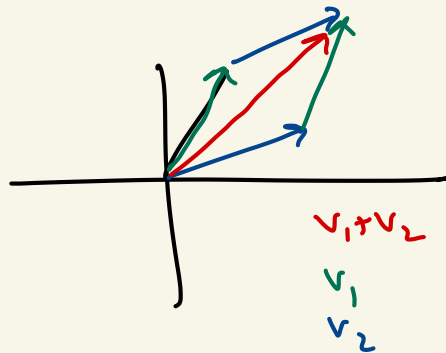


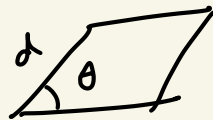

Chapter 3 Inner products, norms, positive definite matrices

$$\mathbb{R}^2 = \{ (x, y) \mid x, y \in \mathbb{R} \}$$

$$\vec{v}_1 + \vec{v}_2 = (x_1 + x_2, y_1 + y_2)$$



Can I define / construct a notion of "distance" or "angle" on \mathbb{R}^2 w/ vector space properties?



"made a parallelogram"

Just the 7 vector space axioms aren't enough to do any meaningful geometry. To think about "distance" and "angle" we need an inner product!

Def let V be a vector space $(\mathbb{R}^n, C^0[a,b], P^n)$.

could be anything

An inner product on V is a "pairing"

$$\langle -, - \rangle : V \times V \longrightarrow \mathbb{R}$$

← vector space

input
 \vec{v}, \vec{w}

need not
be \mathbb{R}^n

output

$$\langle \vec{v}, \vec{w} \rangle \in \mathbb{R}$$

Sort of a
"product"
of 2 vectors

$V \times V$
just mean
two
vectors
 \vec{v}, \vec{w}

such that

1) Bilinearity :

$$\begin{aligned} & \langle c\vec{v} + d\vec{w}, \vec{u} \rangle \\ &= c \langle \vec{v}, \vec{u} \rangle + d \langle \vec{w}, \vec{u} \rangle \\ & \langle \vec{v}, c\vec{w} + d\vec{u} \rangle \\ &= c \langle \vec{v}, \vec{w} \rangle + d \langle \vec{v}, \vec{u} \rangle \end{aligned}$$

2) Symmetry : $\langle \vec{v}, \vec{w} \rangle = \langle \vec{w}, \vec{v} \rangle$

3) Positivity : if $\vec{v} \neq \vec{0}$, $\langle \vec{v}, \vec{v} \rangle > 0$

if $\vec{v} = \vec{0}$, $\langle \vec{0}, \vec{0} \rangle = 0$

Ex let $V = \mathbb{R}^n = \{ (x_1, \dots, x_n) \}$

Define $\vec{x} \cdot \vec{y} = x_1 y_1 + x_2 y_2 + \dots + x_n y_n = \sum_{i=1}^n x_i y_i$

The dot product is an inner product. To see this,

we'll verify all 3 inner product properties for the dot product!

1) Bilinearity $\underline{(c\vec{v} + d\vec{w}) \cdot \vec{u}}$

$$= \sum_{i=1}^n (c v_i + d w_i) u_i = \sum_{i=1}^n c (v_i u_i) + d (w_i u_i)$$

$$= \sum_{i=1}^n c(v_i u_i) + \sum_{i=1}^n d(w_i u_i)$$

$$= c \sum_{i=1}^n v_i u_i + d \sum_{i=1}^n w_i u_i = \underline{c(\vec{v} \cdot \vec{u}) + d(\vec{w} \cdot \vec{u})}$$

$$\vec{v} \cdot (c\vec{w} + d\vec{u}) = \sum_{i=1}^n v_i (c w_i + d u_i)$$

$$= c \sum_{i=1}^n v_i w_i + d \sum_{i=1}^n v_i u_i$$

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

✓ We are linear!

