

Chapter 5. Orthogonality.

Sec 5.1 The scalar product in \mathbb{R}^n

Def. Given two (column) vectors $\vec{x}, \vec{y} \in \mathbb{R}^n$,
the scalar product of \vec{x} and \vec{y} is defined to be

$$\vec{x}^T \cdot \vec{y} = \sum_{i=1}^n x_i y_i = x_1 y_1 + \dots + x_n y_n \quad \text{for } \vec{x} = (x_1, \dots, x_n)^T, \vec{y} = (y_1, \dots, y_n)^T$$

Remark \vec{x}^T is a " $1 \times n$ " matrix and \vec{y} is an " $n \times 1$ " matrix. $\vec{x}^T \cdot \vec{y}$ is the usual matrix product.

Remark The scalar product of two \mathbb{R}^n vectors is also called **dot** product.

In section 5.4, we will introduce another concept/notation called **INNER PRODUCT** for the scalar product and write

$$\langle \vec{x}, \vec{y} \rangle = \vec{x}^T \cdot \vec{y} = \sum_{i=1}^n x_i y_i$$

Here, $\langle \cdot, \cdot \rangle$ serves as a "two-variable function" from $\mathbb{R}^n \times \mathbb{R}^n$ to \mathbb{R} ,
mapping each pair of \vec{x}, \vec{y} to a real number $\langle \vec{x}, \vec{y} \rangle$.

eg. If $\vec{x} = \begin{bmatrix} 3 \\ -2 \\ 1 \end{bmatrix}$, $\vec{y} = \begin{bmatrix} 4 \\ 3 \\ 2 \end{bmatrix}$, then

$$\vec{x}^T \cdot \vec{y} = 3 \cdot 4 + (-2) \cdot 3 + 1 \cdot 2 = 8.$$

We can also write $\langle \vec{x}, \vec{y} \rangle = 3 \cdot 4 + (-2) \cdot 3 + 1 \cdot 2 = 8$.

• We can use scalar product to define "length", "distance" and "angle" in \mathbb{R}^n .

Def. Let $\vec{x} = (x_1, \dots, x_n)^T$ and $\vec{y} = (y_1, \dots, y_n)^T$ be vectors in \mathbb{R}^n . Then

(1) the length of \vec{x} is defined to be

$$\|\vec{x}\| = \sqrt{\vec{x}^T \cdot \vec{x}} = \sqrt{x_1^2 + x_2^2 + \dots + x_n^2}$$

(2) the distance between \vec{x} and \vec{y} is defined to be

$$\|\vec{x} - \vec{y}\| = \sqrt{(x_1 - y_1)^2 + \dots + (x_n - y_n)^2}$$

(3) the angle between \vec{x} and \vec{y} , θ , satisfies

$$\vec{x}^T \cdot \vec{y} = \|\vec{x}\| \cdot \|\vec{y}\| \cdot \cos \theta \Leftrightarrow \cos \theta = \frac{\vec{x}^T \cdot \vec{y}}{\|\vec{x}\| \cdot \|\vec{y}\|} \quad \text{for } \vec{x} \neq \vec{0}, \vec{y} \neq \vec{0}, 0 \leq \theta \leq \pi.$$

Remark (1) $\|\vec{0}\| = 0$ (zero vector has length zero) and $\|\vec{x}\| > 0$ for all $\vec{x} \neq \vec{0}$.

(2) $\|\vec{x} - \vec{y}\| = \|\vec{y} - \vec{x}\|$ for all $\vec{x}, \vec{y} \in \mathbb{R}^n$

(3) $\|\alpha \vec{x}\| = |\alpha| \cdot \|\vec{x}\|$ for all $\vec{x} \in \mathbb{R}^n$ and scalar $\alpha \in \mathbb{R}$.

eg. let $\vec{x} = (3, 4)^T$, $\vec{y} = (-1, 7)^T$

$$\|\vec{x}\| = \sqrt{3^2 + 4^2} = 5, \quad \|\vec{y}\| = \sqrt{(-1)^2 + 7^2} = \sqrt{50} = \sqrt{25 \cdot 2} = 5\sqrt{2}$$

$$\|\vec{x} - \vec{y}\| = \sqrt{(3 - (-1))^2 + (4 - 7)^2} = \sqrt{4^2 + 3^2} = 5$$

$$\vec{x} \cdot \vec{y} = 3 \cdot (-1) + 4 \cdot 7 = -3 + 28 = 25$$

$$\cos \theta = \frac{\vec{x} \cdot \vec{y}}{\|\vec{x}\| \cdot \|\vec{y}\|} = \frac{25}{5 \cdot 5\sqrt{2}} = \frac{1}{\sqrt{2}} \Rightarrow \theta = \frac{\pi}{4}$$

Remark. The angle θ is taken values in $[0, \pi]$

Def. Two vectors \vec{x}, \vec{y} in \mathbb{R}^n are said to be orthogonal if $\vec{x} \cdot \vec{y} = 0$.

e.g. (1) For any $\vec{x} \in \mathbb{R}^n$, $\vec{x} \cdot \vec{0} = 0$. Therefore, the zero vector $\vec{0}$ is orthogonal to any \vec{x} .

