

Vectors

A matrix with only one column is called a column vector, or simply a vector.

$$\mathbf{u} = \begin{bmatrix} 3 \\ 2 \end{bmatrix}, \mathbf{v} = \begin{bmatrix} -1 \\ 0 \end{bmatrix}$$

The set of all vectors with 2 entries is \mathbb{R}^2 (read R-two), since each of the two entries can be any real number.

Two vectors are equal if the corresponding entries are equal.

Ordered pairs in the xy -plane, like vectors in \mathbb{R}^2 , are represented by two numbers.

We can identify the plotted point $(3,-1)$ with the

column vector $\begin{bmatrix} 3 \\ -1 \end{bmatrix}$.

Sometimes, it is useful to include a directed line segment (arrow) from the origin to the point, though we are not interested in any of the points on the segment.

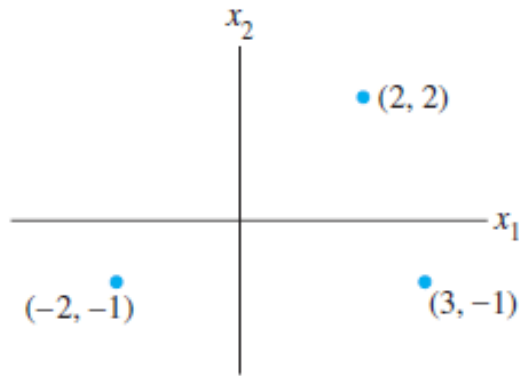


FIGURE 1 Vectors as points.

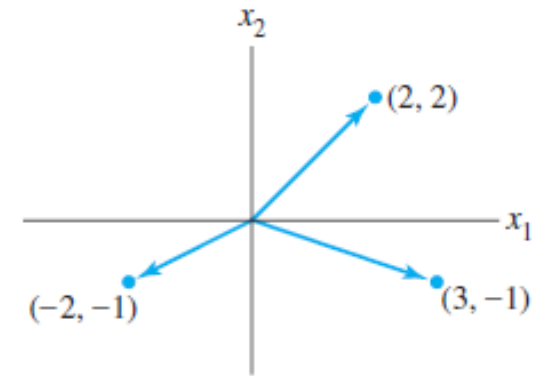


FIGURE 2 Vectors with arrows.

Adding and subtracting vectors means performing the operations on corresponding entries

Scalar multiplication means multiplying a vector by a constant (scalar)

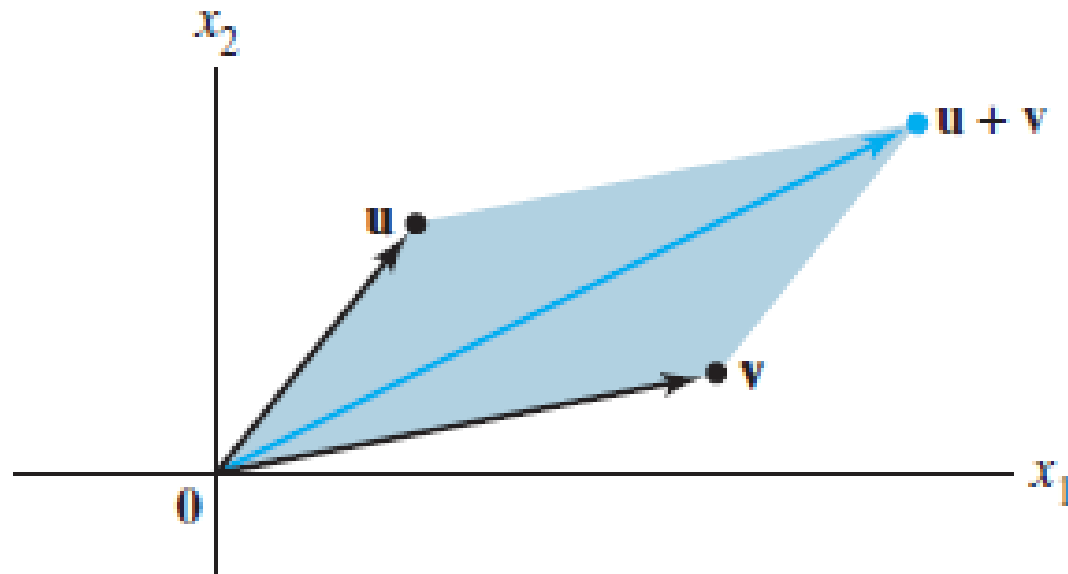
→ We do this by multiplying each entry by the constant

