#### Fall 2021 ME424 Modern Control and Estimation

# Linear Algebra Review: Part III Geometry ~ linear algebra

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## **Outline**

- Inner product
- Projection
- Geometric sets
  - Lines
  - Convex set and cone
  - Hyperplanes
  - Polytopes
  - Ball, ellipsoid

#### **Inner Product**

• Inner product of vectors in  $R^n$ :  $\langle v, w \rangle =$ 

• Norm of  $v \in \mathbb{R}^n$ 

■ Angle between  $v, w \in \mathbb{R}^n$ 

Orthogonality:

#### **Inner Product**

- General inner product  $\langle \cdot, \cdot \rangle : V \times V \to R$ 
  - maps each pair in a vector space to a scaler
  - satisfies several key properties: linearity, conjugate, positive definiteness ...

• Inner product of matrices in  $R^{m \times n}$ :  $\langle A, B \rangle =$ 

• Inner product of two functions f, g on interval [a, b]:

## **Projection**

• Projection of  $v \in \mathbb{R}^n$  along direction e

•  $\{e_1, ..., e_k\}$  be orthonormal basis of vector space V, then any  $v \in V$ ,  $v = \langle v, e_1 \rangle e_1 + \cdots + \langle v, e_k \rangle e_k$ 

## **Projection**

• **Fourier series**: Consider a vector space of periodic functions:  $V = \{\text{integrable functions over } [0,2\pi)\}$ 

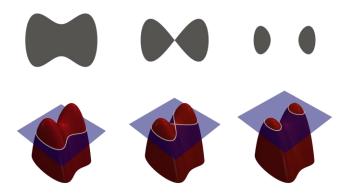
- Inner product:  $\langle f, g \rangle = \int_0^{2\pi} f(x)g(x)dx$
- Basis:  $B = \{1, \cos x, \sin(x), \cos(2x), \sin(2x), ...\}$

•  $f \in V$ , then

#### Representation of Geometric Objects / sets

• Implicit representation via (sub)-level sets:

$$\{x \in R^n : f(x) = 0\}$$
 or  $\{x \in R^n : f(x) \le 0\}$ 



■ Explicit representation:  $\{x(\alpha) \in \mathbb{R}^n : \alpha \text{ satisfies certain conditions}\}$ 

■ Line segment: Given  $x_1 \neq x_2 \in \mathbb{R}^n$ :  $\{x_2 + \alpha (x_1 - x_2): \alpha \in [0,1]\}$ 

• Line (explicit):  $\{x_2 + \alpha (x_1 - x_2) : \alpha \in R \}$ 

- Line: (implicit representation)
- e.g. in  $R^2$ :  $\{x \in R^2: a^T x = b\}$

• Hyperplanes (Implicit):  $\{x \in R^n : a^T x = b\}$ 

• Hyperplanes (Explicit):  $\{x \in R^n : a^T x = b\} \Rightarrow \{x_0 + \sum_i \alpha_i v_i : \alpha_i \in R, i = 1, ..., n-1\}$ 

• Halfspaces:  $\{x \in R^n : a^T x \le b\}$ 

■ Convex set: A set *S* is called convex if  $x_1, x_2 \in S \Rightarrow \alpha x_1 + (1 - \alpha)x_2 \in S$ 

**■ Convex combination** of 
$$x_1, ..., x_k \in \mathbb{R}^n$$
  $\{\alpha_1 x_1 + \alpha_2 x_2 + \cdots + \alpha_k x_k : \alpha_i \ge 0, \sum \alpha_i = 1\}$ 

• Convex hull  $\overline{co}(S)$ : set of all convex combinations of points in S

■ Cone: A set *S* is called a cone if  $x \in S \Rightarrow \lambda x \in S$ ,  $\forall \lambda \geq 0$ 

• Conic combination of  $x_1, ..., x_k \in \mathbb{R}^n$  $cone(x_1, ..., x_k) = \{\alpha_1 x_1 + \alpha_2 x_2 + \cdots + \alpha_k x_k : \alpha_i \ge 0\}$ 

• (Convex) Polyhedron: intersection of a finite number of half spaces  $P = \{x : Ax \le b\}$ 

 Polyhedral cone: intersection of finitely many halfspaces that contain the origin:

$$P = \{x : Ax \le 0\}$$

• Polytope: bounded polyhedron

• Polyhedron (vertex representation):

$$P = \overline{co}(v_1, ..., v_m) \oplus cone(r_1, ..., r_q)$$

■ Euclidean balls:  $B(x_c, r) = \{x \in R^n : ||x - x_c||_2 \le r\}$  or  $B(x_c, r) = \{x_c + ru : u \in R^2, ||u||_2 \le 1\}$ 

■ Ellipsoids:  $E = \{x \in R^n : (x - x_c)^T P^{-1} (x - x_c) \le 1\}$  or  $E = \{x_c + Au : u \in R^2, ||u||_2 \le 1\}$