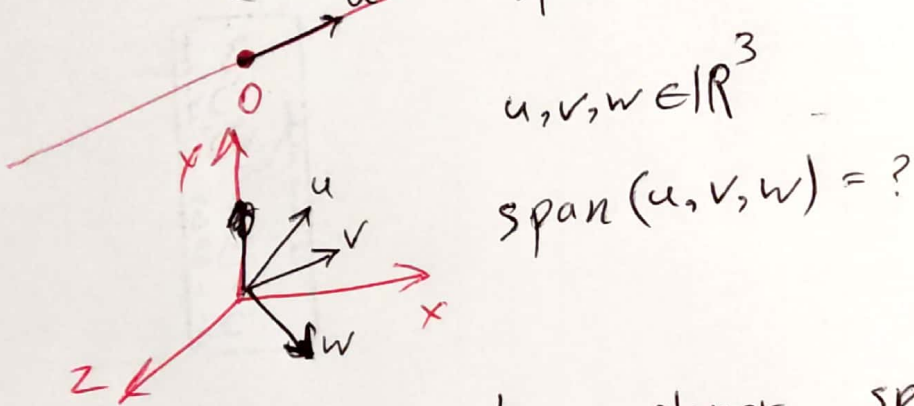
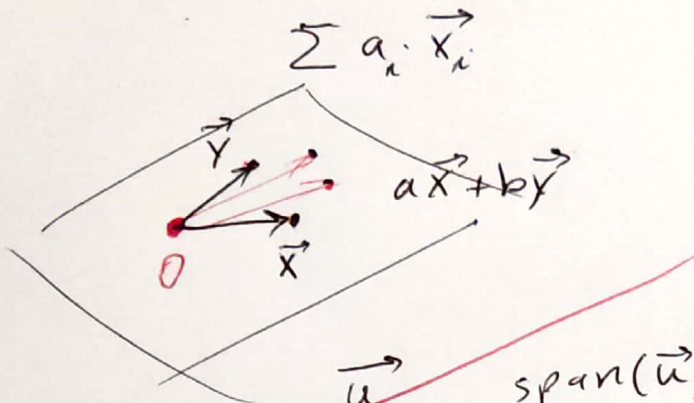
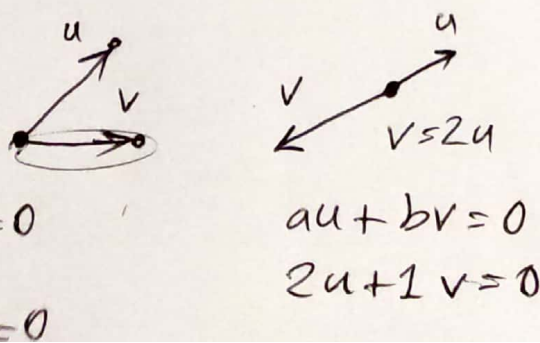
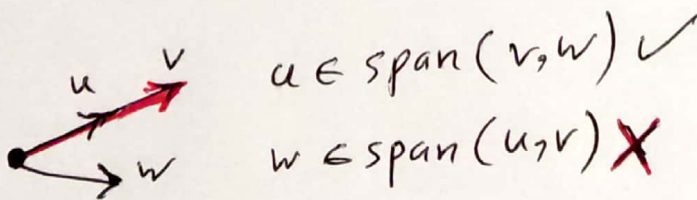
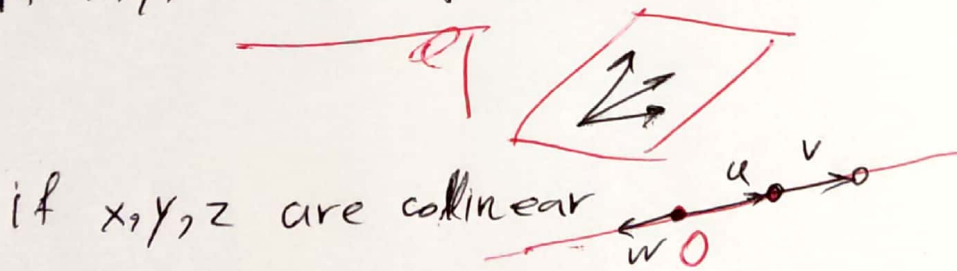


$a\vec{x} + b\vec{y}$

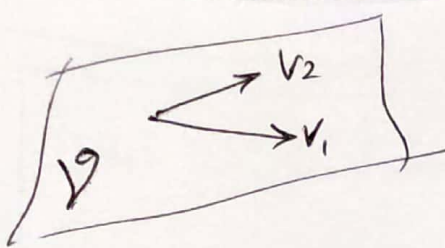
$x_i: \vec{x}_1, \vec{x}_2, \dots, \vec{x}_n$



if x, y, z are not co-planar $\text{span}(u, v, w) = \mathbb{R}^3$
 if x, y, z are coplanar but not collinear $\text{span}(u, v, w) = \text{plane}$