(2) $\begin{bmatrix} 3 \\ 2 \end{bmatrix}$ and $\begin{bmatrix} -4 \\ 6 \end{bmatrix}$ are orthogonal in \mathbb{R}^2 since $(3 \ 2) \begin{bmatrix} -4 \\ 6 \end{bmatrix} = -12 + 12 = 0$

(3) $\begin{bmatrix} 2 \\ -3 \\ 1 \end{bmatrix}$ and $\begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$ are orthogonal in \mathbb{R}^3 since $2 \cdot 1 + (-3) \cdot 1 + 1 \cdot 1 = 0$

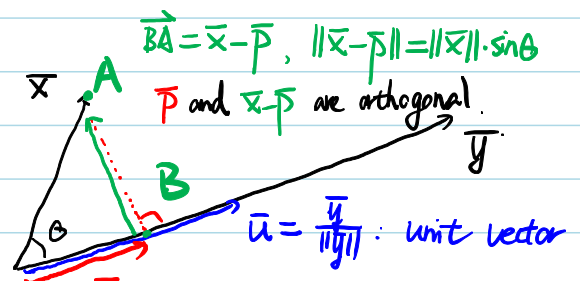
Def. Let \vec{x}, \vec{y} be two vectors in \mathbb{R}^n . Let θ be the angle between \vec{x} and \vec{y} .

Then the scalar $\alpha = \|\vec{x}\| \cdot \cos \theta$ is called the scalar projection of \vec{x} onto \vec{y} .

The vector $\vec{u} = \frac{1}{\|\vec{y}\|} \vec{y}$ is called the unit vector in the direction of \vec{y} .

The vector $\vec{p} = \alpha \cdot \vec{u}$ is called the vector projection of \vec{x} onto \vec{y} .

Formulas: $\alpha = \frac{\vec{x} \cdot \vec{y}}{\|\vec{y}\|}$
 $\vec{p} = \frac{\vec{x} \cdot \vec{y}}{\|\vec{y}\|^2} \cdot \vec{y}$



Let A, B be the endpoints of \vec{x} and \vec{p}

Then B is the point that is closest to A .

The distance between A and B is

$$\|\vec{x} - \vec{p}\| = \|\vec{x}\| \cdot \sin \theta$$

\vec{p} is the projection of \vec{x} onto \vec{y} , and \vec{p} has length $|\alpha|$ since $\|\vec{p}\| = \left| \frac{\vec{x} \cdot \vec{y}}{\|\vec{y}\|} \right| = \frac{|\vec{x} \cdot \vec{y}|}{\|\vec{y}\|} = |\alpha|$.

\vec{u} has length 1, since $\|\vec{u}\| = \left\| \frac{\vec{y}}{\|\vec{y}\|} \right\| = \frac{\|\vec{y}\|}{\|\vec{y}\|} = 1$.

eg. $\vec{x} = \begin{pmatrix} 2 \\ -5 \\ 4 \end{pmatrix}, \vec{y} = \begin{pmatrix} 1 \\ 2 \\ -1 \end{pmatrix}$

$$\langle \vec{x}, \vec{y} \rangle = 2 \cdot 1 + (-5) \cdot 2 + 4 \cdot (-1) = 2 - 10 - 4 = -12.$$

$$\|\vec{x}\| = \sqrt{2^2 + (-5)^2 + 4^2} = \sqrt{4 + 25 + 16} = \sqrt{45} = 3\sqrt{5}$$

$$\|\vec{y}\| = \sqrt{1^2 + 2^2 + (-1)^2} = \sqrt{1 + 4 + 1} = \sqrt{6}$$

projection of \vec{x} onto \vec{y} .

scalar projection: $\alpha = \frac{\vec{x} \cdot \vec{y}}{\|\vec{y}\|} = \frac{-12}{\sqrt{6}} (= \frac{-12\sqrt{6}}{6} = -2\sqrt{6})$

unit vector in \vec{y} : $\vec{u} = \frac{1}{\|\vec{y}\|} \cdot \vec{y} = \frac{1}{\sqrt{6}} (1, 2, -1)^T$

vector projection: $\vec{p} = \alpha \cdot \vec{u} = -2\sqrt{6} \cdot \frac{1}{\sqrt{6}} \cdot (1, 2, -1)^T = (-2, -4, 2)^T$

(or $\vec{p} = \frac{\vec{x} \cdot \vec{y}}{\|\vec{y}\|^2} \cdot \vec{y} = \frac{-12}{6} (1, 2, -1)^T$)