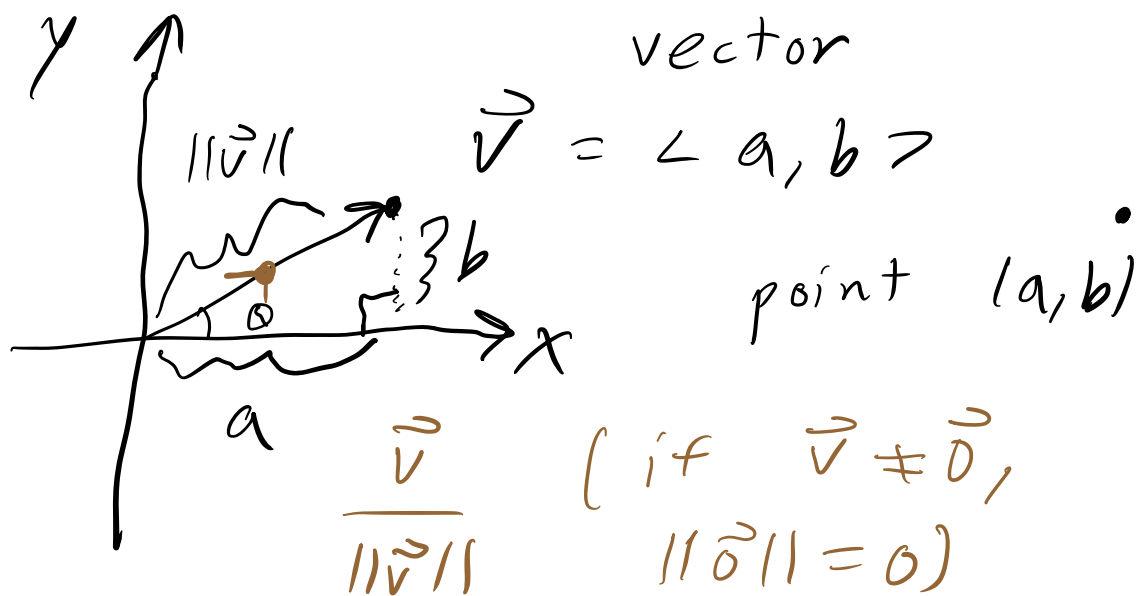




$\|\vec{v}\|$ is the length of

$$\vec{v}. \quad \|\vec{v}\| = \sqrt{a^2 + b^2}.$$

(comes from the Pythagorean theorem)

$\frac{\vec{v}}{\|\vec{v}\|}$ is the normalization of $\vec{v}$.

$\begin{pmatrix} \vec{0} = \langle 0, 0 \rangle \\ \vec{0} = \langle 0, 0, 0 \rangle \end{pmatrix}$

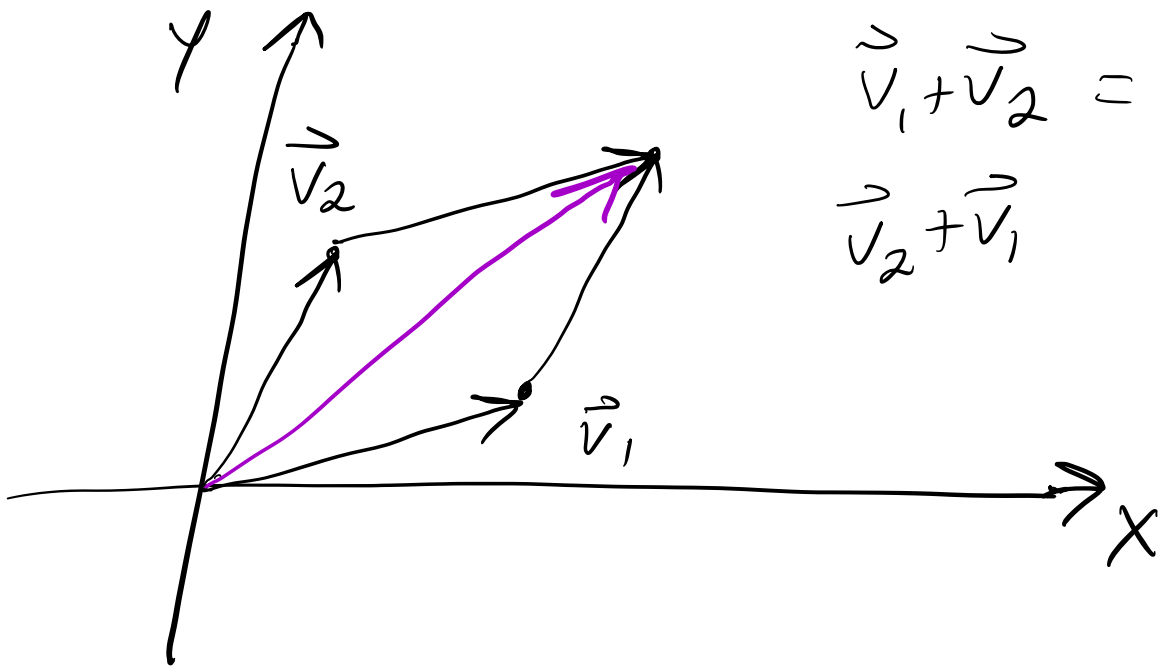
$$\left\| \frac{\vec{v}}{\|\vec{v}\|} \right\| = 1, \text{ and } \frac{\vec{v}}{\|\vec{v}\|} \text{ points in}$$

