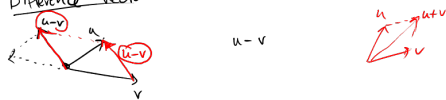


Scalar Multiplication: 5v symbolic
 $5(1,2,3) = (5,10,15)$
 ↑
 scalar

Difference Vector



\mathbb{R}^n = set of all n-tuples. $(x_1, x_2, x_3, \dots, x_n)$
 ———
 real #s

Linear Combination:

$\vec{u}, \vec{v}, \vec{w}$ 3 given vectors

any vector of the form:

$$\vec{a} = c_1\vec{u} + c_2\vec{v} + c_3\vec{w}$$

↑
scalars

Ex. \mathbb{R}^2

$$3(0,1) + \pi(1,0) = (\pi, 3)$$

$$(4,3, -7, 9)$$

$$4 \cdot 3(1,0) - 7 \cdot 9(0,1) = (4 \cdot 3, -7 \cdot 9)$$

Norm: (Magnitude)
 Length

$$\vec{v} = (v_1, v_2, \dots, v_n)$$

$$\|\vec{v}\| = \sqrt{v_1^2 + v_2^2 + \dots + v_n^2}$$

$$\vec{i} = (1, 0, 0)$$



$$\|\vec{i}\| = \sqrt{0^2 + 0^2 + 1^2} = 1$$

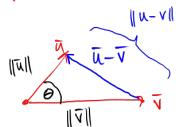
Dot Product: Produces a real # from 2 vectors

$$\vec{u} = (u_1, u_2, u_3), \vec{v} = (v_1, v_2, v_3)$$

$$\vec{u} \cdot \vec{v} = u_1v_1 + u_2v_2 + u_3v_3 \quad \left. \begin{array}{l} \text{red} \\ \# \end{array} \right\}$$

↑
dot product

Surprise! The angle can be found using dot product.



$$a^2 + b^2 = c^2$$

more generally

$$c^2 = a^2 + b^2 - 2ab \cos 90^\circ \Rightarrow \cos 90^\circ = 0$$

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

$$a^2 + b^2 - 2ab \cos \theta = c^2$$

Fact: NORM-SQUARED IS DOT PRODUCT of u

$$\vec{u} \cdot \vec{u} = \|\vec{u}\|^2$$

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

$$\vec{v} \cdot \vec{v} = \|\vec{v}\|^2$$

$$\cos\theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\|\|\vec{v}\|} \quad \theta = \cos^{-1}\left(\frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\|\|\vec{v}\|}\right)$$

The angle b/w vectors:

Q: Is $\|u\| \geq 0$? Yes,

$$\|u\| = \sqrt{\sum u_i \cdot u_i}$$

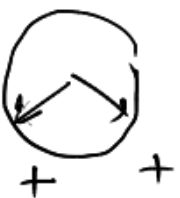
Fact:

$$\|k \bar{v}\| = |k| \|v\|$$

Q: How can you tell if the angle b/w two vectors is acute or obtuse or 90° .

$$u = (1, 2, 3)$$

$$v = (-1, 0, 5)$$



$$\theta = \cos^{-1} \left(\frac{u \cdot v}{\|u\| \|v\|} \right)$$

$$u \cdot v = 0 \Rightarrow \cos^{-1}(0) = 90^\circ$$

$u \cdot v < 0 \Rightarrow$ obtuse

$u \cdot v > 0 \Rightarrow$ acute

Algebraic Properties of Dot.

• $\mathbf{0} \cdot \vec{v} = \vec{0}$ $\mathbf{0}(1, 2, 3, 4, 5, -1) = (0, 0, 0, 0, 0, 0)$

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

Orthogonal vectors $\frac{1}{2}$ Orthonormal vectors

fancy for perpendicular

An orthogonal set:

$\{\vec{u}_1, \vec{u}_2, \dots, \vec{u}_n\}$
are all \perp (orthogonal)

$\Rightarrow \vec{u}_1 \cdot \vec{u}_2 = 0$

$\vec{u}_i \cdot \vec{u}_j = 0 \quad \forall i, j$

for all

NORMAL means unit length
so to normalize means
to scale s.t. length = 1.

Exercise

$\vec{v} = (1, 2, 3)$

produce a vector pointing in same
direction as \vec{v} , but having unit length.

$\vec{w} = \frac{1}{\|\vec{v}\|} \cdot \vec{v}$

↓
vector

kills the length.