Ex. Let $\mathbf{u} = \begin{bmatrix} 2 \\ -3 \end{bmatrix}$ and $\mathbf{v} = \begin{bmatrix} 4 \\ 1 \end{bmatrix}$

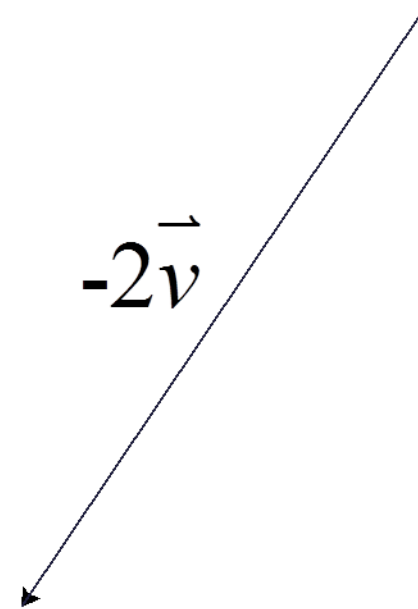
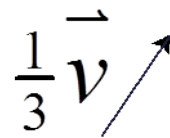
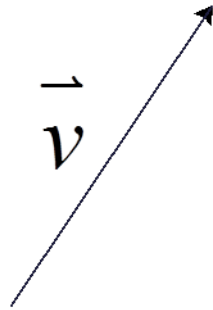
a. $3\mathbf{u}$

b. $3\mathbf{u} - \mathbf{v}$

If \mathbf{u} and \mathbf{v} in \mathbb{R}^2 are represented as points in the xy -plane, then $\mathbf{u} + \mathbf{v}$ corresponds to the fourth vertex of the parallelogram formed by \mathbf{u} and \mathbf{v} .



Def. If c is a scalar and \mathbf{v} is a vector, then $c\mathbf{v}$ is the vector with the same direction as \mathbf{v} that has length c times as long as \mathbf{v} . If $c < 0$, then $c\mathbf{v}$ goes in the opposite direction as \mathbf{v} .



These ideas can be extended to n -dimensional space, \mathbb{R}^n .

$$\mathbf{u} = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix}$$

The zero vector, $\mathbf{0}$, is the vector whose entries are all zero.

Algebraic Properties of \mathbb{R}^n

For all $\mathbf{u}, \mathbf{v}, \mathbf{w}$ in \mathbb{R}^n and all scalars c and d :

(i) $\mathbf{u} + \mathbf{v} = \mathbf{v} + \mathbf{u}$

(v) $c(\mathbf{u} + \mathbf{v}) = c\mathbf{u} + c\mathbf{v}$

(ii) $(\mathbf{u} + \mathbf{v}) + \mathbf{w} = \mathbf{u} + (\mathbf{v} + \mathbf{w})$

(vi) $(c + d)\mathbf{u} = c\mathbf{u} + d\mathbf{u}$

(iii) $\mathbf{u} + \mathbf{0} = \mathbf{0} + \mathbf{u} = \mathbf{u}$

(vii) $c(d\mathbf{u}) = (cd)(\mathbf{u})$

(iv) $\mathbf{u} + (-\mathbf{u}) = -\mathbf{u} + \mathbf{u} = \mathbf{0}$,
where $-\mathbf{u}$ denotes $(-1)\mathbf{u}$

(viii) $1\mathbf{u} = \mathbf{u}$

A linear combination of vectors involves multiplying each vector by a constant coefficient and adding the results.

$$\mathbf{y} = c_1\mathbf{v}_1 + c_2\mathbf{v}_2 + \dots + c_n\mathbf{v}_n$$

is a linear combination of $\mathbf{v}_1, \mathbf{v}_2, \dots, \mathbf{v}_n$

→ The vector $\mathbf{u} = \begin{bmatrix} 14 \\ -7 \end{bmatrix}$ is a linear combination of

$$\mathbf{v}_1 = \begin{bmatrix} 2 \\ -3 \end{bmatrix} \text{ and } \mathbf{v}_2 = \begin{bmatrix} 4 \\ 1 \end{bmatrix} \text{ because } \mathbf{u} = 3\mathbf{v}_1 + 2\mathbf{v}_2.$$

The coefficients are called the weights of the combination

Ex. Determine if \mathbf{b} can be written as a linear combination of \mathbf{a}_1 and \mathbf{a}_2 .

$$\mathbf{a}_1 = \begin{bmatrix} 1 \\ -2 \\ -5 \end{bmatrix}, \mathbf{a}_2 = \begin{bmatrix} 2 \\ 5 \\ 6 \end{bmatrix}, \mathbf{b} = \begin{bmatrix} 7 \\ 4 \\ -3 \end{bmatrix}$$

Notice that the columns of our augmented matrix were \mathbf{a}_1 , \mathbf{a}_2 , and \mathbf{b} .