2) Symmetry: $\vec{x} \cdot \vec{y} = \sum_{i=1}^n \underbrace{x_i y_i}_{\text{plain old numbers}} = \sum_{i=1}^n y_i x_i = \vec{y} \cdot \vec{x}$

✓ It's Symmetric!

3) positivity : We need to show that if $\vec{x} = (x_1, \dots, x_n) \neq \vec{0}$

then $\vec{x} \cdot \vec{x} > 0$.

$$\vec{x} \cdot \vec{x} = \sum_{i=1}^n x_i x_i = x_1 x_1 + x_2 x_2 + \dots + x_n x_n$$

$$= \sum_{i=1}^n x_i^2. \quad \text{One of the } x_i \neq 0 \text{ since } \vec{x} \neq \vec{0}$$

and squares are always positive,

$$\Rightarrow \vec{x} \cdot \vec{x} = \sum_{i=1}^n x_i^2 > 0$$

$$\text{Furthermore } \vec{0} \cdot \vec{0} = \sum_{i=1}^n 0^2 = 0 + 0 + \dots + 0 = 0.$$

✓ It's positive!

The dot product is an inner product!

The dot product is the prototypical example of an inner product. But there are others.

Ex $V = \mathbb{R}^2 = \{(x_1, x_2)\}$.

Define $\langle \vec{x}, \vec{y} \rangle = 5x_1y_1 + 2x_2y_2$

Weighted dot product
or weighted
inner product.

This an inner product.

Bilinearity: $\langle c\vec{v} + d\vec{w}, \vec{u} \rangle$

$$= 5(c v_1 + d w_1) u_1 + 2(c v_2 + d w_2) u_2$$

$$= 5c v_1 u_1 + 5d w_1 u_1 + 2c v_2 u_2 + 2d w_2 u_2$$

$$= (5c v_1 u_1 + 2c v_2 u_2) + (5d w_1 u_1 + 2d w_2 u_2)$$

$$= c \underbrace{(5v_1 u_1 + 2v_2 u_2)} + d \underbrace{(5w_1 u_1 + 2w_2 u_2)}$$

$$= \underline{c \langle \vec{v}, \vec{w} \rangle + d \langle \vec{v}, \vec{u} \rangle}$$

Second linearity $\langle \vec{v}, c\vec{w} + d\vec{u} \rangle = c \langle \vec{v}, \vec{w} \rangle + d \langle \vec{v}, \vec{u} \rangle$
similarly.

Symmetry: $\langle \vec{x}, \vec{y} \rangle = 5x_1y_1 + 2x_2y_2 = 5y_1x_1 + 2y_2x_2$
 $= \langle \vec{y}, \vec{x} \rangle$

Positivity: If $\vec{x} \neq \vec{0}$, then

$$\langle \vec{x}, \vec{x} \rangle = 5x_1^2 + 2x_2^2 > 0.$$

$$\langle \vec{0}, \vec{0} \rangle = 5 \cdot 0 \cdot 0 + 2 \cdot 0 \cdot 0 = 0.$$

Therefore $\langle \vec{x}, \vec{y} \rangle = 5x_1y_1 + 2x_2y_2$ is an inner product!

Non Ex $\langle \vec{x}, \vec{y} \rangle = -5x_1y_1 + 2x_2y_2$ is not an inner product!

It fails 3) positivity axiom.

$$\text{let } \vec{x} = (1, 0)$$

$$\langle (1, 0), (1, 0) \rangle = -5 \cdot 1 \cdot 1 + 2 \cdot 0 \cdot 0 = -5$$

$\langle (1, 0), (1, 0) \rangle > 0$ should happen

$$\begin{array}{c} \parallel \\ -5 < 0 \end{array}$$

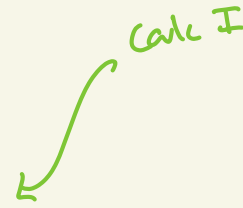
So it's not an inner product.

Key example let $V = C^0[a, b]$
= all continuous functions on $[a, b]$.