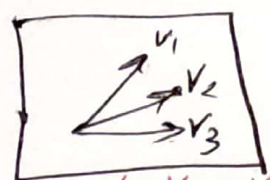
$a_0x + by + cz = 0$
 $b \neq 0$
 $by = -ax - cz$
 $y = \left(\frac{-a}{b}\right)x + \left(\frac{-c}{b}\right)z$



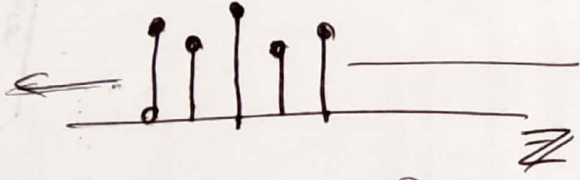
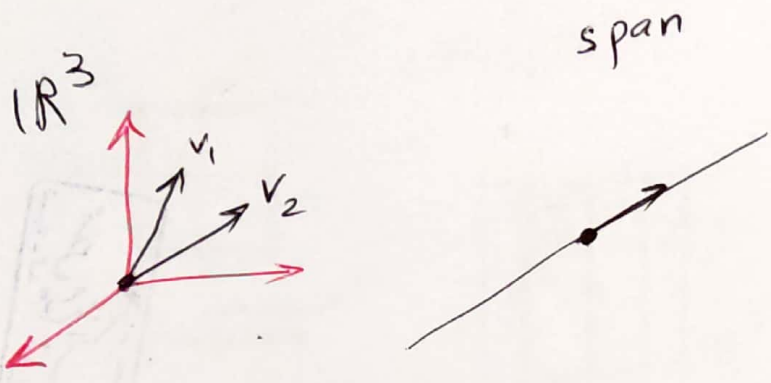
v_1, v_2 forms a basis for V



v_1, v_2 do not form a basis for V



v_1, v_2, v_3 not a basis



v_1, v_2, \dots, v_n form a basis for V

$$\vec{x} = a_1 \vec{v}_1 + a_2 \vec{v}_2 + \dots + a_n \vec{v}_n$$

$$\vec{x} = b_1 \vec{v}_1 + b_2 \vec{v}_2 + \dots + b_n \vec{v}_n$$

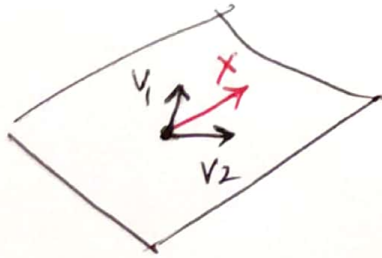
$$\Rightarrow a_1 = b_1, a_2 = b_2, \dots, a_n = b_n$$

$\Rightarrow (a_1, a_2, \dots, a_n)$ is unique

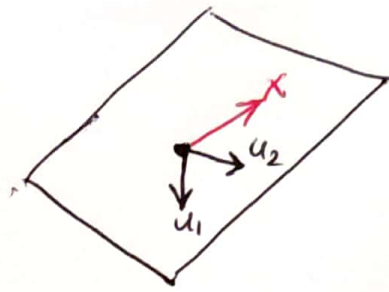
$x \equiv (a_1, a_2, \dots, a_n)$ array of ^{numbers} real
 representation

We can

$$\vec{x} = \begin{bmatrix} a_1 \\ a_2 \\ \vdots \\ a_n \end{bmatrix} \begin{array}{l} \rightarrow \text{coordinates of } \vec{x} \\ \downarrow \\ \text{depend on} \\ \text{basis vectors.} \end{array}$$



$$x = a_1 v_1 + a_2 v_2$$



$$x = a'_1 u_1 + a'_2 u_2$$

$$\begin{pmatrix} a_1 \\ a_2 \end{pmatrix} \neq \begin{pmatrix} a'_1 \\ a'_2 \end{pmatrix}$$



بردار

$$\begin{pmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{pmatrix} \in \mathbb{R}^n$$

ماتریس

$$\begin{bmatrix} a_1 \\ a_2 \\ \vdots \\ a_n \end{bmatrix} \in \mathbb{R}^{n \times 1}$$

بردار ستونی
column-vector representation

$$[a_1 \ a_2 \ \dots \ a_n] \in \mathbb{R}^{1 \times n}$$

row-vector representation
بردار سطری