


Last time we defined inner products $\langle v, w \rangle$, input two vectors, output a real number

1) Bilinearity

2) Symmetry $\langle v, w \rangle = \langle w, v \rangle$

3) Positivity $\langle v, v \rangle > 0$ if $v \neq 0$

• Dot product on \mathbb{R}^n

• Weighted dot product $\langle \vec{x}, \vec{y} \rangle = 5x_1y_1 + 2x_2y_2$

more generally $\langle \vec{x}, \vec{y} \rangle = \sum_{i=1}^n c x_i y_i$, where $c > 0$

• L^2 -inner product on C^0
 $\langle f, g \rangle = \int_a^b f(x)g(x) dx$

While \mathbb{R}^n has properties like matrices / row reduction
and $C^0[a,b]$ doesn't,

they both have inner products! Maybe we can
learn something about $C^0[a,b]$.

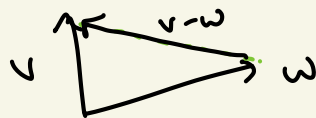
- Positivity $\langle v, v \rangle > 0 \quad v \neq 0$

Define the magnitude or norm of a vector to

be $\|v\| = \sqrt{\langle v, v \rangle} > 0$

We can define the distance between v, w as

$d(v, w) = \|v - w\| \geq 0$ (distance is always positive!)

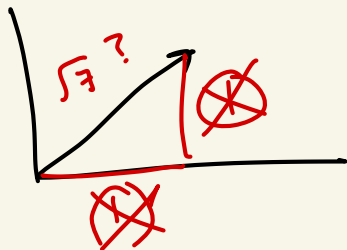
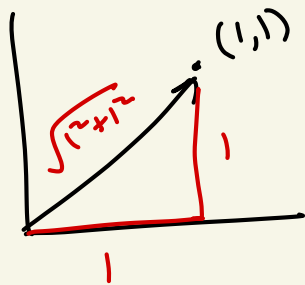


$\|v-w\|$ should
be the
"distance".

The magnitude depends on choice of inner product!

$$\|v\| = \sqrt{\langle v, v \rangle} > 0$$

$$\text{let } v = (1, 1)$$



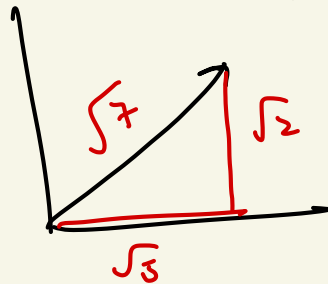
$$(\mathbb{R}^2, v \cdot w)$$

$$\begin{aligned} \|v\| &= \sqrt{v \cdot v} \\ &= \sqrt{(1, 1) \cdot (1, 1)} \\ &= \sqrt{1^2 + 1^2} \\ &= \sqrt{2} \end{aligned}$$

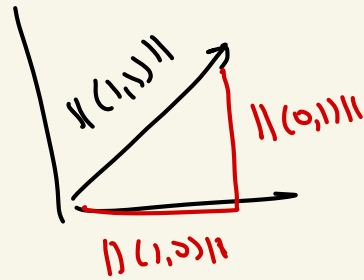
$$(\mathbb{R}^2, 5x_1y_1 + 2x_2y_2)$$

$$\begin{aligned} \|v\| &= \sqrt{\langle v, v \rangle} \\ &= \sqrt{5 \cdot 1 \cdot 1 + 2 \cdot 1 \cdot 1} \\ &= \sqrt{5 + 2} \\ &= \sqrt{7} \end{aligned}$$

Pythagorean theorem still holds!



$$(\sqrt{5})^2 + (\sqrt{2})^2 = (\sqrt{7})^2$$



Distance ✓

Angle ?

First, we need a fancy theorem.

Thm (Cauchy - Schwartz Inequality)

Let $v, w \in V$ w/ inner product $\langle -, - \rangle$.

Then $|\langle v, w \rangle| \leq \|v\| \cdot \|w\|.$

Equality is true iff $\vec{v} = c\vec{w}$.

