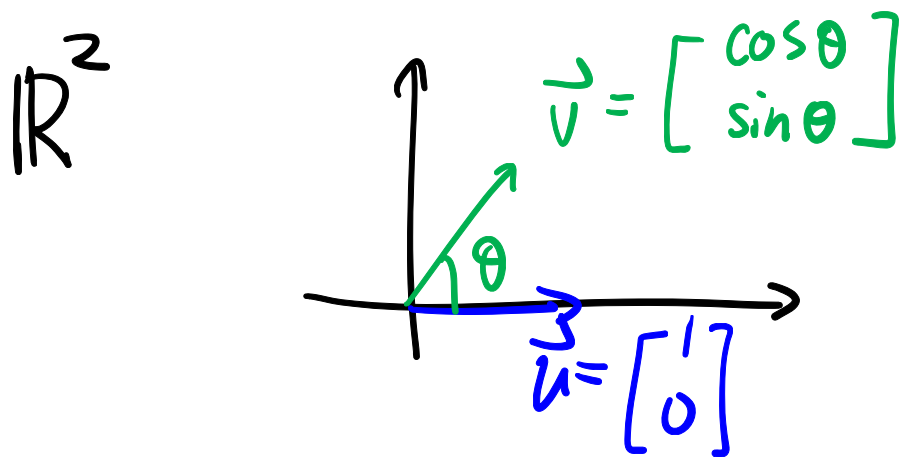


Lec 21 Geometry

Length & angles in \mathbb{R}^n

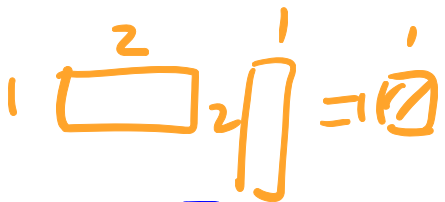


$$\|\vec{v}\| \quad \underbrace{\hspace{1cm}}_{\text{length}} \quad := \sqrt{v_1^2 + v_2^2} = \sqrt{\cos^2 \theta + \sin^2 \theta} = 1.$$

$$\vec{u} \cdot \vec{v} := u_1 v_1 + u_2 v_2 = \cos \theta$$

$$\theta = \arccos(\vec{u} \cdot \vec{v}) \quad ?$$

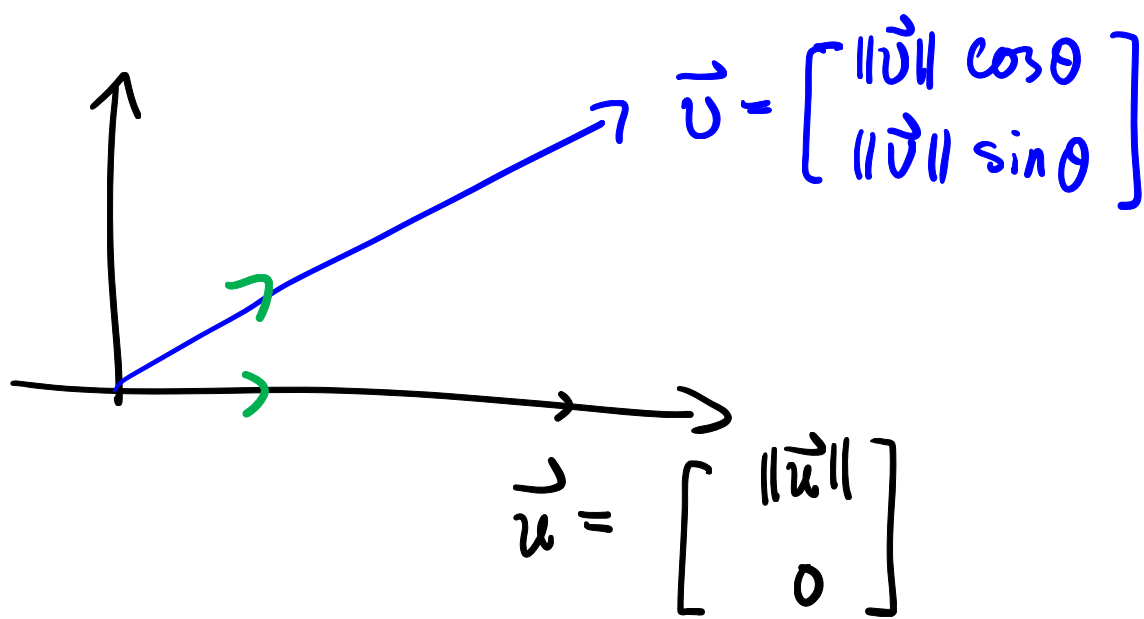
Def. $\vec{u}, \vec{v} \in \mathbb{R}^2$, the inner product

of \vec{u}, \vec{v} is 

$$\vec{u} \cdot \vec{v} = u_1 v_1 + u_2 v_2 = \vec{u}^T \vec{v} = [u_1 \ u_2] \begin{bmatrix} v_1 \\ v_2 \end{bmatrix}$$

