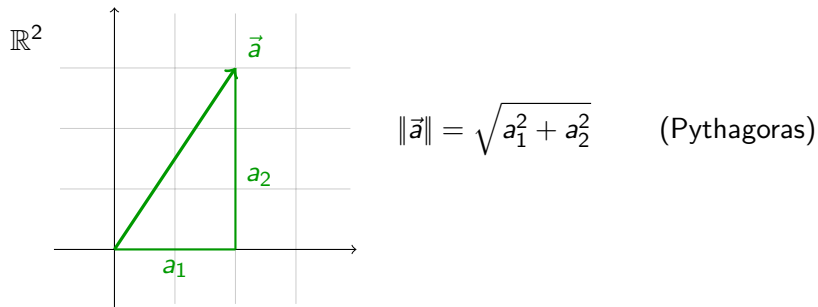
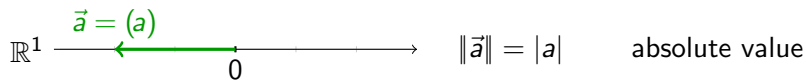
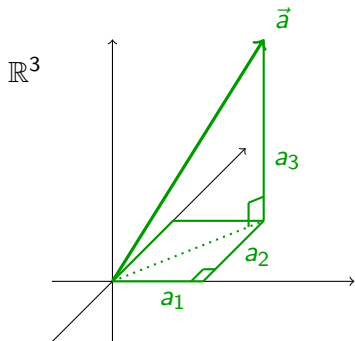


The length of a vector: our geometric intuition





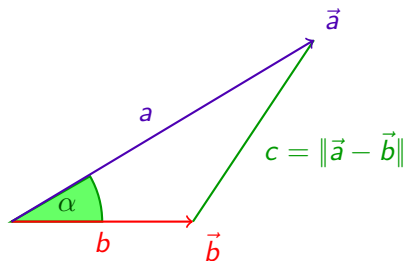
$$\|\vec{a}\| = \sqrt{a_1^2 + a_2^2 + a_3^2}$$

(apply Pythagoras twice)

Formal definition of length: The length of $\vec{a} \in \mathbb{R}^n$ is

$$\|\vec{a}\| = \sqrt{a_1^2 + \cdots + a_n^2} = \sqrt{\langle \vec{a}, \vec{a} \rangle}.$$

Angles between vectors: our geometric intuition



Comparing

$$c^2 = a^2 + b^2 - 2ab \cdot \cos(\alpha) \quad (\text{Cosine Theorem})$$

$$\|\vec{a} - \vec{b}\|^2 = \|\vec{a}\|^2 + \|\vec{b}\|^2 - 2\langle \vec{a}, \vec{b} \rangle \quad (\text{inner product rules})$$

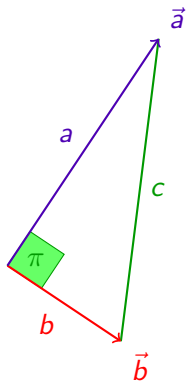
motivates the **formal definition of the angle** $\alpha = \sphericalangle(\vec{a}, \vec{b})$ by

$$\cos(\alpha) \stackrel{\text{def}}{=} \frac{\langle \vec{a}, \vec{b} \rangle}{\|\vec{a}\| \cdot \|\vec{b}\|}, \quad \alpha \in [0, \pi].$$

Hopefully this works, and the right-hand side is ≤ 1 ! We will see.

Perpendicular vectors

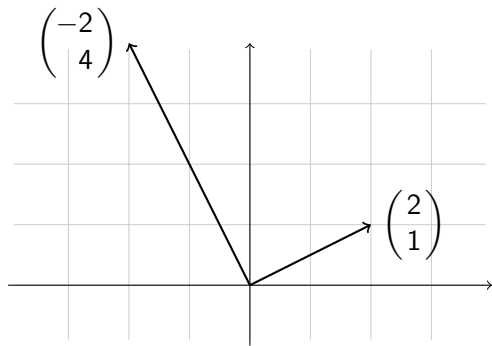
The vectors \vec{a} and \vec{b} are called **perpendicular** to each other, denoted $\vec{a} \perp \vec{b}$, if $\langle \vec{a}, \vec{b} \rangle = 0$.



