

Wkshf 5

problem 1

rest: challenges

$\vec{v}, \vec{w}$ vectors in $\mathbb{R}^n$

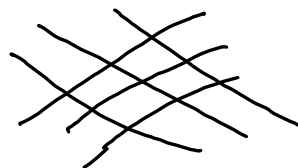
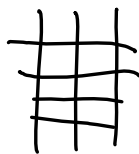
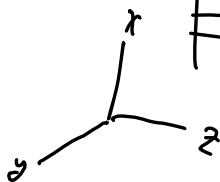
$$\begin{pmatrix} v_1 \\ \vdots \\ v_n \end{pmatrix} \quad \begin{pmatrix} w_1 \\ \vdots \\ w_n \end{pmatrix}$$

$$(v_1 \dots v_n), \begin{pmatrix} w_1 \\ \vdots \\ w_n \end{pmatrix}$$

$$\begin{aligned} \vec{v} \cdot \vec{w} &= v_1 w_1 + v_2 w_2 + \dots + v_n w_n \\ &= \sum_{i=1}^n v_i w_i \end{aligned}$$

Camera $\left| -2v_1 v_1 + 3w_2 w_2 + \dots + 1v_n w_n \right.$
arbitrary?

~ coordinate dependent



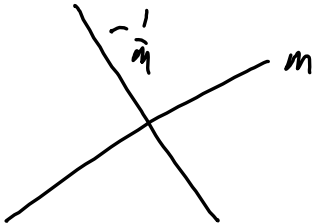


help of bases?

orthonormal

geometry?

$$\vec{v} \cdot \vec{w} = 0 \quad \Leftrightarrow \quad \vec{v}, \vec{w} \text{ perp?}$$



$$\vec{v} \cdot \vec{w} = \|\vec{v}\| \|\vec{w}\| \cos \theta$$

θ angle between $\vec{v}, \vec{w}$

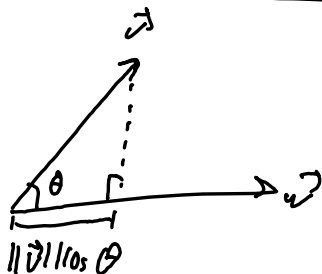
def of θ

$$\left(\begin{aligned} (\vec{v}_1 + \vec{v}_2) \cdot \vec{w} &= \vec{v}_1 \cdot \vec{w} + \vec{v}_2 \cdot \vec{w} \\ \vec{v} \cdot (\vec{u}_1 + \vec{u}_2) &= \vec{v} \cdot \vec{u}_1 + \vec{v} \cdot \vec{u}_2 \\ (c\vec{v}) \cdot \vec{w} &= \vec{v} \cdot (c\vec{w}) = c(\vec{v} \cdot \vec{w}) \end{aligned} \right)$$

algebraic

$$\left(\begin{aligned} & \sum (c_i \vec{v}_i) \cdot \vec{w} \\ &= \sum c_i (\vec{v}_i \cdot \vec{w}) \end{aligned} \right)$$

$$\frac{\|\vec{v}\| \|\vec{w}\| \cos(\theta)}{}$$



$\vec{v}$ proj onto $\vec{w}$

take the length of proj
mult. by length of $\|\vec{w}\|$

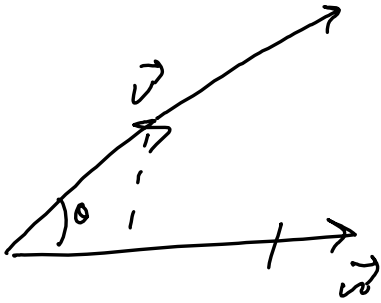
lengths

angle

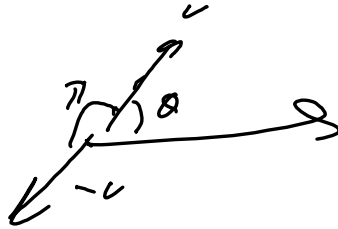
$$\text{Def. } D(\vec{v}, \vec{w}) = \|\vec{v}\| \|\vec{w}\| \cos \theta$$

$$\text{Goal: } \vec{v} \cdot \vec{w} = D(\vec{v}, \vec{w})$$

$$D(\vec{v}, \vec{w}) = \underline{c} D(\vec{v}, \vec{w})$$



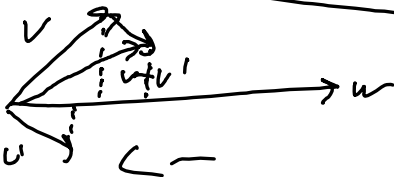
$$\begin{matrix} Q & \vec{v}, \vec{w} \\ Q & 2\vec{v}, \vec{w} \end{matrix} \left. \vphantom{\begin{matrix} Q \\ Q \end{matrix}} \right\} \text{ same } Q$$