→ We can abbreviate by writing $[\mathbf{a}_1 \quad \mathbf{a}_2 \quad \mathbf{b}]$

In general:

A vector equation $x_1\mathbf{a}_1 + x_2\mathbf{a}_2 + \dots + x_n\mathbf{a}_n = \mathbf{b}$ has the same solution set as the linear system whose augmented matrix is $[\mathbf{a}_1 \quad \mathbf{a}_2 \quad \dots \quad \mathbf{a}_n \quad \mathbf{b}]$

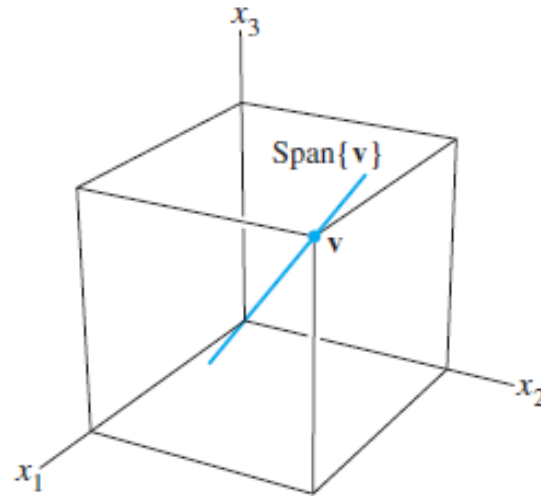
Ex. Convert $\begin{cases} 3x_1 - 2x_2 + x_3 = 4 \\ -x_1 + 5x_2 + 2x_3 = 6 \\ 2x_1 - x_2 - 5x_3 = 2 \end{cases}$ to a vector equation.

Def. If $\mathbf{v}_1, \dots, \mathbf{v}_p$ are vectors in \mathbb{R}^n , then the set of all linear combinations of $\mathbf{v}_1, \dots, \mathbf{v}_p$ is denoted $\text{Span}\{\mathbf{v}_1, \dots, \mathbf{v}_p\}$ and is called the subset of \mathbb{R}^n spanned by $\mathbf{v}_1, \dots, \mathbf{v}_p$.

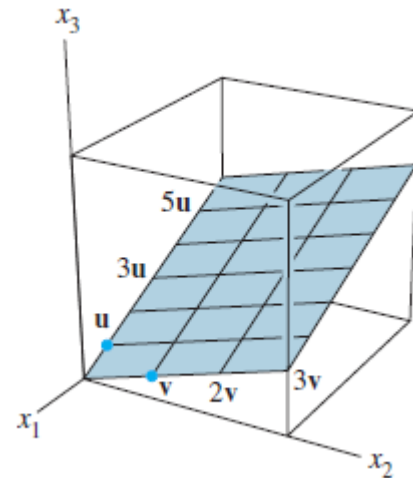
That is, $\text{Span}\{\mathbf{v}_1, \dots, \mathbf{v}_p\}$ is the set of all vectors that can be written $c_1\mathbf{v}_1 + \dots + c_p\mathbf{v}_p$, where c_1, \dots, c_p are scalars.

In \mathbb{R}^3 :

$\text{Span}\{\mathbf{v}\}$ is the line through the origin and \mathbf{v} :



$\text{Span}\{\mathbf{u}, \mathbf{v}\}$ is the plane through the origin, \mathbf{u} and \mathbf{v} :



Ex. Determine if \mathbf{b} is in the plane generated by $\text{Span}\{\mathbf{a}_1, \mathbf{a}_2\}$.

$$\mathbf{a}_1 = \begin{bmatrix} 1 \\ -2 \\ 3 \end{bmatrix}, \mathbf{a}_2 = \begin{bmatrix} 5 \\ -13 \\ -3 \end{bmatrix}, \mathbf{b} = \begin{bmatrix} -3 \\ 8 \\ 1 \end{bmatrix}$$

