

2.

4

Def: The span of $v_1, \dots, v_k \in \mathbb{R}^n$ is

$$\text{span}(v_1, \dots, v_k) = \left\{ \underbrace{c_1 v_1 + \dots + c_k v_k}_{\text{a linear combination of } v_1, \dots, v_k} \mid c_1, \dots, c_k \in \mathbb{R} \right\}$$

"the set of all linear combinations of v_1, \dots, v_k "

adding k vectors is like adding
two because $+$ is associative
 $\dots((v_1+v_2)+v_3)+\dots+v_k$
why?

The dimension of this span is the minimum number of these vectors needed to span. e.g. $\dim(\text{line})=?$ $\dim(\text{plane})=?$ $\dim(\text{point})=?$

E.g. Is $x = (1, 3, -1, -2)$ a linear combination of $u = (1, 1, 0, -1)$ and $v = (2, 0, 1, 1)$? Does x lie in the plane spanned by u and v ?

Can we find s, t so that

$$s u + t v = x ?$$

||

$$(s, s, 0, -s) + (2t, 0, t, t) = (s+2t, s, t, -s+t) \stackrel{?}{=} (1, 3, -1, -2)$$

$$\begin{array}{l} s+2t=1 \\ s=3 \\ t=-1 \end{array}$$

but $3u - v = (1, 3, -1, -4) \neq x$, so: No.

$$-s+t=-2$$

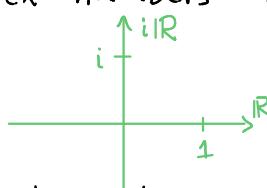
This linear system is inconsistent.

Systematic
(algorithmic)
Way to solve:
next week

Note about \mathbb{R} :

Nothing so far used \mathbb{R} ! Could have used

- complex numbers $\mathbb{C} = \{a+bi \mid a, b \in \mathbb{R}\}$, where $i^2 = -1$, so $i = \sqrt{-1}$



= the set of linear combinations of 1 and i

= the plane spanned by 1 and i

- rational numbers $\mathbb{Q} = \left\{ \frac{a}{b} \mid a, b \text{ integers and } b \neq 0 \right\}$ where $\frac{a}{b} = \frac{a'}{b'}$ if $ab' = a'b$

- binary field $\mathbb{F}_2 = \{0, 1\}$ where $0+0=0$ $0 \cdot 0=0$

$$0+1=1 \quad 0 \cdot 1=0$$

$$1+1=0 \quad 1 \cdot 1=1$$

but not integers $\mathbb{Z} = \{\dots, -2, -1, 0, 1, 2, \dots\}$.

why? Because you might have to divide by 3 to solve a linear system

Q. What is special about \mathbb{R} ?

A. For $x \in \mathbb{R}$, $x^2 \geq 0$. that's the special thing: \mathbb{R} is ordered. \mathbb{C} ? \mathbb{F}_2 ? \mathbb{Q} ?

Def: length of $x \in \mathbb{R}^n$ is $\|x\| = \sqrt{x_1^2 + \dots + x_n^2}$.

(or magnitude)

Why? $x = x_1 e_1 + \dots + x_n e_n$ $e_i = (\dots, 0, 1, 0, \dots)$

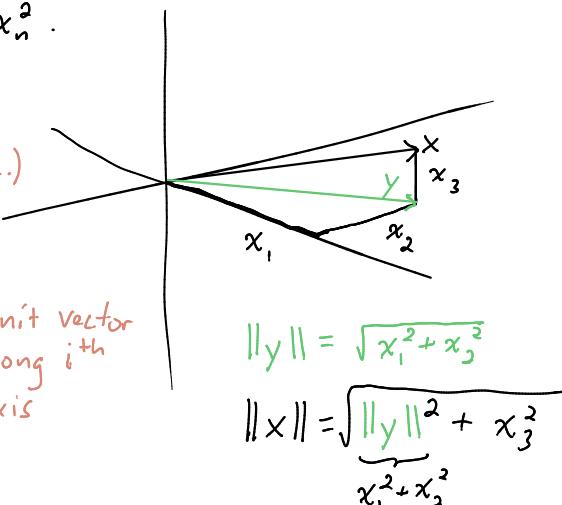
$$= \underbrace{x_1 e_1 + \dots + x_{n-1} e_{n-1}}_{x_{n-1}} + x_n e_n$$

ith slot

$$\Rightarrow \|x\|^2 = \|x_{n-1}\|^2 + x_n^2 \quad \text{by Pythagoras}$$

$x_1^2 + \dots + x_{n-1}^2$ by induction on n

$\Rightarrow e_i$ = unit vector along ith axis



$x = 0 \Leftrightarrow \|x\| = 0$

$x \neq 0 \Rightarrow \frac{x}{\|x\|}$ is a unit vector (length = 1) in the "same direction" as x .

