

One more funky one: $V = \mathbb{R}^2$, define $u \oplus v = \begin{pmatrix} u_1 \\ u_2 \end{pmatrix} \oplus \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} = \begin{pmatrix} u_1 + v_1 + 1 \\ u_2 + v_2 + 1 \end{pmatrix}$, $a \odot v = a \odot \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} = \begin{pmatrix} av_1 + a - 1 \\ av_2 + a - 1 \end{pmatrix}$
 (FOR YOU!)

Check, is this a vector space over \mathbb{R} ?

Both are closed ✓

Commutativity of \oplus : $\begin{pmatrix} u_1 \\ u_2 \end{pmatrix} \oplus \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} = \begin{pmatrix} u_1 + v_1 + 1 \\ u_2 + v_2 + 1 \end{pmatrix} = \begin{pmatrix} v_1 + u_1 + 1 \\ v_2 + u_2 + 1 \end{pmatrix} = \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} \oplus \begin{pmatrix} u_1 \\ u_2 \end{pmatrix}$ ✓

Associativity of \oplus : $\left(\begin{pmatrix} u_1 \\ u_2 \end{pmatrix} \oplus \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} \right) \oplus \begin{pmatrix} w_1 \\ w_2 \end{pmatrix} = \begin{pmatrix} u_1 + v_1 + 1 \\ u_2 + v_2 + 1 \end{pmatrix} \oplus \begin{pmatrix} w_1 \\ w_2 \end{pmatrix} = \begin{pmatrix} u_1 + v_1 + w_1 + 2 \\ u_2 + v_2 + w_2 + 2 \end{pmatrix} \stackrel{\text{check!}}{=} u \oplus (v \oplus w)$

Associativity of \odot : $a \odot (b \odot \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}) = a \odot \begin{pmatrix} bv_1 + b - 1 \\ bv_2 + b - 1 \end{pmatrix} = \begin{pmatrix} a(bv_1 + b - 1) + a - 1 \\ a(bv_2 + b - 1) + a - 1 \end{pmatrix} = \begin{pmatrix} abv_1 + ab - 1 \\ abv_2 + ab - 1 \end{pmatrix} = (ab) \odot v$

additive identity? 0 vector?

say $\begin{pmatrix} z_1 \\ z_2 \end{pmatrix} \stackrel{\text{WANT}}{\Rightarrow} \begin{pmatrix} u_1 \\ u_2 \end{pmatrix} \oplus \begin{pmatrix} z_1 \\ z_2 \end{pmatrix} = \begin{pmatrix} u_1 \\ u_2 \end{pmatrix}$
 $\begin{pmatrix} u_1 + z_1 + 1 \\ u_2 + z_2 + 1 \end{pmatrix} = \begin{pmatrix} u_1 \\ u_2 \end{pmatrix} \Rightarrow \begin{pmatrix} z_1 \\ z_2 \end{pmatrix} = \begin{pmatrix} -1 \\ -1 \end{pmatrix}$ ← not usual!

additive inverse? Want $\begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$ so that $u \oplus v = 0 \leftarrow \text{careful} \dots \begin{pmatrix} u_1 \\ u_2 \end{pmatrix} \oplus \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} = \begin{pmatrix} -1 \\ -1 \end{pmatrix}$

Let's play... $\begin{pmatrix} u_1 \\ u_2 \end{pmatrix} \oplus \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} = \begin{pmatrix} u_1 + v_1 + 1 \\ u_2 + v_2 + 1 \end{pmatrix} \stackrel{\text{WANT}}{=} \begin{pmatrix} -1 \\ -1 \end{pmatrix} \Rightarrow \begin{matrix} u_1 + v_1 + 1 = -1 \\ u_2 + v_2 + 1 = -1 \end{matrix} \Rightarrow \begin{matrix} v_1 = -2 - u_1 \\ v_2 = -2 - u_2 \end{matrix}$

Then we write $-\begin{pmatrix} u_1 \\ u_2 \end{pmatrix} = \begin{pmatrix} -u_1 - 2 \\ -u_2 - 2 \end{pmatrix}$

Multiplicative identity: Is $1 \odot v = v$? $1 \odot \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} = \begin{pmatrix} v_1 + 1 - 1 \\ v_2 + 1 - 1 \end{pmatrix} = \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$ ✓

On your own, check distributive properties: $a \odot (u \oplus v) \stackrel{?}{=} a \odot u \oplus a \odot v$
 $(a+b) \odot v \stackrel{?}{=} a \odot v \oplus b \odot v$

I'll only make you do 1 or 2 for HW. Yes! Vector space.

Properties of Vector Spaces

Prop 1: The additive identity (0 vector) is unique.

→ Proof in Axler

Prop 2: Every element has a unique additive inverse.

Proof: By definition of vector space, every vector $v \in V$ has an additive inverse, say u . Suppose it has another, u' (u is not unique)

GOAL: show $u = u'$. (Use what we know to get there)

We know $u + v = 0$ and $u' + v = 0$. We don't "know" subtraction.

So, $u = u + 0 = u + (v + u') = (u + v) + u' = 0 + u' = u'$
additive identity of V u' is an additive inverse associativity of + additive inverse additive identity of V

Therefore $u = u'$, so u is unique \square

Notation: Since additive inverses are unique, we will denote it as $-v$. Then we have notation for subtraction: $u - v = u + (-v)$.

Prop 3: $0 \cdot v = 0 \quad \forall v \in V$

0 = 0 in scalars

Proof: Let $v \in V$. then $0 \cdot v = (0 + 0) \cdot v \stackrel{\text{New add}}{=} 0 \cdot v + 0 \cdot v \xrightarrow{\text{distribution}} -0 \cdot v \xrightarrow{\text{to both sides}} 0 \cdot v + (-0 \cdot v) = 0 \cdot v + 0 \cdot v + (-0 \cdot v) \Rightarrow 0 = 0 \cdot v + 0 \quad \square$