

Lecture 5.1: Inner products and Euclidean structure

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Overview

Up until now, much of our previous theory has been algebraic in flavor. What's been missing is a **metric**.

In this section, we will study vector spaces where we also have a notion of length.

As a result, this part of the class will contain more analysis, and less algebra.

In regular Euclidean space, we have standard concepts such as **length** and **angle**.

These allow us to speak of **orthogonality**, and to **project** vectors onto other vectors, or onto subspaces.

All of this is made possible by the **dot product**:

$$\langle x, y \rangle := x \cdot y = (x_1, \dots, x_n) \cdot (y_1, \dots, y_n) = x_1 y_1 + \dots + x_n y_n.$$

This works because the dot product is a **symmetric bilinear form** with an additional property.

In this section, we will abstract this notion to the concept of an **inner product**.

Throughout, we will assume that X is an n -dimensional vector space over \mathbb{R} .

Euclidean geometry

The **length** or **norm** of $x \in X$, denoted $\|x\|$, is the distance from x to $0 \in X$.

By the Pythagorean theorem, $\|x\| = \sqrt{x_1^2 + \cdots + x_n^2}$. Clearly, $\|x\|^2 = \langle x, x \rangle$.

Since the **dot product** is symmetric and bilinear:

$$\begin{aligned}\langle x + y, x + y \rangle &= \langle x, x \rangle + 2\langle x, y \rangle + \langle y, y \rangle \\ &= \|x\|^2 + 2\langle x, y \rangle + \|y\|^2 \\ &= \|x + y\|^2.\end{aligned}$$

Likewise,

$$\begin{aligned}\langle x - y, x - y \rangle &= \langle x, x \rangle - 2\langle x, y \rangle + \langle y, y \rangle \\ &= \|x\|^2 - 2\langle x, y \rangle + \|y\|^2 \\ &= \|x - y\|^2.\end{aligned}$$

Remarks

- This is independent of the choice of basis (coordinate system)
- Geometrically, we understand $\|x\|$, $\|y\|$, and $\|x - y\|$, but not $\langle x, y \rangle$... yet.

How the dot product defines angles

To understand $\langle x, y \rangle$, we'll pick a special x and y .

Given any basis ("coordinate system") x_1, \dots, x_n :

1. Let x be a scalar of x_1 . Then $x = (\|x\|, 0, \dots, 0)$.
2. Let $y \in \text{Span}(x_1, x_2)$. Then $y = (\|y\| \cos \theta, \|y\| \sin \theta, 0, \dots, 0)$.

The dot product of x and y is thus

$$\langle x, y \rangle = (\|x\|, 0, \dots, 0) \cdot (\|y\| \cos \theta, \|y\| \sin \theta, 0, \dots, 0) = \|x\| \|y\| \cos \theta.$$

We can characterize the **angle** between x and y as

$$\cos \theta = \frac{\langle x, y \rangle}{\|x\| \|y\|}.$$

We can also derive the **law of cosines**:

$$c^2 = a^2 + b^2 - 2ab \cos \theta.$$

Remark

One requirement for generalizing Euclidean space will be that $-1 \leq \cos \theta \leq 1$, i.e.,

$$-1 \leq \frac{\langle x, y \rangle}{\|x\| \|y\|} \leq 1.$$

Fundamental properties of Euclidean space

Cauchy-Schwarz inequality

For all $x, y \in \mathbb{R}^n$,

$$|\langle x, y \rangle| \leq \|x\| \cdot \|y\|,$$

and equality holds if and only if x and y are scalar multiples of each other.

Triangle inequality

For all $x, y \in \mathbb{R}^n$,

$$\|x + y\| \leq \|x\| + \|y\|.$$

Corollary 5.1

For any $x \in \mathbb{R}^n$,

$$\|x\| = \max \{ \langle x, y \rangle : \|y\| = 1 \}.$$

Generalizing the dot product

The dot product on \mathbb{R}^n gives us a notion of:

- *length*: $\|x\| = \sqrt{\langle x, x \rangle}$
- *angle*: $\cos \theta = \frac{\langle x, y \rangle}{\|x\| \|y\|}$

But there's nothing special about the dot product, other than it's a symmetric bilinear form that is additionally **positive-definite**:

$$\langle x, x \rangle > 0, \quad \text{for all } x \neq 0.$$

Definition

An **inner product** on a real vector space X is a symmetric positive-definite bilinear form

$$\langle -, - \rangle: X \times X \longrightarrow \mathbb{R}.$$

A vector space endowed with an inner product is an **inner product space**.

Key point

Everything we've done thus far (Cauchy-Schwarz, triangle inequality, etc.) works for a general inner product spaces.

Examples & non-examples

Let's explore some examples, and see what works and what doesn't.

- $X = \mathbb{R}^2$ with inner product

$$\langle a_1 e_1 + a_2 e_2, b_1 e_1 + b_2 e_2 \rangle = [b_1 \quad b_2] \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix} \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} = 2a_1 b_1 + a_1 b_2 + a_2 b_1 + 2a_2 b_2.$$

- $X = \mathbb{R}^2$ with inner product

$$\langle a_1 e_1 + a_2 e_2, b_1 e_1 + b_2 e_2 \rangle = [b_1 \quad b_2] \begin{bmatrix} 1 & 2 \\ 2 & 1 \end{bmatrix} \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} = a_1 b_1 + 2a_1 b_2 + 2a_2 b_1 + a_2 b_2.$$

- $X = \mathbb{R}^2$ with inner product

$$\langle a_1 e_1 + a_2 e_2, b_1 e_1 + b_2 e_2 \rangle = a_1 b_2 + a_2 b_1.$$

- $X = \text{Hom}(X, Y)$ with inner product

$$\langle A, B \rangle = \text{tr}(B^T A) = \sum_{i,j} a_{ij} b_{ij}.$$

- $X = C[a, b]$, the space of continuous functions $f : [a, b] \rightarrow \mathbb{R}$ with inner product

$$\langle f, g \rangle = \int_a^b f(x)g(x) dx.$$