \cdot \underline{v} = \|\underline{u}\| \|\underline{v}\| \cos \theta = \|\underline{u}\| \|\underline{v}\| \cos \frac{\pi}{2} = 0$$

② If $\underline{u} \cdot \underline{v} = 0$, are they \perp ?

$$\underline{u} \cdot \underline{v} = \|\underline{u}\| \|\underline{v}\| \cos \theta = 0$$

In general, $\|\underline{u}\| \neq 0$ & $\|\underline{v}\| \neq 0$

$$\Rightarrow \cos \theta = 0 \Rightarrow \theta = \pi/2$$

Look again at $\underline{u} \cdot \underline{v} = \|\underline{u}\| \|\underline{v}\| \cos \theta$

$$\Rightarrow |\underline{u} \cdot \underline{v}| = |\|\underline{u}\| \|\underline{v}\| \cos \theta| \leq |\|\underline{u}\| \|\underline{v}\|| = \|\underline{u}\| \|\underline{v}\|$$

$$\Rightarrow |\underline{u} \cdot \underline{v}| \leq \|\underline{u}\| \|\underline{v}\| \leftarrow \text{Schwartz Inequality}$$