The length of \vec{v} is

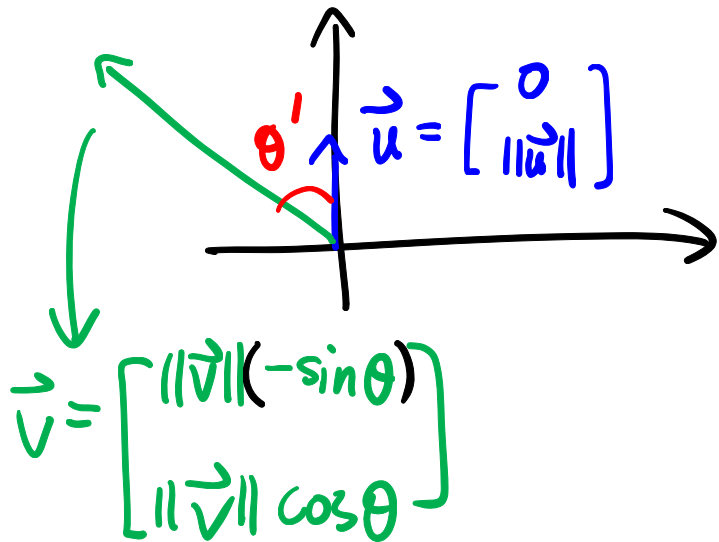
$$\|\vec{v}\| = \sqrt{\vec{v} \cdot \vec{v}} = \sqrt{v_1^2 + v_2^2}$$



$$\vec{u} \cdot \vec{v} = \|\vec{u}\| \cdot \|\vec{v}\| \underbrace{\cos \theta}_{\text{angle in } \mathbb{R}^2}.$$

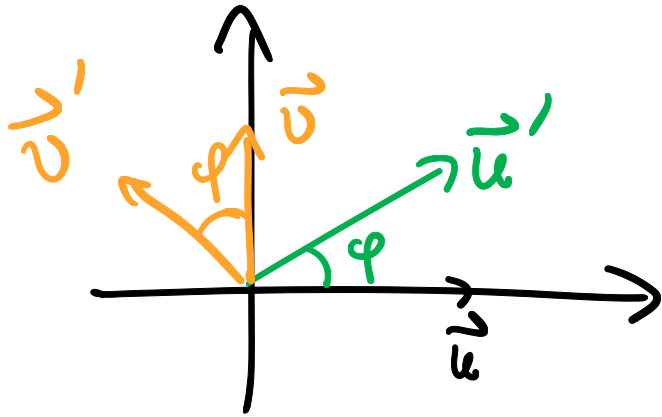
Is angle invariant w.r.t. rotation?

ex. rotate by $\frac{\pi}{2}$.



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

Ex. rotation by any angle φ



$$\vec{u}' = \begin{bmatrix} \cos \varphi & -\sin \varphi \\ \sin \varphi & \cos \varphi \end{bmatrix} \vec{u}$$

standard matrix

$$\vec{v}' = \begin{bmatrix} \cos \varphi & -\sin \varphi \\ \sin \varphi & \cos \varphi \end{bmatrix} \vec{v}.$$

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

$$\begin{aligned}
\vec{u} \cdot \vec{v}' &= \vec{u}'^T \vec{v}' = \left(\begin{bmatrix} \cos \varphi & -\sin \varphi \\ \sin \varphi & \cos \varphi \end{bmatrix} \vec{u} \right)^T \\
&\quad \left(\begin{bmatrix} \cos \varphi & -\sin \varphi \\ \sin \varphi & \cos \varphi \end{bmatrix} \vec{v} \right) \\
&= \vec{u}^T \left(\begin{bmatrix} \cos \varphi & \sin \varphi \\ -\sin \varphi & \cos \varphi \end{bmatrix} \begin{bmatrix} \cos \varphi & -\sin \varphi \\ \sin \varphi & \cos \varphi \end{bmatrix} \right) \vec{v} \\
&\quad \text{I} \\
&= \vec{u}^T \vec{v} = \vec{u} \cdot \vec{v}
\end{aligned}$$

Inner product is invariant to rotation!

$$\mathbb{R}^2 \longrightarrow \mathbb{R}^n$$

Geometric \longrightarrow algebraic.

Def $\vec{u}, \vec{v} \in \mathbb{R}^n$. inner product

$$\vec{u} \cdot \vec{v} = u_1 v_1 + \dots + u_n v_n$$

Length of \vec{v}

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

Again $\vec{u} \cdot \vec{v} = \vec{u}^T \vec{v}$

A diagram illustrating the dot product of two vectors. A horizontal vector of length n and a vertical vector of length 1 are shown. The dot product is represented as a shaded square of side length 1 .