Remember functions are vectors.

$\langle f, g \rangle = \int_a^b f(x)g(x) dx$ is an inner product on $C^0[a, b]$

$$\begin{aligned} 1) \quad \langle cf + dg, h \rangle &= \int_a^b (cf(x) + dg(x))h(x) dx \\ &= \int_a^b cf(x)h(x) + dg(x)h(x) dx \\ &= c \int_a^b f(x)h(x) dx + d \int_a^b g(x)h(x) dx \\ &= c \langle f, h \rangle + d \langle g, h \rangle \end{aligned}$$

Calc I 

$$\langle f, cg + dh \rangle = c \langle f, g \rangle + d \langle f, h \rangle \quad \text{exactly the same.}$$

2) Symmetry: $\langle f, g \rangle = \int_a^b f(x)g(x) dx$
 $= \int_a^b g(x)f(x) dx = \langle g, f \rangle$

3) If $f \neq 0$, then

$\langle f, f \rangle = \int_a^b f(x)^2 dx = \text{area under } f(x)^2 \text{ from } [a, b]$

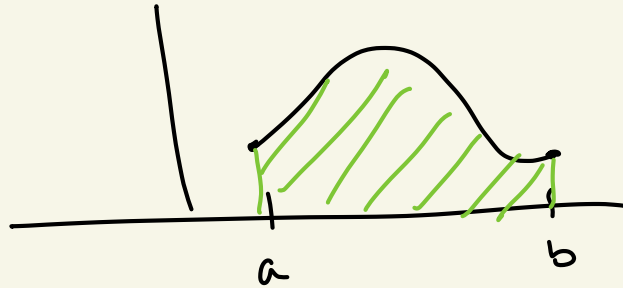
optional box

$f(x) = \begin{cases} 1 & x=0 \\ 0 & \text{else} \end{cases}$

$\int_{-1}^1 f(x)^2 dx = 0!$

f is not cts

$f(x)^2$ is a positive function



Since $f(x)^2 \geq 0$ and $f(x) \neq 0$ then $\int_a^b f(x)^2 dx > 0$.
 (continuity required)

Ex $V = C^0[-1,1]$ $f(x) = x^2$ $g(x) = 5$.

$$\langle f(x), g(x) \rangle = \int_{-1}^1 f(x) g(x) dx$$

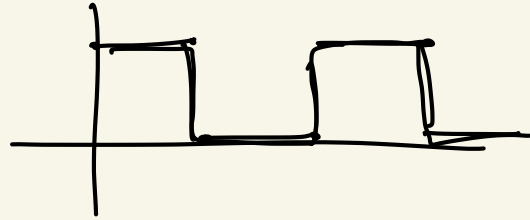
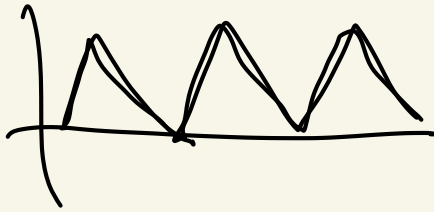
$$= \int_{-1}^1 (x^2) 5 dx = 5 \int_{-1}^1 x^2 dx$$

$$= 5 \left(\frac{1}{3} x^3 \right)_{-1}^1 = \frac{5}{3} (1 - (-1)) = \frac{10}{3}.$$

Why do inner product lead to angle and distance?

Look for HW4 right after this lecture.
(due Friday).

Signals : periodic functions



functions \rightarrow no row reduce
no matrices but inner products!

Write a sawtooth or box as a linear combination
of $\sin(x)$ and $\cos(x)$
 $\sin(2x)$ $\cos(2x)$
 $\sin(3x)$ $\cos(3x)$
 $\sin(4x)$ $\cos(4x)$
 \vdots \vdots

$$\langle f, g \rangle = \int_a^b f(x)g(x) dx$$

lets you do this calculation