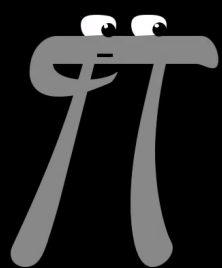
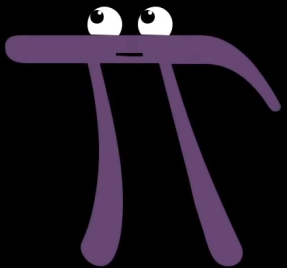


Physics student



Mathematician

↑ 선형대수학.




CS student

\vec{v}

$\begin{bmatrix} 1 \\ 2 \end{bmatrix}$

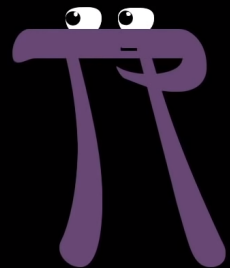
Vectors \Leftrightarrow lists of numbers

↑ 컴퓨터에서 정의하는 벡터)



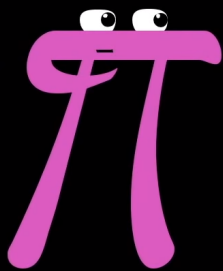
$\left[\begin{array}{c} 2,600 \text{ ft}^2 \\ \$300,000 \end{array} \right]$

} 2 dimensional



CS student

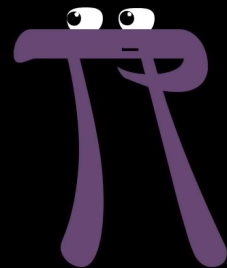
리스트의 길이가 2이기 때문입니다.



Physics student

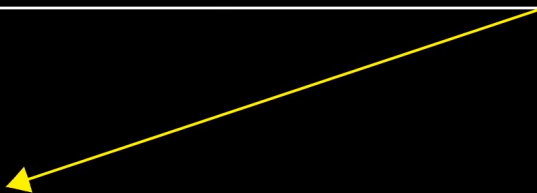
$$\begin{bmatrix} 2 \\ 1 \end{bmatrix} \Leftrightarrow \begin{array}{c} \text{vector diagram with components 2 and 1} \end{array}$$

↑ 선형대수학의 벡터 정의는
'물리학'의 정의와 '컴공'의 정의를
동시에 포함하고 있음.



CS student

"Scaling"

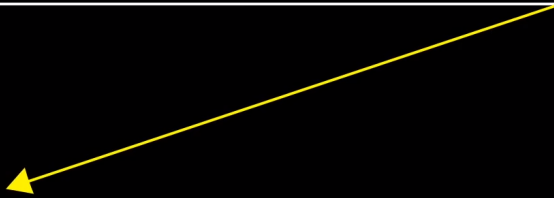


이처럼 벡터 길이를 늘이거나 줄이거나, 방향을 뒤집는 것을 "스케일링(scaling)" 이라고 부릅니다.

↑ 벡터의 실수배
ex) $k \times \vec{v}$

“Scaling”

$2, \frac{1}{3}, -1.8, \dots$



2, 1/3, -1.8 같이 벡터 스케일링에 사용되는 숫자들을 "스칼라(scalar)" 라고 합니다. 🌐

↳ 벡터의 실수배에서
벡터에 곱해지는
실수 k .