

VECTOR SPACES

Let V be any collection of objects (called **vectors**) such that:

- We have a way to "add" the vectors (use symbol $+$)
- We have a way to "multiply by scalars" (use symbol $\cdot$)

(Definition 7.1)

We say that V is a **vector space** if all of the following are true.

For all $\vec{u}$, $\vec{v}$, and $\vec{w}$ in V , and all scalars c and d .

- (1) $\vec{u} + \vec{v}$ is also in V . $\leftarrow V$ is closed under addition
- (2) $c \cdot \vec{u}$ is also in V . $\leftarrow V$ is closed under scalar multiplication
- (3) There is some vector, named $\vec{0}$, such that $\vec{u} + \vec{0} = \vec{u}$ $\leftarrow$ zero vector
- (4) There is some vector, named $-\vec{u}$, such that $\vec{u} + (-\vec{u}) = \vec{0}$. $\leftarrow$ additive inverse
- (5a) $\vec{u} + \vec{v} = \vec{v} + \vec{u}$ $\leftarrow$ addition is commutative
- (5b) $(\vec{u} + \vec{v}) + \vec{w} = \vec{u} + (\vec{v} + \vec{w})$ $\leftarrow$ addition is associative
- (5c) $c(\vec{u} + \vec{v}) = c\vec{u} + c\vec{v}$ $\leftarrow$ scalar mult. distributes over vector addition
- (5d) $(c + d)\vec{u} = c\vec{u} + d\vec{u}$ $\leftarrow$ scalar mult. distributes over scalar addition
- (5e) $(cd)\vec{u} = c(d\vec{u})$ $\leftarrow$ associative property of scalar mult.
- (5f) $1 \cdot \vec{u} = \vec{u}$ $\leftarrow$ 1 is the mult. identity for scalar mult.

EXAMPLE 1: $V = \mathbb{R}^2$ = collection of all $\begin{bmatrix} x \\ y \end{bmatrix}$, $x, y \in \mathbb{R}$

addition: $\begin{bmatrix} x_1 \\ y_1 \end{bmatrix} + \begin{bmatrix} x_2 \\ y_2 \end{bmatrix} = \begin{bmatrix} x_1 + x_2 \\ y_1 + y_2 \end{bmatrix}$

Scalar multiplication: $c \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} cx \\ cy \end{bmatrix}$

EXAMPLE 2: $V = \mathbb{P}^2$ = collection of all polynomials of degree ≤ 2

sample "vectors": $\vec{u} = x^2 + 4$, $\vec{v} = x^2 - 7x + 3$
 $\vec{w} = x - 5$, $\vec{y} = 3 = 0x^2 + 0x + 3x^0$

addition: usual polynomial addition:

$$\underbrace{(a_2x^2 + a_1x + a_0)}_{\text{some generic polynomial in } \mathbb{P}^2} + \underbrace{(b_2x^2 + b_1x + b_0)}_{\text{another generic polynomial in } \mathbb{P}^2} = (a_2 + b_2)x^2 + (a_1 + b_1)x + (a_0 + b_0)$$

Scalar multiplication: usual multiplication

$$c \cdot (a_2x^2 + a_1x + a_0) = ca_2x^2 + ca_1x + ca_0$$

Linear Algebra – Day 35

MATH 220

Here are sets of “vectors” along with definitions for “addition” and “scalar multiplication.” For each, give an example of a vector. Then decide whether the set is closed under addition and scalar multiplication. Is there a “zero vector”? Do the other properties hold? If not, which fail? Finally, decide if each is a vector space.