the same direction as $\vec{v}$.

Vector arithmetic

$$\vec{v}_1 = \langle a_1, b_1 \rangle, \vec{v}_2 = \langle a_2, b_2 \rangle$$

$$\rightarrow \boxed{\vec{v}_1 + \vec{v}_2} = \langle a_1 + a_2, b_1 + b_2 \rangle$$



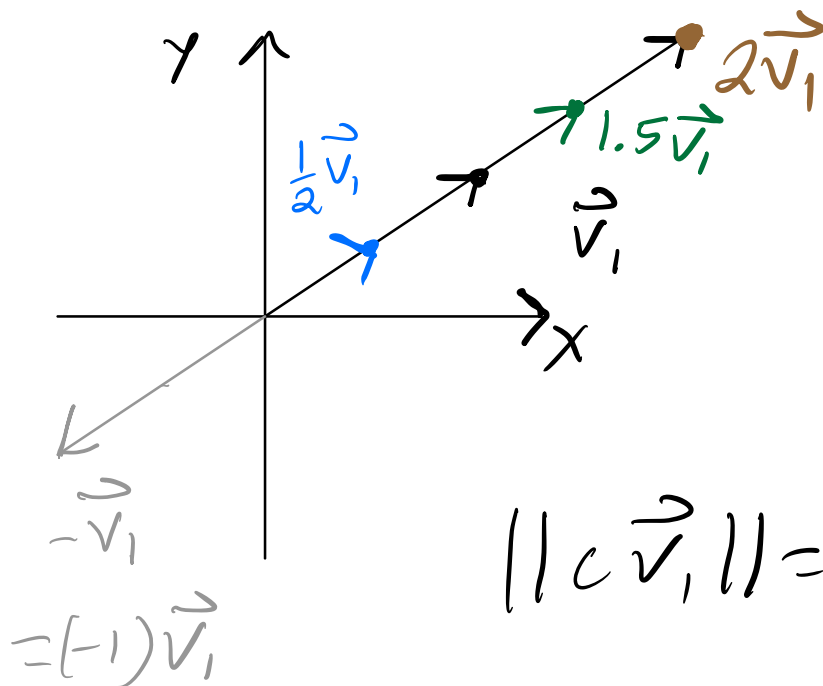
real numbers
↓

- Given a scalar $c \in \mathbb{R}$,

$$c \vec{v}_1 = \langle ca_1, cb_1 \rangle$$

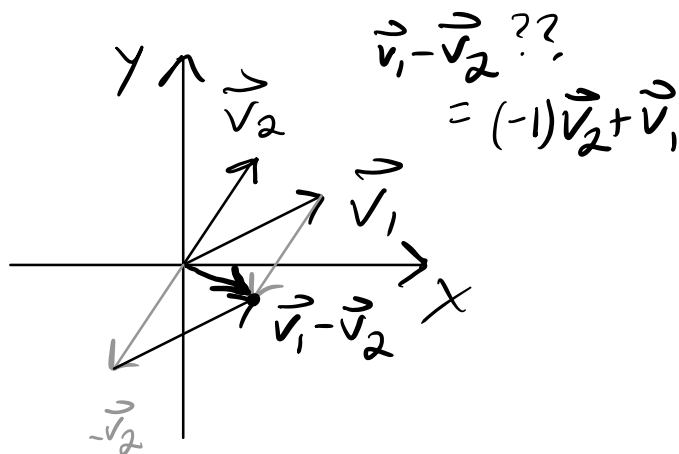
if $\vec{v}_1 = \langle a_1, b_1, c_1 \rangle$, then