So, $\vec{a} \perp \vec{b}$ if and only if **Pythagoras' theorem** holds: $c^2 = a^2 + b^2$.

Synonyms for “perpendicular” are: **orthogonal**, or at a **right angle**, or at a **90° angle**, or forming an **angle of π** , or **normal** to each other.

Example of two perpendicular vectors in \mathbb{R}^2

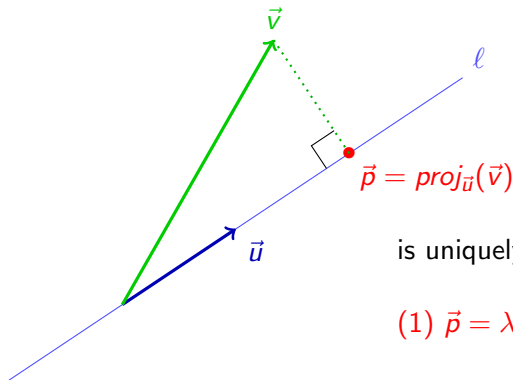


The dot product is

$$(-2, 4) \begin{pmatrix} 2 \\ 1 \end{pmatrix} = -4 + 4 = 0.$$

Orthogonal projections

The projection of \vec{v} onto the line ℓ spanned by $\vec{u} \neq 0$



$$\vec{p} = \text{proj}_{\vec{u}}(\vec{v})$$

is uniquely characterized by

$$(1) \vec{p} = \lambda \vec{u} \quad \text{with } \lambda \in \mathbb{R},$$

$$(2) (\vec{v} - \vec{p}) \perp \vec{u}. \quad \text{Indeed,}$$

$$(\vec{v} - \lambda \vec{u}) \perp \vec{u} \iff \langle \vec{v}, \vec{u} \rangle - \lambda \langle \vec{u}, \vec{u} \rangle = 0 \iff \lambda = \frac{\langle \vec{v}, \vec{u} \rangle}{\langle \vec{u}, \vec{u} \rangle}.$$

This yields the **Projection Formula**:

$$\text{proj}_{\vec{u}}(\vec{v}) = \frac{\langle \vec{v}, \vec{u} \rangle}{\langle \vec{u}, \vec{u} \rangle} \cdot \vec{u}.$$

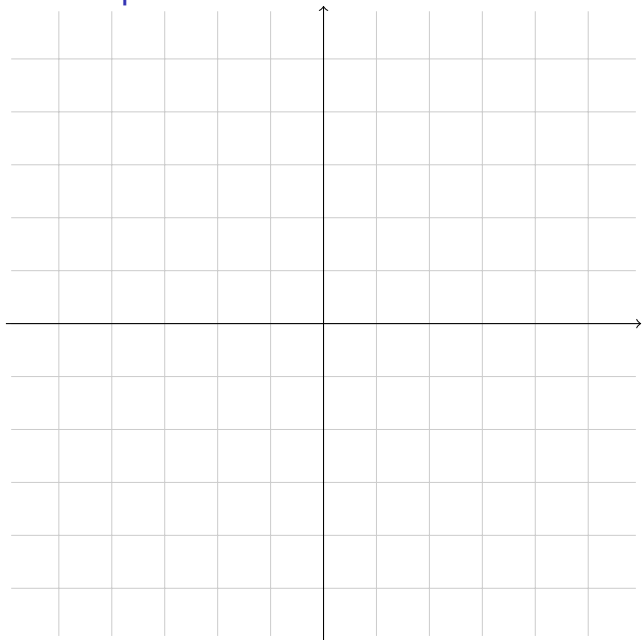
Viewed as a function of \vec{v} ,

$$\text{proj}_{\vec{u}}(\vec{v}) = \frac{\vec{u} \vec{u}^T}{\|\vec{u}\|^2} \vec{v}$$

is (left-) multiplication by the **projection matrix**

$$\frac{\vec{u} \vec{u}^T}{\vec{u}^T \vec{u}}.$$

An example in \mathbb{R}^2



$$\vec{u} = \begin{pmatrix} -3 \\ 2 \end{pmatrix}$$

$$\vec{v} = \begin{pmatrix} 4 \\ -7 \end{pmatrix} \text{ or}$$

$$\vec{v} = \begin{pmatrix} 4 \\ 6 \end{pmatrix}$$

Example (continued)