↗ has similar proof
(v parallel to w)

Pf let t be a constant in \mathbb{R} , $t \in \mathbb{R}$.

Consider $\vec{v} + t\vec{w}$. $\Rightarrow \underbrace{\|\vec{v} + t\vec{w}\|^2}_{\text{always positive}} \geq 0.$

always positive by

$\langle \vec{x}, \vec{x} \rangle > 0$
 $\|\vec{x}\|^2 > 0$

Bilinearity

0 ≤

$$\|\vec{v} + t\vec{w}\|^2 = \sqrt{\langle \vec{v} + t\vec{w}, \vec{v} + t\vec{w} \rangle}^2 = \langle \vec{v} + t\vec{w}, \vec{v} + t\vec{w} \rangle$$

$$= \langle \vec{v} + t\vec{w}, \vec{v} \rangle + \langle \vec{v} + t\vec{w}, t\vec{w} \rangle$$

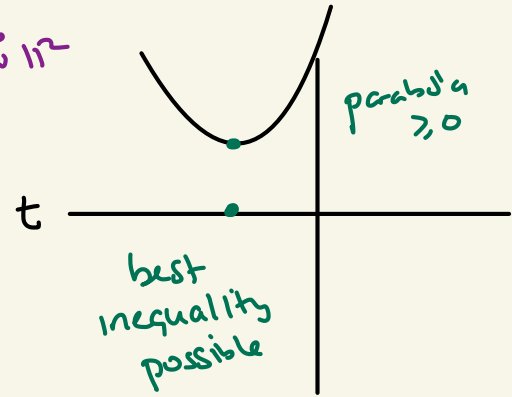
$$= \langle \vec{v}, \vec{v} \rangle + \underbrace{\langle t\vec{w}, \vec{v} \rangle + \langle \vec{v}, t\vec{w} \rangle}_{\text{symmetry}} + \langle t\vec{w}, t\vec{w} \rangle$$

$$= \|\vec{v}\|^2 + 2\langle \vec{v}, t\vec{w} \rangle + \|t\vec{w}\|^2$$

$$= \underbrace{\|\vec{v}\|^2}_c + \underbrace{2t\langle \vec{v}, \vec{w} \rangle}_{bt} + \underbrace{t^2\|\vec{w}\|^2}_{at^2} \geq 0 \quad t \text{ constant} \quad *$$

$b = 2\langle \vec{v}, \vec{w} \rangle$
 $a = \|\vec{w}\|^2$

Minimize in the variable t !
Calc I ...



Solve $\frac{d}{dt} \left(\cancel{\|\vec{v}\|^2} + 2t \langle \vec{v}, \vec{w} \rangle + t^2 \|\vec{w}\|^2 \right) = 0$

linear

$$2 \langle \vec{v}, \vec{w} \rangle + 2 + \|\vec{w}\|^2 = 0$$

$$t = \frac{-\langle \vec{v}, \vec{w} \rangle}{\|\vec{w}\|^2}$$

Plug t back into the original inequality

$$\|\vec{v}\|^2 + 2t \langle \vec{v}, \vec{w} \rangle + t^2 \|\vec{w}\|^2 \geq 0$$

$$\Rightarrow \|\vec{v}\|^2 + 2 \left(\frac{-\langle \vec{v}, \vec{w} \rangle}{\|\vec{w}\|^2} \right) \langle \vec{v}, \vec{w} \rangle + \left(\frac{\langle \vec{v}, \vec{w} \rangle^2}{\|\vec{w}\|^4} \right) \|\vec{w}\|^2 \geq 0$$

$$\|\vec{v}\|^2 - \frac{\langle \vec{v}, \vec{w} \rangle^2}{\|\vec{w}\|^2} \geq 0 \Rightarrow \langle \vec{v}, \vec{w} \rangle^2 \leq \|\vec{v}\|^2 \|\vec{w}\|^2$$

$$\Rightarrow |\langle \vec{v}, \vec{w} \rangle| \leq \|\vec{v}\| \cdot \|\vec{w}\|$$