$$\cos(\theta + \pi) = -\cos(\theta)$$

$$D(\vec{v}, \vec{w}) = D(\vec{v}, \vec{w})$$

$$D(\vec{v} + \vec{v}', \vec{w}) \stackrel{(?)}{=} D(\vec{v}, \vec{w}) + D(\vec{v}', \vec{w})$$



$$\|v+w\| \|w\| \cos(\theta)$$

$$\S \underbrace{\|v\| \|w\| \cos \theta} + \underbrace{\|v\| \|w\| \cos \theta'}$$

$$\varphi \text{ any } \vec{v} + \vec{v}', \vec{w}$$

$$\mathcal{Q} \parallel \vec{v}, \vec{w}$$

$$\mathcal{Q}' \parallel \vec{v}', \vec{w}$$

defect D , algebraic?

upshot D , symmetry under "physical transformation"

R rotation

$$\underline{D(R\vec{v}, R\vec{w}) = D(\vec{v}, \vec{w})} \quad \text{only care about } \underline{\text{length}} + \underline{\text{angle}}$$

$$\left((R\vec{v}) \cdot (R\vec{w}) = \vec{v} \cdot \vec{w} \text{ ??} \right)$$

$$\begin{pmatrix} a & -b \\ b & a \end{pmatrix} \quad a^2 + b^2 = 1$$

goal: $D(\vec{v} + \vec{v}', \vec{w}) = D(\vec{v}, \vec{w}) + D(\vec{v}', \vec{w})$

$$D(\vec{v}, \vec{w}) = \|\vec{v}\| \|\vec{w}\| \cos(\theta)$$

$\vec{w} = \vec{v}$, both sides are 0

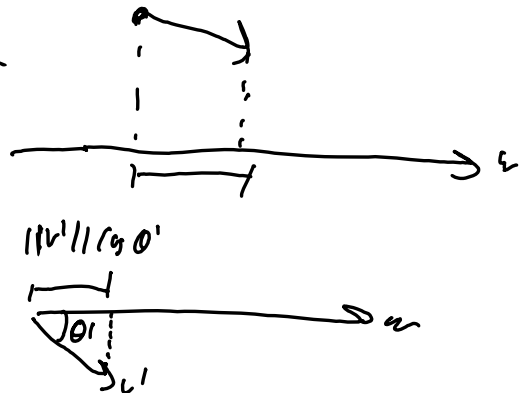
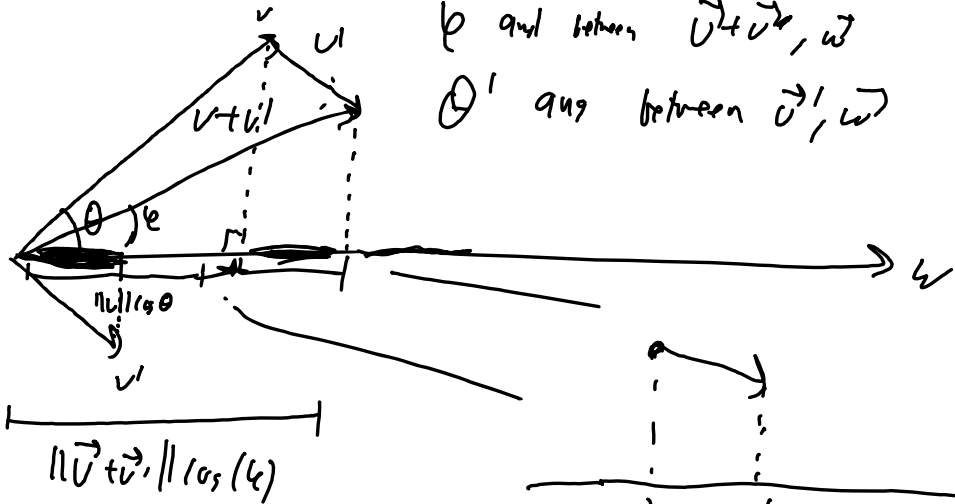
θ angle between $\vec{v}, \vec{w}$.