The Matrix Equation

Let A be the matrix $[\mathbf{a}_1 \quad \mathbf{a}_2 \quad \dots \quad \mathbf{a}_n]$, where each of the \mathbf{a} 's is a vector in \mathbb{R}^m , and let \mathbf{x} be a vector in \mathbb{R}^n . Then the product $A\mathbf{x}$ is the linear combination of the columns of A using the entries of \mathbf{x} as weights:

$$A\mathbf{x} = [\mathbf{a}_1 \quad \mathbf{a}_2 \quad \dots \quad \mathbf{a}_n] \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix} = x_1\mathbf{a}_1 + x_2\mathbf{a}_2 + \dots + x_n\mathbf{a}_n$$

$$\underline{\text{Ex.}} \quad \begin{bmatrix} 1 & 2 & -1 \\ 0 & -5 & 3 \end{bmatrix} \begin{bmatrix} 4 \\ 3 \\ 7 \end{bmatrix}$$

$$\underline{\text{Ex.}} \quad \begin{bmatrix} 2 & -3 \\ 8 & 0 \\ -5 & 2 \end{bmatrix} \begin{bmatrix} 4 \\ 7 \end{bmatrix}$$

$$\underline{\text{Ex.}} \quad \begin{bmatrix} 2 & -3 \\ 8 & 0 \\ -5 & 2 \end{bmatrix} \begin{bmatrix} 4 \\ 7 \\ 1 \end{bmatrix}$$

Linear system:

$$\begin{aligned}x_1 + 2x_2 - x_3 &= 4 \\ -5x_2 + 3x_3 &= 1\end{aligned}$$

Vector equation:

$$x_1 \begin{bmatrix} 1 \\ 0 \end{bmatrix} + x_2 \begin{bmatrix} 2 \\ -5 \end{bmatrix} + x_3 \begin{bmatrix} -1 \\ 3 \end{bmatrix} = \begin{bmatrix} 4 \\ 1 \end{bmatrix}$$

Matrix Equation:

$$\begin{bmatrix} 1 & 2 & -1 \\ 0 & -5 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 4 \\ 1 \end{bmatrix}$$

Linear systems can be expressed in 3 different ways, we can pick the one that's most convenient.

Ex. Is the equation $A\mathbf{x} = \mathbf{b}$ consistent for all possible b_1 , b_2 , and b_3 ?

$$A = \begin{bmatrix} 1 & 3 & 4 \\ -4 & 2 & -6 \\ -3 & -2 & -7 \end{bmatrix}, \mathbf{b} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

Thm. Let A be an $m \times n$ matrix and \mathbf{b} be a vector in \mathbb{R}^m . The following are equivalent (all are true or none are true):

- i. The equation $A\mathbf{x} = \mathbf{b}$ has a solution for any \mathbf{b} in \mathbb{R}^m .
- ii. Every \mathbf{b} in \mathbb{R}^m is a linear combination of the columns of A
- iii. The columns of A span \mathbb{R}^m (every vector in \mathbb{R}^m is in the span of the columns of A)
- iv. A has a pivot position in every row

Note: This is about the coefficient matrix, A , of a linear system, not the augmented matrix $[A \ \mathbf{b}]$.

Ex. Can $A\mathbf{x} = \mathbf{b}$ be solved for any \mathbf{b} in \mathbb{R}^3 ?

$$A = \begin{bmatrix} 1 & 0 & -1 & 6 \\ 7 & 1 & -1 & 14 \\ 5 & 1 & 1 & 2 \end{bmatrix}$$

Ex. Do the columns of A span \mathbb{R}^3 ?

$$A = \begin{bmatrix} 7 & 1 & 2 \\ 5 & -1 & 6 \\ -2 & 0 & 4 \end{bmatrix}$$

Let's do these again using dot product:

$$\underline{\text{Ex.}} \quad \begin{bmatrix} 1 & 2 & -1 \\ 0 & -5 & 3 \end{bmatrix} \begin{bmatrix} 4 \\ 3 \\ 7 \end{bmatrix}$$

$$\underline{\text{Ex.}} \quad \begin{bmatrix} 2 & -3 \\ 8 & 0 \\ -5 & 2 \end{bmatrix} \begin{bmatrix} 4 \\ 7 \end{bmatrix}$$

The identity matrix is a square matrix that has ones on its main diagonal and zeroes as every other entry

$$I_4 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Multiplying any vector by I results in the same vector

$$I\mathbf{x} = \mathbf{x}$$