Notes on 'Linear Algebra, by Serge Lang'

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1 Vectors

1.1 Definition of Points in Space

Notes

Definition 1.1.1. A co-ordinate represents a point on a line, which we can also call 1space. A pair of co-ordinates represent a point on a **plane**, or 2-space. A trio of co-ordinates represent a point on 3-space, and so on, such that a point with n co-ordinates (what we call an *n*-tuple) is a point on *n*-space. An *n*-tuple can be represented as $(x_1, x_2, x_3, ..., x_n)$, and we denote an *n*-space as \mathbb{R}^n .

Example 1.1.1. A point on 1-space, 2-space, and 3-space respectively.

Definition 1.1.2. We can say that higher dimensional spaces are products of lower dimensional spaces, the result of putting them side-by-side.

Example 1.1.2. $\mathbb{R}^3 = \mathbb{R}^2 \cdot \mathbb{R}^1$

Definition 1.1.3. To add two points, we sum each corresponding co-ordinate in each, and expresss the results as a point. For instance, if A and B are two points in n -space, their sum would be: $A + B = (a_1 + b_1, a_2 + b_2, ..., a_n + b_n)$. In addition operations involving points, the following properties are observed:

- 1. Associativity: $(A + B) + C = A + (B + C)$
- 2. Commutativity: $A + B = B + A$
- 3. Identity Element: If O is the origin point, $A + O = A$
- 4. **Inverse Element:** Let $A = (a_1, ..., a_n)$ and $-A = (-a_1, ..., -a_n)$. Then $A + (-A) = O$

Example 1.1.3. Let the points $A = (1, 3, 5), B = (-3, 4, 9), C = (4, 5, 9),$ and $O = (0, 0, 0)$. The previously defined properties can be demonstrated:

1. Associativity:

$$
(A + B) + C = (-2, 7, 14) + (4, 5, 9)
$$

= (1, 3, 5) + (1, 9, 18)
= (2, 12, 23)

2. Commutativity:

$$
B + A = (-3 + 1, 4 + 3, 9 + 5)
$$

= (-2, 7, 14)
= A + B

3. Identity Element:

$$
A + O = (1, 3, 5) + (0, 0, 0)
$$

= (1, 3, 5)
= A

4. Inverse Element:

$$
A + (-A) = (1 - 1, 3 - 3, 5 - 5)
$$

= (0, 0, 0)
= O

Definition 1.1.4. Representing the addition of vectors geometrically will result in a parallelogram. Vector addition leads to a parallelogram because it's like taking two different paths to reach the same point, and the resulting shape formed by these paths is a parallelogram.

Example 1.1.4. Let $A = (1, 1), B = (0, 2), A + B = C = (1, 3),$ and $O = (0, 0)$.

Definition 1.1.5. The negative of a point $A_1 - A_2$, has the exact same magnitude but an opposite direction. We call $-A$ a reflection of A through the origin.

Example 1.1.5. Let $A = (1, 2), O = (0, 0),$ and $-A = (-1, -2)$.

Definition 1.1.6. Multiplying a vector A by a scalar c gives us $cA = (ca_1, ca_2, ..., ca_n)$. Scalar multiplication of vectors follows the regular properties of multiplication: namely that $c(A + B) = cA + cB$ or $(c_1 + c_2)A = c_1A + c_2A$.

Geometrically, scalar multiplication of A by a scalar c stretches A if $c > 1$, shrinks A if $0 < c < 1$, and reverses its direction as well if $c < 0$.

Example 1.1.6. Let $A = (1, 2), x = 2, y = \frac{1}{2}$, and $z = -1$.

Exercises

1.
$$
A = (2, -1), B = (-1, 1)
$$

\n(a) $A + B = (1, 0)$
\n(b) $A - B = (3, -2)$
\n(c) $3A = (6, -3)$
\n(d) $-2B = (2, -2)$
\n2. $A = (-1, 3), B = (0, 4)$
\n(a) $A + B = (-1, 7)$
\n(b) $A - B = (-1, -1)$
\n(c) $3A = (-3, 9)$
\n(d) $-2B = (0, -8)$
\n3. $A = (2, -1, 5), B = (-1, 1, 1)$
\n(a) $A + B = (1, 0, 6)$
\n(b) $A - B = (3, -2, 4)$
\n(c) $3A = (6, -3, 15)$
\n(d) $-2B = (2, -2, -2)$
\n4. $A = (-1, -2, 3), B = (-1, 3, -4)$
\n(a) $A + B = (-2, 1, -1)$
\n(b) $A - B = (0, -5, 7)$
\n(c) $3A = (-3, -6, 9)$
\n(d) $-2B = (2, -6, 8)$
\n5. $A = (\pi, 3, -1), B = (2\pi, -3, 7)$
\n(a) $A + B = (3\pi, 0, 6)$
\n(b) $A - B = (-\pi, 6, -8)$
\n(c) $3A = (3\pi, 9, -3)$
\n(d) $-2B = (-4\pi, 6, -14)$

1.2 Located Vectors

Notes

Definition 1.2.1. A located vector is an *ordered pair* of points which we can express as a line or an arrow. For instance, in the located vector \overline{AB} , A is the beginning point and B is the end point. We say that vectors with a beginning point of O are located at the origin; those with a beginning point of, for instance, A, are located at A, and so forth. \overrightarrow{AB} is located at A, in this instance.

