

Operations between vectors and matrices

We define here some important operations and properties related to matrices.

Let $\underline{u}, \underline{v},$ and $\underline{w} \in \mathbb{R}^3$ be three vectors in a 3D space, and $\underline{e}_a, \underline{e}_b,$ and \underline{e}_c be three different basis of the same space. Furthermore, assume that the following representations are known:

$$\underline{u}_a = \underline{e}_a \cdot \underline{u}$$

$$\underline{v}_b = \underline{e}_b \cdot \underline{v}$$

$$\underline{w}_c = \underline{e}_c \cdot \underline{w}$$

and that we also have access to the following rotation matrices:

$$\underline{C}_{ab} = \underline{e}_a \cdot \underline{e}_b^T$$

$$\underline{C}_{ac} = \underline{e}_a \cdot \underline{e}_c^T$$

Thus, we have:

Notice that:

$$\underline{e}_b^T = \underline{e}_a^T \underline{C}_{ab} \Rightarrow \underline{e}_a^T = \underline{e}_b^T \underline{C}_{ab}^T$$

$$\underline{e}_c^T = \underline{e}_a^T \underline{C}_{ac} \Rightarrow \underline{e}_a^T = \underline{e}_c^T \underline{C}_{ac}^T$$

Thus:

$$\underline{e}_b^T = \underline{e}_c^T \underline{C}_{ac}^T \underline{C}_{ab} \Rightarrow \underline{e}_c^T = \underline{e}_b^T \underline{C}_{ab}^T \underline{C}_{ac}$$

$$1) \underline{u}_a + \underline{v}_a + \underline{w}_a = \underline{e}_a^T \underline{u}_a + \underline{e}_a^T \underline{v}_a + \underline{e}_a^T \underline{w}_a$$

$$\underline{u}_a + \underline{v}_a + \underline{w}_a = \underline{e}_a^T \underline{u}_a + \underline{e}_a^T \underline{C}_{ab} \underline{v}_b + \underline{e}_a^T \underline{C}_{ac} \underline{w}_c$$

$$\underline{e}_a^T (\underline{u}_a + \underline{C}_{ab} \underline{v}_b + \underline{C}_{ac} \underline{w}_c)$$

↳ matrix operation that computes the representation of $\underline{u}_a + \underline{v}_a + \underline{w}_a$ in the basis \underline{e}_a .

$$\underline{u}_b + \underline{v}_b + \underline{w}_b = \underline{e}_b^T \underline{C}_{ab}^T \underline{u}_a + \underline{e}_b^T \underline{v}_b + \underline{e}_b^T \underline{C}_{ab}^T \underline{C}_{ac} \underline{w}_c$$

$$\underline{e}_b^T (\underline{C}_{ab}^T \underline{u}_a + \underline{v}_b + \underline{C}_{ab}^T \underline{C}_{ac} \underline{w}_c)$$

↳ matrix operation that computes the representation of $\underline{u}_b + \underline{v}_b + \underline{w}_b$ in the basis \underline{e}_b .

$$\underline{u}_c + \underline{v}_c + \underline{w}_c = \underline{e}_c^T \underline{C}_{ac}^T \underline{u}_a + \underline{e}_c^T \underline{C}_{ac}^T \underline{C}_{ab} \underline{v}_b + \underline{e}_c^T \underline{w}_c$$

$$\underline{e}_c^T (\underline{C}_{ac}^T \underline{u}_a + \underline{C}_{ac}^T \underline{C}_{ab} \underline{v}_b + \underline{w}_c)$$

↳ matrix operation that computes the representation of $\underline{u}_c + \underline{v}_c + \underline{w}_c$ in the basis \underline{e}_c .

$$2) \underline{u}_a \cdot \underline{v}_a = \underline{u}_a^T \underline{e}_a \cdot \underline{e}_a^T \underline{v}_a = \underline{u}_a^T \underline{C}_{ab} \underline{v}_b = (\underline{C}_{ab}^T \underline{u}_a)^T \underline{v}_b$$

All representations are converted to \underline{e}_a .

All representations are converted to \underline{e}_b .

$$\begin{aligned}
 (3) \quad \underline{v}_3 \times \underline{v}_2 &= \underline{v}_a^T \underline{\hat{a}}_a \times \underline{\hat{a}}_b^T \underline{v}_b = \underline{v}_a^T \underline{\hat{a}}_a \times \underline{\hat{a}}_a^T \underline{C}_{ab} \underline{v}_b = -\underline{v}_a^T \underline{\hat{a}}_a^* \underline{C}_{ab} \underline{v}_b = \underline{\hat{a}}_a^T \underline{v}_a^* \underline{C}_{ab} \underline{v}_b = \underline{\hat{a}}_a^T (\underline{v}_a^* \underline{C}_{ab} \underline{v}_b) \quad (*) \\
 -\underline{v}_a^T \underline{\hat{a}}_a^* &= -(\underline{\hat{a}}_a^T \underline{v}_a)^T = (\underline{\hat{a}}_a^* \underline{v}_a)^T = (-\underline{v}_a^* \underline{\hat{a}}_a)^T = -\underline{\hat{a}}_a^T \underline{v}_a^* = \underline{\hat{a}}_a^T \underline{v}_a^* \\
 &\quad \parallel \quad \parallel \\
 &\quad -\underline{\hat{a}}_a^* \quad (\text{see the definition}) \quad -\underline{v}_a^* \\
 \underline{v}_3 \times \underline{v}_2 &= \underline{v}_a^T \underline{\hat{a}}_a \times \underline{\hat{a}}_b^T \underline{v}_b = \underline{v}_a^T \underline{C}_{ab} \underline{\hat{a}}_b^* \underline{v}_b = -(\underline{C}_{ab}^T \underline{v}_a)^T \underline{\hat{a}}_b^* \underline{v}_b = \underline{\hat{a}}_b^T (\underline{C}_{ab}^T \underline{v}_a)^* \underline{v}_b = \underline{\hat{a}}_b^T [(\underline{C}_{ab}^T \underline{v}_a)^* \underline{v}_b] \quad (0) \\
 &\quad \text{use the previous result letting } \underline{C}_{ab}^T \underline{v}_a = \underline{v}_b
 \end{aligned}$$

All representations are converted to the basis $\underline{\hat{a}}_a$

All representations are converted to the basis $\underline{\hat{a}}_b$.