D

C-S inequality.

$$|\langle v, w \rangle| \leq \|v\| \cdot \|w\|$$

let $v, w \neq 0$

$$\|v\|, \|w\| \neq 0 \Rightarrow \frac{|\langle v, w \rangle|}{\|v\| \|w\|} \leq 1$$

$$\Rightarrow -1 \leq \frac{\langle v, w \rangle}{\|v\| \|w\|} \leq 1$$

compute this in some familiar setting

let $V = \mathbb{R}^2$, w dot product.

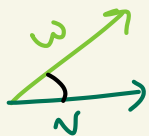
$$v = (1, 0)$$

$$w = (1, 0)$$

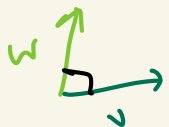
$$\frac{v \cdot w}{\|v\| \cdot \|w\|} = \frac{1}{1 \cdot 1} = 1 = \cos(0)$$



$$\theta = 0^\circ$$



$$\theta = 45^\circ = \pi/4$$



$$\theta = \pi/2$$

$$v = (1, 0)$$
$$w = (1, 1)$$

$$\frac{v \cdot w}{\|v\| \cdot \|w\|} = \frac{1}{1 \cdot \sqrt{2}} = \frac{1}{\sqrt{2}} = \cos(\pi/4)$$

$$v = (1, 0)$$

$$\frac{v \cdot w}{\|v\| \|w\|} = \frac{0}{1 \cdot 1} = 0 = \cos(\pi/2)$$

$$w = (0, 1)$$

Let $v, w \neq 0$ is \mathcal{N} of $\langle -, - \rangle$.

Then the angle θ between v, w is

$$\theta = \cos^{-1} \left(\frac{\langle v, w \rangle}{\|v\| \|w\|} \right)$$

\cos^{-1} only exists on $[-1, 1]$, so we need $\langle - \cdot - \rangle$ to define this.

Let $V = C^0[a, b] =$ vector space of continuous functions on $[a, b]$.

$$[a, b] = \underline{[0, 1]}$$

$$\vec{f} = x$$

$$\vec{g} = x^2$$

$$d(\vec{f}, \vec{g}) = \|f - g\| = \sqrt{\langle f - g, f - g \rangle}$$

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

$$\sqrt{\langle f - g, f - g \rangle} = \sqrt{\int_0^1 (x - x^2)(x - x^2) dx}$$

$$\begin{aligned} &= \sqrt{\int_0^1 x^2 - 2x^3 + x^4 dx} = \sqrt{\frac{1}{3} - \frac{1}{2} + \frac{1}{5}} \\ &= \sqrt{\frac{1}{30}} = d(x, x^2) \end{aligned}$$

$$\theta = \cos^{-1} \left(\frac{\langle x, x^2 \rangle}{\|x\| \|x^2\|} \right) = \cos^{-1} \left(\frac{\int_0^1 x \cdot x^2 dx}{\sqrt{\int_0^1 x^2 dx} \sqrt{\int_0^1 x^4 dx}} \right)$$

$$= \cos^{-1} \left(\frac{\frac{1}{4}}{\sqrt{\frac{1}{3}} \sqrt{\frac{1}{5}}} \right) = \cos^{-1} \left(\frac{\sqrt{\frac{1}{16}}}{\sqrt{\frac{1}{15}}} \right)$$

$$= \cos^{-1} \left(\sqrt{\frac{15}{16}} \right) = \text{something} \dots$$

Bilinearity

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

let $u=0$ $d=t$

$$\langle \vec{v}, t\vec{w} \rangle = c\langle \vec{v}, 0 \rangle + t\langle \vec{v}, \vec{w} \rangle$$

$$\langle \vec{v}, t\vec{w} \rangle = t\langle \vec{v}, \vec{w} \rangle$$

- distribute over addition
- pull out constants