

Vectors

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Kindergarten: vector = (v_1, \dots, v_n) , $v_i \in \mathbb{R}$
 Quantum kindergarten: $v_i \in \mathbb{C}$

Mathematics: **vector space** (linear space) is defined by the axioms:
 For vectors u, v, w and numbers $a, b \in \mathbb{R}$ or \mathbb{C} :

$$u + (v + w) = (u + v) + w$$

$$u + v = v + u$$

$$\exists \text{ null vector } 0 : v + 0 = v$$

$$\exists \text{ opposite vector } -v : v + (-v) = 0$$

$$a(bv) = (ab)v$$

$$1v = v$$

$$a(u + v) = au + av$$

$$(a + b)v = av + bv$$

as in \mathbb{R}

Notation: v, \mathbf{v}, \vec{v} (real in 2D, 3D), $\underline{v}, |v\rangle$ ("ket"), $v_i?$

Linear dependence

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A set of nonzero vectors $v^{(i)}$, $i = 1..m$, is **linearly dependent** if there is a null linear combination with at least one of a_i nonzero:

$$\sum a_i v^{(i)} = 0$$

A linearly independent set of vectors such that any vector (of given space) can be expressed as its linear combination is called a **basis**

$$v = \sum v_i b^{(i)}$$

Example. Are the following vectors in \mathbb{R}^3 linearly dependent?
 $(1, 1, 1), (1, -1, 1), (1, 0, -1)$ ou

Example. Are the following vectors in \mathbb{C}^2 linearly dependent?
 $(i, 1), (1 + i, 1 - i)$ s&A

Example. Consider a linear space of functions of $x \in [0, 2\pi]$ with basis $\{1, \cos(x), \cos(2x), \cos(3x), \dots\}$. Can function $\cos^2(x)$ be expressed in this basis?
 $\{ \dots '0 '0 '0 '2 / \tau '1 '0 '2 / \tau \} : s&A$

See mmpc1.mw

Scalar (inner, dot) product

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We need a richer structure!

Kindergarten: scalar product $\vec{u} \cdot \vec{v} = \sum u_i v_i$

Mathematics: (u, v) is a number (real, complex) obeying axioms:

$$(u, v) = (v, u)^*$$
 (* = complex conjugate)
$$(au, v) = a^*(u, v) \text{ (in physics)}$$

$$= a(u, v) \text{ (in mathematics)}$$

$$(u + v, w) = (u, w) + (v, w)$$

$$(u, u) \geq 0$$

$$(u, u) = 0 \Rightarrow u = 0 \text{ (null vector)}$$

Notation: $u^T v$, $u^T \cdot v$, $u^\dagger v$, (u, v) , $\langle u, v \rangle$, $\vec{u} \cdot \vec{v}$, $\mathbf{u} \cdot \mathbf{v}$, $\langle u|v\rangle$ (bra-ket);
 also as a linear form (see below), $u_i v^i$
 \cdot = sum over a pair of indices, usually in \mathbb{R}

if $(u, v) = 0$, vectors u, v are **perpendicular**

$$(u, u)^{1/2} = |u| = \|\mathbf{u}\| = \text{norm}^b$$

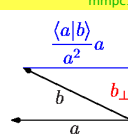
^a = transpose + complex conjugate = adjoint = Hermitean (Hermitian) conjugate
^b similar space with a norm only (and complete) = Banach space; under some conditions $(u, v) = (|u + v|^2 - |u - v|^2)/4$

(Cauchy-)Schwarz inequality

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For nonzero a, b (zero cases are trivial):^c

$$b_\perp = b - \frac{\langle a|b\rangle}{\langle a|a\rangle} a \Rightarrow \langle a|b_\perp\rangle = 0$$

$$b = \frac{\langle a|b\rangle}{\langle a|a\rangle} a + b_\perp$$


Pythagoras^d

$$b^2 = \left(\frac{|\langle a|b\rangle|}{a^2}\right)^2 a^2 + b_\perp^2 \geq \left(\frac{|\langle a|b\rangle|}{a^2}\right)^2 a^2 = \frac{|\langle a|b\rangle|^2}{a^2}$$

$$a^2 b^2 \geq |\langle a|b\rangle|^2 \Rightarrow |a||b| \geq |\langle a|b\rangle|$$

\Rightarrow **triangle inequality**

$$|a + b| \leq |a| + |b| \text{ or } |x - z| \leq |x - y| + |y - z|$$

i.e., $|a - b|$ is a metric.