$$c \vec{v}_1 = \langle ca_1, cb_1, cc_1 \rangle$$



$$\|c \vec{v}_1\| = |c| \cdot \|\vec{v}_1\|$$

- vector subtraction



$$\vec{v}_1 - \vec{v}_2 = \langle a_1 - a_2, b_1 - b_2 \rangle$$

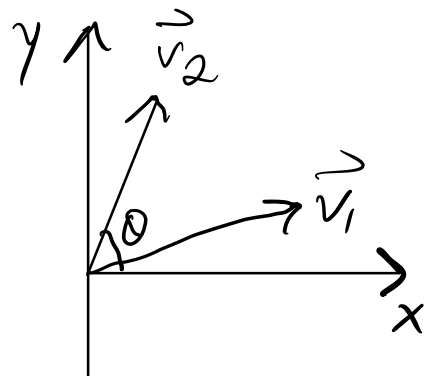
Dot products

Given $\vec{v}_1 = \langle a_1, b_1 \rangle$, $\vec{v}_2 = \langle a_2, b_2 \rangle$

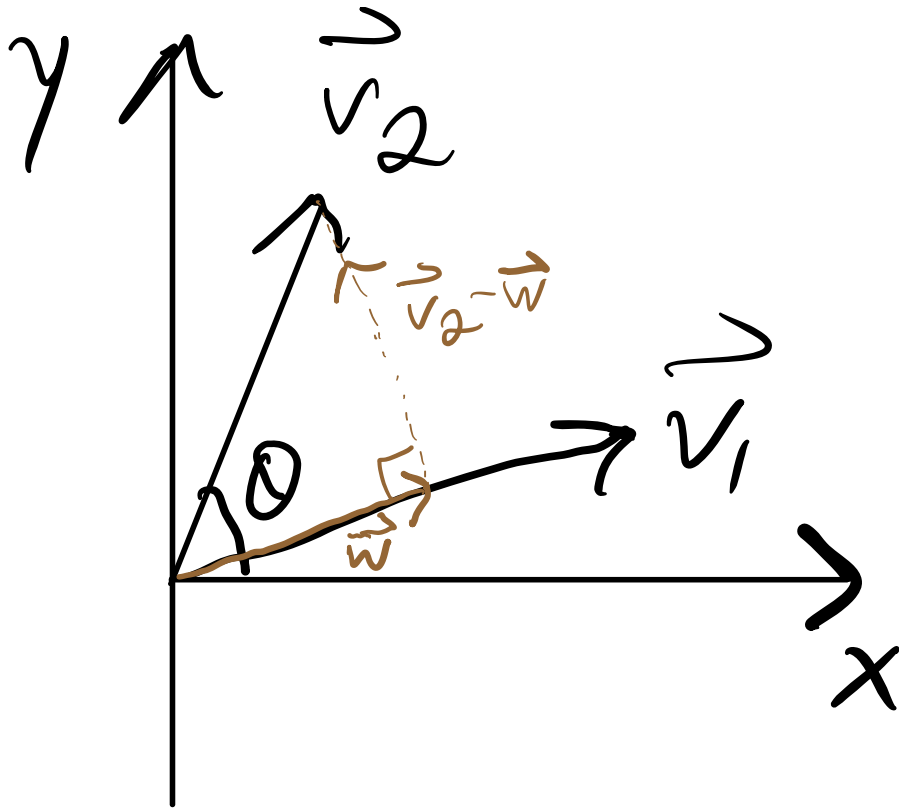
$$\vec{v}_1 \cdot \vec{v}_2 = a_1 a_2 + b_1 b_2$$

~

dot product



$$\vec{v}_1 \cdot \vec{v}_2 = \|\vec{v}_1\| \cdot \|\vec{v}_2\| \cos(\theta)$$



$\vec{w}$ is the projection of $\vec{v}_2$ onto $\vec{v}_1$.

$$\frac{\vec{v}_1 \cdot \vec{v}_2}{\|\vec{v}_1\|} = \|\vec{v}_2\| \cos(\theta) = \|\vec{w}\|$$

$\frac{\vec{v}_1}{\|\vec{v}_1\|}$ "is the direction of $\vec{v}_1$ "

$$\rightarrow \vec{w} = \frac{\vec{v}_1 \cdot \vec{v}_2}{\|\vec{v}_1\|} \cdot \frac{\vec{v}_1}{\|\vec{v}_1\|} = \boxed{\frac{\vec{v}_1 \cdot \vec{v}_2}{\|\vec{v}_1\|^2} \vec{v}_1}$$

$$\|\vec{w}\| \cdot \frac{\vec{w}}{\|\vec{w}\|} = \frac{-\vec{v}_1}{\|\vec{v}_1\|}$$