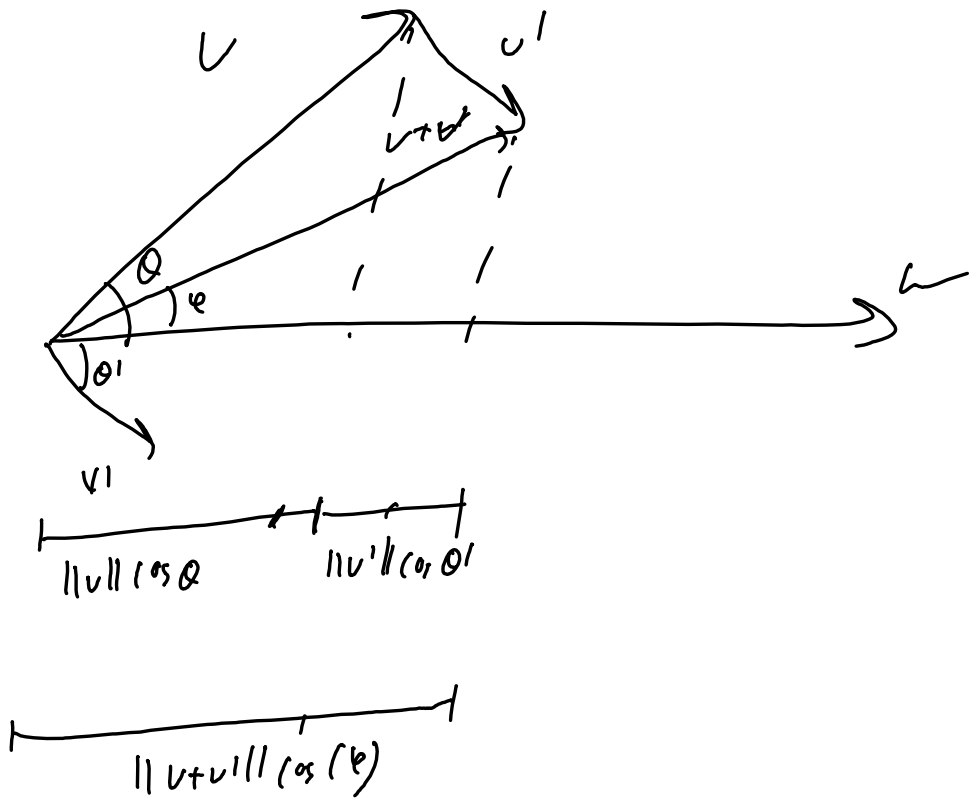
$$D(\vec{v} + \vec{v}', \vec{w})$$

θ angle between
 $\vec{v}, \vec{w}$

θ angle between $\vec{v} + \vec{v}', \vec{w}$

θ' angle between $\vec{v}', \vec{w}$





$$\underbrace{\|\vec{v}\| \cos \theta}_1 + \underbrace{\|\vec{v}'\| \cos \theta'}_1 = \underbrace{\|\vec{v} + \vec{v}'\| \cos(\phi)}_1$$

$$\frac{D(\vec{v}, \vec{\omega})}{\|\vec{\omega}\|} + \frac{D(\vec{v}', \vec{\omega})}{\|\vec{\omega}\|} = \frac{D(\vec{v} + \vec{v}', \vec{\omega})}{\|\vec{\omega}\|}$$

$\vec{\omega} \neq 0$

$$- D(\vec{v}, \vec{w}) + D(\vec{v}, \vec{w}) = D(\vec{v} + \vec{v}', \vec{w}) \checkmark$$

$$- D(\vec{v}, \vec{w}) = D(\vec{w}, \vec{v})$$

$$D(\vec{v}, \vec{w} + \vec{w}') = D(\vec{v}, \vec{w}) + D(\vec{v}, \vec{w}')$$

$$\vec{v} \cdot \vec{w} = D(\vec{v}, \vec{w}) = \|\vec{v}\| \|\vec{w}\| \cos(\theta)$$