Example 1.2.1. Let $A = (1, 2)$ and $B = (0, 1)$. Thus, \overrightarrow{AB} could be represented:

Definition 1.2.2. In this plane, $b_1 = a_1 + (b_1 - a_1)$ and $b_2 = a_2 + (b_2 - a_2)$. You can further rearrange these equations to get a_1 and a_2 . And, from this, we can generalize that $B = A + (B - A).$

Example 1.2.2. Let $A = (1, 2)$ and $B = (0, 1)$. We can prove the previous assertions thus:

- 1. That $b_1 = a_1 + (b_1 a_1)$: $0 = 1 + (0 1)$;
- 2. That $b_2 = a_2 + (b_2 a_2)$: $1 = 2 + (1 2)$;
- 3. That $B = A + (B A)$:

$$
= (1,2) + ((0,1) - (1,2))
$$

= (1,2) + (-1,-1)
= (0,1) = B

Definition 1.2.3. We say that two vectors \overrightarrow{AB} and \overrightarrow{CD} are **equivalent** if $B - A = D - C$. Furthermore, every located vector \overrightarrow{AB} can be said to have an equivalent involving the origin point O, because \overrightarrow{AB} can be expressed as equivalent to $\overrightarrow{O(B-A)}$.

Example 1.2.3. Let $A = (1, 2), B = (0, 1),$ and $B - A = (-1, -1)$. (Note the **direction**)

Definition 1.2.4. We say that two vectors \overrightarrow{AB} and \overrightarrow{CD} are **parallel** if $B - A = c(D - C)$, where $c \neq 0$. Furthermore, if $c > 0$, then the two vectors are parallel in the **same direction**. If $c < 0$, they are parallel but in the **opposite direction**.

Example 1.2.4. Let $A = (1, 2), B = (0, 1), C = (3, 1), D = (2.5, 0.5), P = (1, 1),$ and $Q = (2, 4)$. Thus, $B - A = \frac{1}{2}(D - C)$, and the two vectors are parallel in the same direction, while \overrightarrow{AB} and \overrightarrow{PQ} are parallel in the opposite directions.

Exercises

- 1. $(3, 4) = (6, -3)$ Not Equivalent
- 2. $(-4, 1) = (-4, 1)$ Equivalent
- 3. $(-3, 4, -9) = (-3, 4, 9)$ Equivalent
- 4. $(-3,0,9) = (-3,0,9)$ Equivalent
- 5. $(3, 4) = k(8, -4)$ Not Parallel
- 6. $(-4, 1) = -1(4, -1)$ Parallel
- 7. $(-3, 4, -9) = \frac{1}{2}(-6, 8, -18)$ **Parallel**
- 8. $(-3,0,9) = (-9,0,-27)$ Not Parallel

1.3 Scalar Product

Notes

Definition 1.3.1. The scalar product, sometimes called dot product, of two vectors A and B is obtained through multiplication. In 2-space, this means: $A \cdot B = a_1b_1 + a_2b_2$. In 3-space: $A \cdot B = a_1b_1 + a_2b_2 + a_3b_3$. The scalar of two vectors in *n*-space is thus:

$$
A \cdot B = a_1b_1 + a_2b_2 + \dots + a_nb_n
$$

The product of such operations is always a single number.

Example 1.3.1. Let $A = (1, 2)$ and $B = (0, 1)$. The scalar, or dot, product of the two vectors is: $A \cdot B = 1 \cdot 0 + 2 \cdot 1 = 2$.

Definition 1.3.2. There are four properties associated with scalar multiplication:

- 1. $(A + B) \cdot C = CA + CB$
- 2. $A \cdot B = B \cdot A$
- 3. If $A = O$, then $A \cdot A = 0$. Otherwise, $A \cdot A > 0$.
- 4. If x is a number, then: $xA \cdot B = x(A \cdot B)$.

Definition 1.3.3. Two vectors A and B are said to be **perpendicular**, or **orthogonal**, if their dot product $A \cdot B$ comes out to 0.

Example 1.3.2. Let $A = (1,0)$ and $B = (0,1)$. The scalar product of the two, $A \cdot B$, is thus: $A \cdot B = 1 \cdot 0 + 1 \cdot 0 = 0$. Since the result is 0, the two are vectors are said to be orthogonal, and we can express this geometrically:

Exercises

1. Find $A \cdot A$ and $A \cdot B$ for:

- (a) $A = (2, -1)$, $B = (-1, 1),$ $A \cdot A = 4 + 1 = 5,$ $A \cdot B = 2 \cdot -1 + -1 \cdot 1 = -3.$ (b) $A = (-1, 3)$, $B = (0, 4),$
	- $A \cdot A = -1 \cdot -1 + 3 \cdot 3 = 10,$ $A \cdot B = -1 \cdot 0 + 3 \cdot 4 = 12.$
- (c) $A = (2, -1, 5),$ $B = (-1, 1, 1),$ $A \cdot A = 4 + 1 + 25 = 30,$ $A \cdot B = 2 \cdot -1 + -1 \cdot 1 + 5 \cdot 1 = 2.$
- (d) $A = (-1, -2, 3),$ $B = (-1, 3, 4),$ $A \cdot A = -1 \cdot -1 + -2 \cdot -2 + 3 \cdot 3 = 14,$ $A \cdot B = -1 \cdot -1 + -2 \cdot 3 + 3 \cdot 4 = 7.$

1.4 The Norm of a Vector