^c Common shortcut: $a^2 \equiv |a|^2 = \langle a|a\rangle$
^d In \mathbb{C} , we must be careful because of $\langle b|a\rangle^* = \langle a|b\rangle$;
 particularly, $|\langle a|b\rangle|^2 = \langle (a|b)^* a|(a|b)a\rangle = \langle (b|a)a|(a|b)a\rangle = |\langle a|b\rangle|^2 a^2$

Hilbert space

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Hilbert space = linear space with a scalar product which is:

- complete (any Cauchy sequence^e converges in the (u, u) metric)
- usually also separable (it contains a countable dense subset \Rightarrow there is a countable basis)


Loosely: "it is not too big",
 "there are no problems with using infinite sums"

Any finite vector space is a Hilbert space.

Example. Wavefunction is a vector of a Hilbert space, $\int |\psi(\tau)|^2 d\tau$ must be finite.
 The scalar product is:

$$\langle \phi|\psi\rangle = \int \phi(\tau)^* \psi(\tau) d\tau$$

In chemistry $\tau \in \mathbb{R}^{3n}$, $n = \#$ of electrons; there are 2^n -tuples of functions if spin is included



^e $\{v_i\}_{i=1}^\infty$ is Cauchy if $\forall d > 0 \exists n : |v_j - v_i| < d \forall i, j > n$

Orthogonal and orthonormal bases

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Orthogonal basis = all vectors are perpendicular.
 Orthonormal basis = also normalized.

$$b^{(i)} \cdot b^{(j)} = \delta_{ij}$$

Components of v in an orthonormal basis:

$$v_i = v \cdot b^{(i)} \Rightarrow v = \sum v_i b^{(i)} = (v_1, \dots, v_n)_b$$

Scalar product:

$$u \cdot v = \sum u_i v_i \quad \left(\sum u_i^* v_i \text{ in } \mathbb{C} \text{ in physics}\right)$$

Gram-Schmidt Orthogonalization

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A general basis $b^{(i)}$ can be orthogonalized by the Gram-Schmidt algorithm:

$$b^{(1)} := b^{(1)}/|b^{(1)}|$$

$$b^{(2)} := b^{(2)} - \langle b^{(1)}|b^{(2)}\rangle b^{(1)}, \quad b^{(2)} := b^{(2)}/|b^{(2)}|$$

$$b^{(3)} := b^{(3)} - \langle b^{(1)}|b^{(3)}\rangle b^{(1)} - \langle b^{(2)}|b^{(3)}\rangle b^{(2)}, \quad b^{(3)} := b^{(3)}/|b^{(3)}|$$

" $:=$ " means "assign to" as in a computer code.

Bases used in a Hilbert space are usually orthogonal or orthonormal

Example. Find all orthonormal bases $\{b^{(1)}, b^{(2)}\}$ in \mathbb{C}^2 for $b^{(1)} = (1, i)/\sqrt{2}$.

$$\vec{b}^* / \tau = |\vec{v}| \cdot \vec{v} \cdot \vec{v}^* / \tau$$

Gram-Schmidt orthogonalization examples: mmpc1.mw

Linear forms

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Linear form f (linear operator) assigns a number $f(v) \in \mathbb{R}$, or $f(v) \in \mathbb{C}$, to a vector.

Axioms: for linear forms f, g , number a , and a vector v :

$$(f + g)(v) = f(v) + g(v)$$

$$f(av) = af(v)$$

For finite n one can write

$$f(u) = \sum_{i=1}^n f_i u_i$$

In infinite-dimension spaces there may be continuity problems.
 Otherwise in Hilbert spaces linear form \approx scalar product:

$$f(v) = \sum f_i v_i = \langle f^* | v \rangle$$

A linear form (in Euclidean spaces) is also called **covector**:
 vector = column vector
 covector = row vector (transposed) f^T .

Scalar product then is: $f(u) = f^T \cdot u = f^i u_i = f^i u_i$ (Einstein summation convention). In complex Hilbert spaces $T \rightarrow \dagger$

Covector example

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Example. Plane in 3D including the origin can be written as:

$$\vec{n} \cdot \vec{r} = 0,$$

where \vec{n} is perpendicular to the plane = covector.