$\vec{p}_1$

$\vec{p}_2$

$\vec{p}_3$

$$\vec{p}_1 \cdot \vec{p}_1$$

$$\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$$

$$= 1 + 0 + 0 + \dots + 0 + 0$$

$$= 1$$

$$\vec{p}_1 \cdot \vec{p}_2$$

$$\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$$

$$1 \cdot 0 + 0 \cdot 1 + 0 \cdot 0 + \dots + 0 + 0$$

$$= 0$$

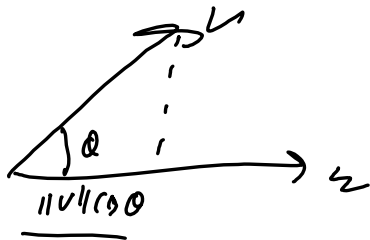
$$D(\vec{p}_1, \vec{p}_1)$$

$$\|\vec{p}_1\| \|\vec{p}_1\| \cos(\theta) \quad \theta = 0$$

$$\|\vec{p}_1\|$$

$$= 1$$

$$= 1$$



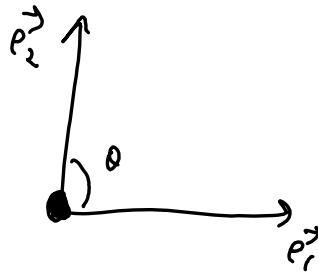
$$\theta = 0$$

$$\cos 0 = 1$$

$$\|\vec{p}_1\| = 1$$



$$D(\vec{e}_1, \vec{e}_2) = ?$$



$$\|\vec{e}_1\| \|\vec{e}_2\| \cos(\theta)$$

$$\theta = \pi/2$$

$$\cos \theta = 0$$

$$\vec{e}_i \cdot \vec{e}_j = \begin{cases} 1 & i=j \\ 0 & i \neq j \end{cases}$$

$$D(\vec{e}_i, \vec{e}_j) = \begin{cases} 1 & i=j \\ 0 & i \neq j \end{cases}$$

$$\vec{v} \cdot \vec{w} = \left(\sum_i v_i \vec{e}_i \right) \cdot \left(\sum_j w_j \vec{e}_j \right)$$

$$= \sum_{i,j} v_i w_j \underbrace{\vec{e}_i \cdot \vec{e}_j}_{D(\vec{e}_i, \vec{e}_j)}$$

$$= \sum_i v_i w_i$$

$$D(\vec{v}, \vec{w})$$

$$D\left(\sum_i v_i \vec{e}_i, \sum_j w_j \vec{e}_j\right) = \sum_{i,j} v_i w_j D(\vec{e}_i, \vec{e}_j) = \sum_i v_i w_i = \vec{v} \cdot \vec{w}$$

$$\vec{v} = \begin{pmatrix} 1 \\ 2 \end{pmatrix}, \quad \vec{w} = \begin{pmatrix} 3 \\ 4 \end{pmatrix}$$

$$D(\vec{v}, \vec{w}) = D(-1\vec{e}_1 + 2\vec{e}_2, 3\vec{e}_1 + 4\vec{e}_2)$$

$$= D(\vec{e}_1, 3\vec{e}_1 + 4\vec{e}_2) + D(2\vec{e}_2, 3\vec{e}_1 + 4\vec{e}_2)$$

$$= D(\vec{e}_1, 3\vec{e}_1 + 4\vec{e}_2) + 2D(\vec{e}_2, 3\vec{e}_1 + 4\vec{e}_2)$$

$$\approx D(\vec{e}_1, 3\vec{e}_1) + D(\vec{e}_1, 4\vec{e}_2)$$

$$+ 3D(\vec{e}_2, 3\vec{e}_1) + 2D(\vec{e}_2, 4\vec{e}_2)$$

$$= 3D(\vec{e}_1, \vec{e}_1) + 4D(\vec{e}_1, \vec{e}_2)$$

$$+ 3D(\vec{e}_2, \vec{e}_1) + 2 \cdot 4D(\vec{e}_2, \vec{e}_2)$$

$$= 1 \cdot 3 + 2 \cdot 4$$

$$= 11$$

$$\begin{pmatrix} 1 \\ 2 \end{pmatrix} \cdot \begin{pmatrix} 3 \\ 4 \end{pmatrix} = 1 \cdot 3 + 2 \cdot 4 = 11$$

$$\frac{\vec{v} \cdot \vec{w}}{\text{alg}} = \frac{\|\vec{v}\| \|\vec{w}\| \cos \theta}{\text{geom}}$$

↘ orthogonal

$$\vec{e}_i \mapsto \vec{v}_i$$

$$\vec{v}_i \cdot \vec{v}_j = \begin{cases} 1 & i=j \\ 0 & i \neq j \end{cases}$$

