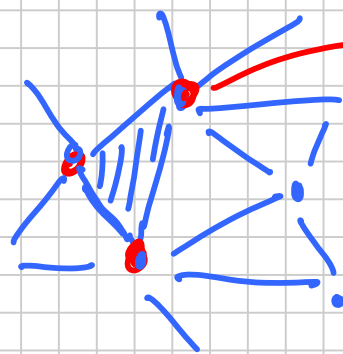


L3. Points and Vectors

- Objectives:
- Distinguish between points and vectors
 - How to represent these
 - In a computer program (coordinates)
 - In mathematics (Notation)



has attributes:
point
normal
color
neighbors

NOT: vertex is a point

A point is a location in space, If you know a distinguished point, which we can call "origin"



\vec{v} is a displacement vector

$$\vec{p} = \vec{o} + \vec{v}$$

There are other kinds of vectors:
velocity, normals, ...

§ Vector space

$$V = \{ \vec{v}, \vec{a}, \vec{b}, \dots \}$$

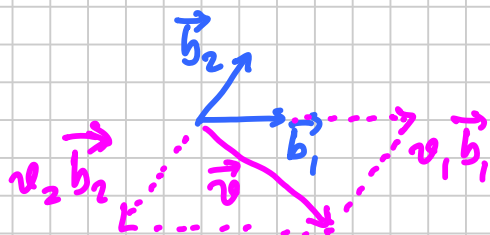
$$\vec{a} + \vec{b} \in V \quad \text{if } \vec{a}, \vec{b} \in V$$

$$\lambda \vec{a} \in V \quad \text{if } \vec{a} \in V$$

§ Basis $\vec{b}_1, \vec{b}_2, \dots$

$$\text{for any } \vec{v} = v_1 \vec{b}_1 + v_2 \vec{b}_2$$

← coordinates of \vec{v} in the basis



A basis is a linearly independent set of vectors, which is complete for V .

The size of the basis is called the dimension of V .

The basis is not unique.

Why do we need this? gives us coordinates

§ Orthonormal basis

Suppose we have a "dot" product

$$\vec{v}_1 \cdot \vec{v}_2 \rightarrow \text{scalar}$$

can define $\vec{a} \cdot \vec{a} \stackrel{\text{def}}{=} \|\vec{a}\|^2$ where $\|\vec{a}\|$ is a norm

can "normalize" a vector, i.e. $\frac{\vec{a}}{\|\vec{a}\|} = \frac{1}{\|\vec{a}\|} \vec{a}$ i.e., a measure of size

Two vectors are orthogonal if $\vec{v}_1 \cdot \vec{v}_2 = 0$

A basis in which all vectors are mutually orthogonal, and have norm = 1 is called "orthonormal"

★ Dot product of 2 vectors in an orthonormal basis has a simple form.

$$\vec{u} = u_1 \vec{b}_1 + u_2 \vec{b}_2$$

$$\vec{v} = v_1 \vec{b}_1 + v_2 \vec{b}_2$$

$$\vec{u} \cdot \vec{v} = u_1 v_1 \underbrace{\vec{b}_1 \cdot \vec{b}_1}_{=1} + u_1 v_2 \underbrace{\vec{b}_1 \cdot \vec{b}_2}_{=0} + \dots$$

$$= u_1 v_1 + u_2 v_2 \quad \text{just involves scalars!}$$

This is why orthonormal is great, we'll use whenever possible.

§ Important No(ta)tion

	<u>Pair</u>	<u>Book</u>
Point	\vec{p}	✓
vector	\vec{v}	✓
Column Matrix	\vec{a}	\mathbf{a}
Row matrix	\underline{a}	\mathbf{a}^t

★ Change from Book.

$$\begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix} \quad [a_1 \ a_2 \ a_3]$$

← bold face