Maple

In package LinearAlgebra, operator "." is used for scalar product:

covector . vector

rows . columns (in matrix multiplication)

^+ = transposition

^* = Hermitean conjugate

Matrices

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Square matrix $n \times n$, e.g.:

$$A = \begin{pmatrix} A_{11} & A_{12} & A_{13} \\ A_{21} & A_{22} & A_{23} \\ A_{31} & A_{32} & A_{33} \end{pmatrix}$$

may represent:

● matrix of coefficients of a set of n of linear equations for n unknowns:

$$\sum_j A_{ij} x_j = b_i \quad \text{or} \quad A \cdot x = b \quad \text{or} \quad Ax = b \quad \text{or} \quad |\hat{A}|x = |b|$$

● linear transformation (map, operator) $\mathbb{R}^n \rightarrow \mathbb{R}^n$ or $\mathbb{C}^n \rightarrow \mathbb{C}^n$

$$x_i \rightarrow \sum_j A_{ij} x_j \quad \text{or} \quad x \rightarrow A \cdot x \quad \text{or} \quad x \rightarrow Ax \quad \text{or} \quad |x| \rightarrow |\hat{A}|x$$

● matrix of coefficients of a quadratic form

$$x_i \rightarrow \sum_{ij} x_i A_{ij} x_j \quad \text{or} \quad x \rightarrow x^T \cdot A \cdot x \quad \text{or} \quad x \rightarrow x^T Ax \quad \text{or} \quad |x| \rightarrow \langle x | \hat{A} | x \rangle$$

● a quadratic tensor; e.g., of pressure

Matrices

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Notation:

● In quantum theory often denoted as \hat{A}

● $A \cdot x$ is less common than Ax ;
in the bra-ket notation $A|x\rangle$ or $|Ax\rangle$ or $A|x\rangle$

● Vectors u and co-vectors u^T or $u^\dagger \equiv \langle u |$ ("bra") must be distinguished.

Matrices in infinite-dimension spaces are infinite = linear operators

If the set of equations $A \cdot x = b$ can be solved $\forall b$, then A is called **regular**. The solution is then:

$$x = A^{-1} \cdot b$$

where A^{-1} = **inverse matrix**, $A \cdot A^{-1} = A^{-1} \cdot A = \delta$, where $\delta = \text{diag}(1, 1, \dots)$ = unit matrix (Kronecker delta), also written as E , $\mathbf{1}$, I , \vec{I} , etc.

Determinant

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Determinant of a square matrix A is the number defined as a sum over all $n!$ permutations p of indices $\{1, 2, \dots, n\}$:

$$\det A = \sum_p \text{sign}(p) \prod_i A_{i,p(i)}$$

where $\text{sign}(p) = (-1)^{\text{number of transpositions in } p}$.

$\det A \neq 0$ for a regular matrix.

It holds

$$\det(A \cdot B) = \det(A) \det(B), \quad \det(A^{-1}) = \frac{1}{\det A} \quad (\text{for regular } A)$$

The determinant of a diagonal or triangular matrix = product of numbers on the diagonal

Example. Calculate a) $\text{sign}(2, 3, 1)$, b) $\text{sign}(n, n-1, n-2, \dots, 2, 1)$

(q 'I (e z/(1-u)u(I-) (q 'I (e) 0 ≡ u for I =) and † mod 4 and † otherwise)

Unitary matrix

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Orthogonal^f (in \mathbb{R}) or **unitary** (in \mathbb{C}) matrix is a square matrix for which:

$$U^T \cdot U = \delta \quad \text{or} \quad U^\dagger \cdot U = \delta$$

or in coordinates

$$\sum_j U_{ij} U_{jk} = \delta_{ik} \quad \text{or} \quad \sum_j U_{ij}^* U_{jk} = \delta_{ik}$$

● columns U_{*j} can be treated as coordinates of an orthonormal basis (in other orthonormal basis), i.e., a (matrix of) unitary transformation

● U is regular: $U^{-1} = U^\dagger$

● in \mathbb{R} : $\det U = \pm 1$, in \mathbb{C} : $|\det U| = 1$

● a unitary matrix transforms an orthonormal basis to an orthonormal basis

● linear map $x \rightarrow U \cdot x$ "preserves angles", in \mathbb{R} it can be interpreted as:

– rotation in \mathbb{R}^n (for $\det U = 1$)

– rotation and reflection in \mathbb{R}^n (for $\det U = -1$).

Examples of linear transformations in \mathbb{R}^n useful in molecular chemistry: mmpc1.mw

^fterm "orthonormal" is not used