Notice that, replacing $\underline{\hat{a}}_a^T = \underline{\hat{a}}_b^T \underline{C}_{ab}^T$ in (*) and comparing to (0), leads to:

$$\begin{aligned}
 \underline{\hat{a}}_a^T \underline{v}_a^* \underline{C}_{ab} \underline{v}_b &= \underline{\hat{a}}_b^T (\underline{C}_{ab}^T \underline{v}_a)^* \underline{v}_b \\
 \underline{\hat{a}}_b^T \underline{C}_{ab}^T \underline{v}_a^* \underline{C}_{ab} \underline{v}_b &= \underline{\hat{a}}_b^T (\underline{C}_{ab}^T \underline{v}_a)^* \underline{v}_b
 \end{aligned}$$

Since the representation of a vector in a basis is unique, then:

$$\underline{C}_{ab}^T \underline{v}_a^* \underline{C}_{ab} \underline{v}_b = (\underline{C}_{ab}^T \underline{v}_a)^* \underline{v}_b$$

Finally, since this is true $\forall \underline{v}_b \in \mathbb{R}^3$, then:

$$\underline{C}_{ab}^T \underline{v}_a^* \underline{C}_{ab} = (\underline{C}_{ab}^T \underline{v}_a)^*$$

In the following, there are some additional operations between matrices and vectors.

Let $\underline{\hat{a}}_a = [\hat{a}_1, \hat{a}_2, \hat{a}_3]^T$, $\underline{\hat{a}}_b = [\hat{b}_1, \hat{b}_2, \hat{b}_3]^T$, and $\underline{v}_3 \in \mathbb{R}^3$. Thus, we have:

1) Dot product between a matrix and a vector:

$$\underline{v}_3 \cdot \underline{\hat{a}}_a = \underline{\hat{a}}_a \cdot \underline{v}_3 = \underline{v}_a \Rightarrow \text{column matrix}$$

2) Cross product between a matrix and a vector:

$$\underline{v}_3 \times \underline{\hat{a}}_a \triangleq \begin{bmatrix} \underline{v}_3 \times \hat{a}_1 \\ \underline{v}_3 \times \hat{a}_2 \\ \underline{v}_3 \times \hat{a}_3 \end{bmatrix} = -\underline{v}_a^* \underline{\hat{a}}_a = \underline{\hat{a}}_a^* \underline{v}_a = \underline{\hat{a}}_c \Rightarrow \text{new matrix}$$

A new basis only if \underline{v}_3 is not aligned with \hat{a}_1 , \hat{a}_2 , or \hat{a}_3 .
 If \underline{v}_3 is not unitary, then the new basis will be orthogonal but the vector in the basis will not be unitary.

3) Scalar product between vectors:

$$\underline{a} \cdot \underline{b}^T = \begin{bmatrix} \hat{a}_1 \cdot \hat{b}_1 & \hat{a}_1 \cdot \hat{b}_2 & \hat{a}_1 \cdot \hat{b}_3 \\ \hat{a}_2 \cdot \hat{b}_1 & \hat{a}_2 \cdot \hat{b}_2 & \hat{a}_2 \cdot \hat{b}_3 \\ \hat{a}_3 \cdot \hat{b}_1 & \hat{a}_3 \cdot \hat{b}_2 & \hat{a}_3 \cdot \hat{b}_3 \end{bmatrix} = C_{ab} \Rightarrow 3 \times 3 \text{ matrix } (\mathbb{R}^{3 \times 3})$$

$$\underline{a}^T \cdot \underline{b} = \hat{a}_1 \cdot \hat{b}_1 + \hat{a}_2 \cdot \hat{b}_2 + \hat{a}_3 \cdot \hat{b}_3 \Rightarrow \text{scalar } (\mathbb{R})$$

4) Cross product between vectors

$$\underline{a} \times \underline{b}^T = \begin{bmatrix} \hat{a}_1 \times \hat{b}_1 & \hat{a}_1 \times \hat{b}_2 & \hat{a}_1 \times \hat{b}_3 \\ \hat{a}_2 \times \hat{b}_1 & \hat{a}_2 \times \hat{b}_2 & \hat{a}_2 \times \hat{b}_3 \\ \hat{a}_3 \times \hat{b}_1 & \hat{a}_3 \times \hat{b}_2 & \hat{a}_3 \times \hat{b}_3 \end{bmatrix} = -\underline{a}^{\times} C_{ab}$$

$$\hookrightarrow \underline{a}^T \times \underline{b} = \underline{a}^T \times \underline{a}^T C_{ab} = -\underline{a}^{\times} C_{ab}$$

5) Product between a vector and a column matrix

$$\underline{v}_a^T \underline{a} = \underline{a}^T \underline{v}_a = v_a \Rightarrow \text{vector } (\mathbb{R}^3)$$