Another way to express it:

Def: For $x, y \in \mathbb{R}^n$ (or $\mathbb{C}^n, \mathbb{Q}^n, \mathbb{F}_2^n, \dots$)

their dot product is $x \cdot y = x_1 y_1 + \dots + x_n y_n$.

Thus $\|x\|^2 = x \cdot x$ in \mathbb{R}^n .

Note: $x \cdot x < 0$ is possible in \mathbb{C}^n : $(1, 2i) \cdot (1, 2i) = 1 - 4 = -3$.

Proposition:

commutative	1. $x \cdot y = y \cdot x$	for all $x, y \in \mathbb{R}^n$	}
associative	2. $(cx) \cdot y = c(x \cdot y)$	"	
distributive	3. $x \cdot (y+z) = x \cdot y + x \cdot z$	"	
positive...	4. $x \cdot x = \ x\ ^2 \geq 0$	forall $x \in \mathbb{R}^n$	needs \mathbb{R}
...definite	5. $x \cdot x = 0 \Leftrightarrow x = 0$		

works over any field

Pf: 1. $x_i y_i = y_i x_i$. ← still a sentence!

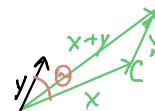
$$2. (cx_i) y_i = c(x_i y_i).$$

$$3. x_i(y_i + z_i) = x_i y_i + x_i z_i.$$

4. $\|x\|$ is a sum of squares...

5. ...that is nonzero if $x \neq 0$. \square

$$\begin{aligned} \text{E.g. } \|x+y\|^2 &= (x+y) \cdot (x+y) \\ &= (x+y) \cdot x + (x+y) \cdot y \\ &= \|x\|^2 + y \cdot x + x \cdot y + \|y\|^2 \\ &= \|x\|^2 + 2x \cdot y + \|y\|^2 \end{aligned}$$

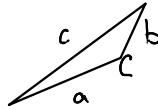


$$\Rightarrow \|x\|^2 + \|y\|^2 = \|x+y\|^2 - 2x \cdot y$$

Over \mathbb{R} : "recall" Law of cosines: $a^2 + b^2 = c^2 + 2ab \cos C$.

$$2ab \cos C = -2\|x\|\|y\| \cos \theta$$

$$\text{since } C = \pi - \theta$$



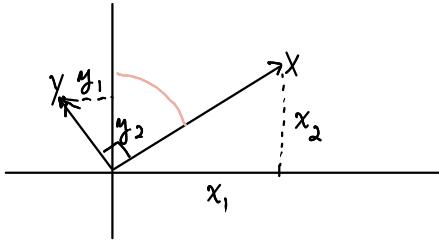
$$\text{Thus } -2x \cdot y \text{ "should be" } -2\|x\|\|y\| \cos \theta.$$

Def: The angle θ between x and y is defined by

$$\cos \theta = \frac{x \cdot y}{\|x\|\|y\|} = \frac{x}{\|x\|} \cdot \frac{y}{\|y\|}.$$

x and y are orthogonal ($x \perp y$) if $x \cdot y = 0$.

E.g. in \mathbb{R}^2 :



$$\begin{aligned} \text{similar } \Delta s \text{ why? Both have an angle } &\pi/2 - \theta \\ \Rightarrow \frac{x_1}{y_2} &= \frac{x_2}{-y_1} \\ &\text{since } y_1 < 0 \\ \Rightarrow x_1 y_2 + x_2 y_1 &= 0. \end{aligned}$$

For higher dim check by induction, or use invariance of $x \cdot y$ under rotation later in the course: put x, y in the plane. Actually, put x, y on axes!

Def of θ needs

Prop (Cauchy-Schwarz inequality):

$$|x \cdot y| \leq \|x\|\|y\|. \quad "=" \text{ holds } \Leftrightarrow \text{one is a scalar times the other.}$$

Pf: Easy if $x=0$ or $y=0$ so assume not.

First do case of unit vectors. Need $-1 \leq x \cdot y \leq 1$.

$$\|x+y\|^2 = \|x\|^2 + 2x \cdot y + \|y\|^2 = 2(x \cdot y + 1) \geq 0 \Rightarrow x \cdot y \geq -1.$$

$$\|x-y\|^2 = \dots = \dots \Rightarrow x \cdot y \leq 1.$$

$$\text{General: } \left| \frac{x}{\|x\|} \cdot \frac{y}{\|y\|} \right| \leq 1 \Rightarrow |x \cdot y| \leq \|x\|\|y\|. \quad \square$$