V , $+$, and $\cdot$	Vector example	Closed under $+$?	Zero vector $\mathbf{0}$?	Closed under $\cdot$?	Other properties?	Vector space?
$\mathbb{R}^3$ with usual $+$ and $\cdot$	$\begin{bmatrix} 4 \\ -13 \\ 2.5 \end{bmatrix}$	yes	$\mathbf{0} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$	yes	yes	yes
$\mathbb{R}^4$ with usual $+$ and $\cdot$	$\begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \end{bmatrix}$	yes	$\vec{0} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$	yes	yes	yes
$\mathbf{P}^2$: polynomials of degree ≤ 2 (variable is x), with polynomial $+$ and scalar $\cdot$	$4x^2 - 13x + 2.5$	yes	$\mathbf{0}$ is the number 0	yes	yes	yes
all $\begin{bmatrix} x \\ y \end{bmatrix}$ in $\mathbb{R}^2$ where $x, y \geq 0$, with same $+$ and $\cdot$ as $\mathbb{R}^2$	$\begin{bmatrix} 2 \\ 3 \end{bmatrix}$	yes	$\vec{0} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$	NO for example: $-1 \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} -1 \\ -2 \end{bmatrix}$ not in V ↗		NO
$\mathbb{R}^{2 \times 2}$: all 2×2 matrices, with usual matrix $+$ and scalar $\cdot$	$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$	yes	$\vec{0} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$	yes	yes	yes
$\mathbb{R}^{3 \times 2}$: all 3×2 matrices, with usual matrix $+$ and scalar $\cdot$	$\begin{bmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{bmatrix}$	yes	$\vec{0} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$	yes	yes	yes
all polynomials of degree <i>exactly</i> 2 (variable is x), with polynomial $+$ and scalar $\cdot$	$x^2 - 2x + 7$	NO for example: $x^2 + (-x^2) = 0$ not in V ↗		NO for example: $0 \cdot (x^2) = 0$ not in V ↗		NO

V , $+$, and $\cdot$	Vector example	Closed under $+$?	Zero vector $\vec{0}$?	Closed under $\cdot$?	Other properties?	Vector space?
upper-triangular 2×2 matrices with matrix $+$ and scalar $\cdot$	$\begin{bmatrix} 1 & 2 \\ 0 & 3 \end{bmatrix}$	yes	$\begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$ This is upper triangular	yes	yes	yes
$\mathbb{R}^+$: all positive real numbers, " $\mathbf{r} + \mathbf{s}$ " is done by taking $\mathbf{rs}$, " $c \cdot \mathbf{r}$ " is done by taking $\mathbf{r}^c$	3.4 (or any positive real number)	yes If $\vec{r} > 0$ and $\vec{s} > 0$, then $\vec{r} + \vec{s} = \vec{r}\vec{s} > 0$.	$\vec{0} = 1$ For any $\vec{r} > 0$, $\vec{0} + \vec{r} = 1 \cdot \vec{r} = \vec{r}^1 = \vec{r}$.	yes If $\vec{r} > 0$ and $c \in \mathbb{R}$, $c \cdot \vec{r} = \vec{r}^c$, which is a positive real num	yes	yes
$\mathbf{P}^n$: polynomials of degree $\leq n$ (variable is x), with polynomial $+$ and scalar $\cdot$	$3x^n + 5x^{n-1} + \dots + 7x - 3$ (degree is $\leq$ some fixed number n)	yes	$\vec{0} = 0$ the number zero	yes	yes	yes
$\mathbb{R}^{m \times n}$: all $m \times n$ matrices, with usual matrix $+$ and scalar $\cdot$	$\begin{bmatrix} 1 & 2 & \dots & n \\ 2 & 3 & \dots & n+1 \\ \vdots & \vdots & \ddots & \vdots \\ m & m+1 & \dots & m+n \end{bmatrix}$ m rows, n columns	yes	$\vec{0} = \begin{bmatrix} 0 & \dots & 0 \\ \vdots & \ddots & \vdots \\ 0 & \dots & 0 \end{bmatrix}$ the $m \times n$ zero matrix	yes	yes	yes
$\mathbf{P}$: all polynomials (variable is x) with polynomial $+$ and scalar $\cdot$	2 $5x - 1$ $3x^2 + x - 7$ $x^3 + 6x^2 - 4x + 3$ $x^4 - x^2 + 2$ $\vdots$ polynomials of any degree	yes	$\vec{0} = 0$ the number zero	yes	yes	yes
$\mathcal{C}$: all continuous functions (real valued functions $f(x)$), with ordinary function $+$ and scalar $\cdot$	$f(x) = x + 1$ $f(x) = e^x$ $f(x) = \cos(x) + 2$ etc.	yes	$\vec{0} = 0$ the zero function $f(x) = 0$	yes	yes	yes