with the same choice of \vec{u} , but arbitrary \vec{v}

$$\begin{aligned} \text{proj}_{\begin{pmatrix} -3 \\ 2 \end{pmatrix}} \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} &= \\ &= \frac{1}{\begin{pmatrix} -3 \\ 2 \end{pmatrix} \cdot \begin{pmatrix} -3 \\ 2 \end{pmatrix}} \left(v_1 \begin{pmatrix} -3 \\ 2 \end{pmatrix} + v_2 \begin{pmatrix} -3 \\ 2 \end{pmatrix} \right) \\ &= \frac{1}{10} \begin{pmatrix} -3 \\ 2 \end{pmatrix} \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}. \end{aligned}$$

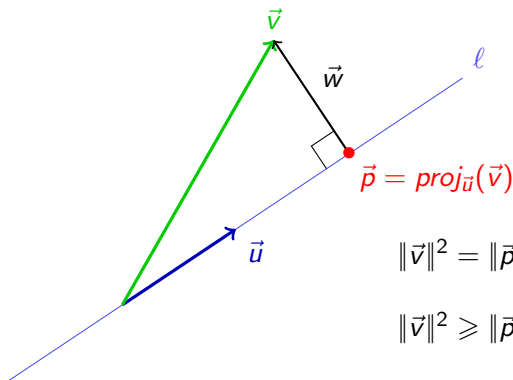
and indeed, the projection matrix is

$$\frac{\begin{pmatrix} -3 \\ 2 \end{pmatrix} \begin{pmatrix} -3 & 2 \end{pmatrix}}{\begin{pmatrix} -3 & 2 \end{pmatrix} \begin{pmatrix} -3 \\ 2 \end{pmatrix}} = \frac{1}{10} \begin{pmatrix} 9 & -6 \\ -6 & 4 \end{pmatrix}$$

Draw the nullspace, row-space and column space of this projection matrix, and discuss their meaning!

Cauchy-Schwarz inequality

Projection makes the vector shorter: this is an easy consequence of Pythagoras' theorem.



$$\|\vec{v}\|^2 = \|\vec{p}\|^2 + \|\vec{w}\|^2 \quad \implies$$

$$\|\vec{v}\|^2 \geq \|\vec{p}\|^2 \quad \iff$$

$$\|\vec{v}\| \geq \|\vec{p}\| = \frac{|\langle \vec{v}, \vec{u} \rangle|}{\|\vec{u}\|} \quad \iff$$

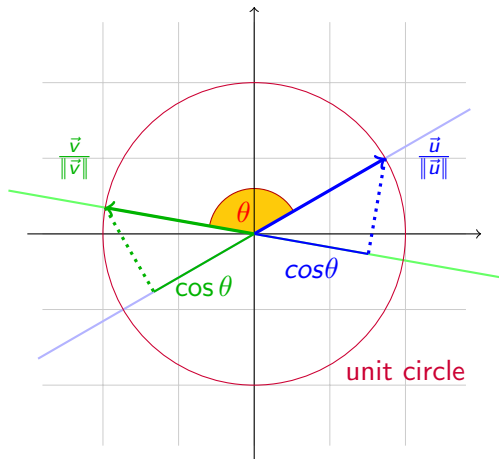
$$\|\vec{v}\| \cdot \|\vec{u}\| \geq |\langle \vec{v}, \vec{u} \rangle| \quad (\text{Cauchy-Schwarz}).$$

Equality holds if and only if \vec{u} and \vec{v} lie in the same line.

Angles between vectors

Now, using Cauchy-Schwarz, we may define angles the way we hoped to!

A second way to visualize the definition of angle:



In both of these triangles, the hypotenuse has length 1. Hence

$$\text{proj}_{\frac{\vec{u}}{\|\vec{u}\|}} \left(\frac{\vec{v}}{\|\vec{v}\|} \right) = \cos \theta \frac{\vec{u}}{\|\vec{u}\|},$$

and similarly for the blue right triangle. In other words,

$$\cos \theta = \left\langle \frac{\vec{v}}{\|\vec{v}\|}, \frac{\vec{u}}{\|\vec{u}\|} \right\rangle.$$

(In the picture, $\cos \theta$ is negative.)