Ex. $\vec{v} = \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix}$. $\|\vec{v}\| = \sqrt{1^2 + 1^2 + 2^2} = \sqrt{6}$

$\vec{u} = \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix}$. $\|\vec{u}\| = \sqrt{1^2 + 1^2 + 0^2} = \sqrt{2}$

$\cos \theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|} = \frac{1 - 1 + 0}{\sqrt{6} \cdot \sqrt{2}} = 0 \Rightarrow \theta = \frac{\pi}{2}$

Properties of inner product

$$1) \vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$$

$$2) (\vec{u} + \vec{v}) \cdot \vec{w} = \vec{u} \cdot \vec{w} + \vec{v} \cdot \vec{w}$$

$$3) c \in \mathbb{R}. (c\vec{u}) \cdot \vec{v} = c(\vec{u} \cdot \vec{v})$$

$$4) \vec{u} \cdot \vec{u} \geq 0, \quad \vec{u} \cdot \vec{u} = \|\vec{u}\|^2 = 0 \Leftrightarrow \vec{u} = \vec{0}$$

$$\text{Pf: } \|\vec{u}\|^2 = u_1^2 + \dots + u_n^2 = 0$$

$$\Leftrightarrow u_1 = \dots = u_n = 0 \Leftrightarrow \vec{u} = \vec{0}$$

Def Unit vector. $\|\vec{u}\| = 1$.

For any nonzero vector \vec{u}

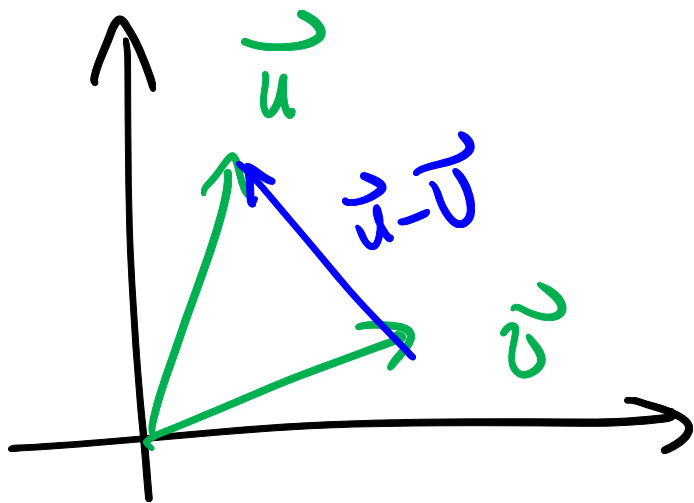
$$\vec{v} = \frac{1}{\|\vec{u}\|} \vec{u} \quad \leftarrow \text{normalization}$$

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

$$\text{Ex. } \vec{u} = \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix} \Rightarrow \vec{v} = \frac{1}{\sqrt{6}} \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix}$$

Def Distance between $\vec{u}, \vec{v} \in \mathbb{R}^n$ is

$$d(\vec{u}, \vec{v}) := \|\vec{u} - \vec{v}\|$$



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

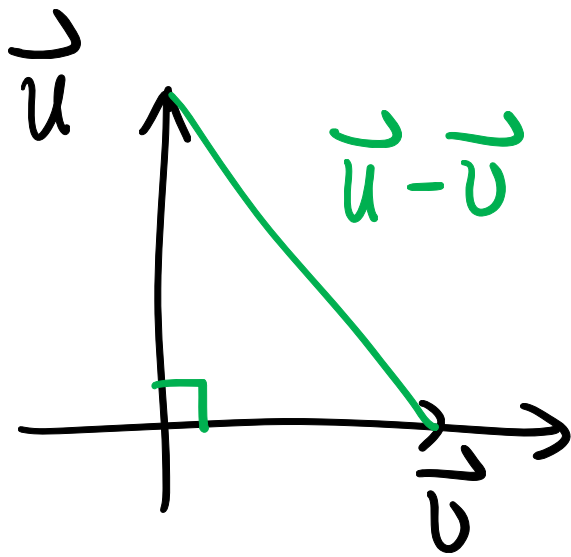
$$= \vec{u} \cdot (\vec{u} - \vec{v}) - \vec{v} \cdot (\vec{u} - \vec{v})$$

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

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

Special case $\vec{u} \cdot \vec{v} = 0 \Rightarrow \cos\theta = 0 \Rightarrow \theta = \frac{\pi}{2}$

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



Generalization of
Pythagorean theorem
in \mathbb{R}^n .

Def $\vec{u}, \vec{v} \in \mathbb{R}^n$. $\vec{u} \cdot \vec{v} = 0$

then \vec{u}, \vec{v} are orthogonal vectors.

$$\vec{u} \perp \vec{v}$$

$$\text{Ex. } \vec{v}_1 = \begin{bmatrix} 1 \\ 2 \\ 0 \\ -1 \end{bmatrix} \quad \vec{v}_2 = \begin{bmatrix} -1 \\ -1 \\ 3 \\ 1 \end{bmatrix} \quad \vec{v}_3 = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

$$\vec{v}_1 \cdot \vec{v}_2 = -1 + 2 + 0 - 1 = 0 \Rightarrow \vec{v}_1 \perp \vec{v}_2$$

$$\vec{v}_1 \cdot \vec{v}_3 = 0$$