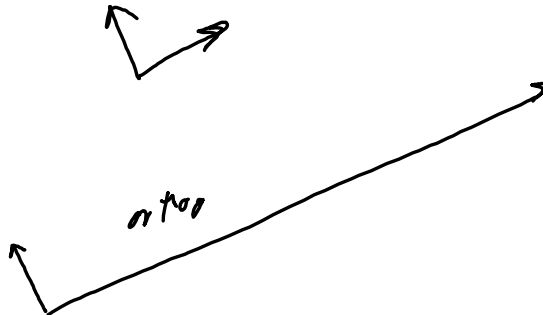
orthonormal basis

orthogonal

$$\vec{v}_i \cdot \vec{v}_j = \begin{cases} \text{non zero} & i=j \\ 0 & i \neq j \end{cases}$$

$$\frac{\vec{v}_i}{\|\vec{v}_i\|}$$

orthonormal



$$L, \text{ proj}_L(\vec{x})$$

$\vec{u}$ non zero in L

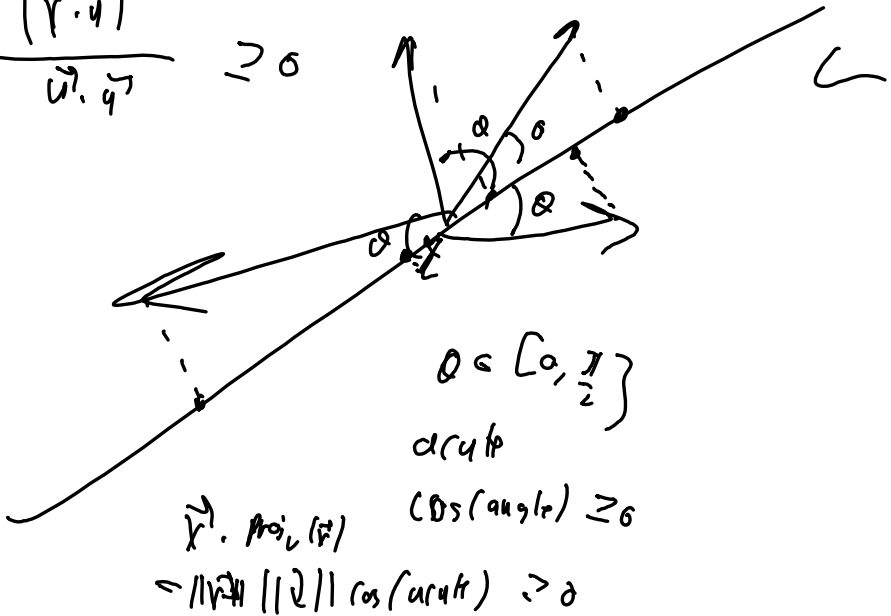
$\vec{u}$ spans L

$$\text{proj}_L(\vec{x}) = \frac{\vec{x} \cdot \vec{u}}{\vec{u} \cdot \vec{u}} \vec{u}$$

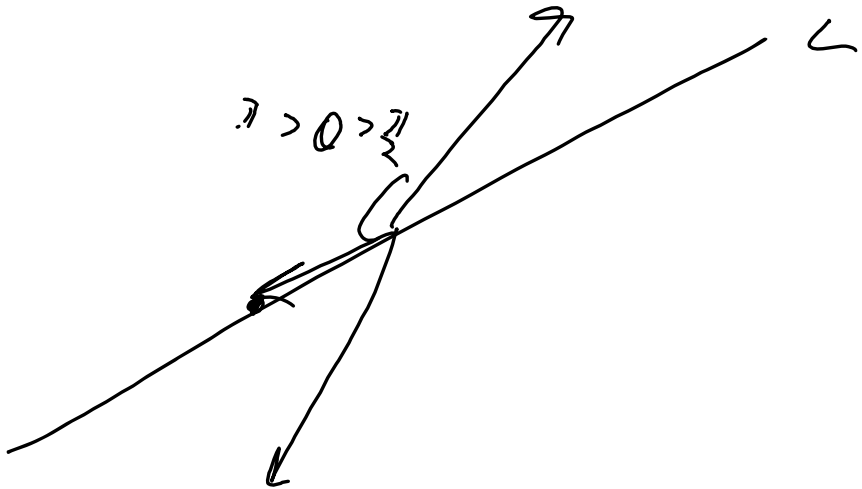
$$\vec{x} \cdot \left(\frac{\vec{x} \cdot \vec{u}}{\vec{u} \cdot \vec{u}} \vec{u} \right)$$

$$\frac{(\vec{x} \cdot \vec{u})}{\vec{u} \cdot \vec{u}} (\vec{x} \cdot \vec{u})$$

$$\frac{(\vec{x} \cdot \vec{u})^2}{\vec{u} \cdot \vec{u}} \geq 0$$



$$\vec{x} \cdot \text{proj}_L(\vec{x})$$



$$= \underbrace{\vec{x} \cdot \text{proj}_L(\vec{x})}_{\geq 0}$$