

Definição

Seja  $V$  um espaço vetorial sobre  $\mathbb{R}$ . Um *produto interno* transforma cada par ordenado de vetores  $(\mathbf{u}, \mathbf{v})$  de  $V$  em um único número real denotado por  $\langle \mathbf{u}, \mathbf{v} \rangle$  e obedece aos seguintes axiomas:

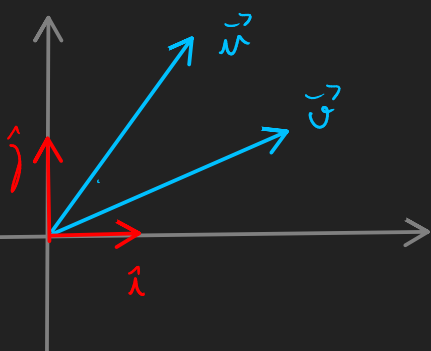
1.  $\langle \mathbf{u}, \mathbf{v} \rangle = \langle \mathbf{v}, \mathbf{u} \rangle$
2.  $\langle \mathbf{u}, \mathbf{v} + \mathbf{w} \rangle = \langle \mathbf{u}, \mathbf{v} \rangle + \langle \mathbf{u}, \mathbf{w} \rangle$
3.  $\langle \mathbf{u}, \alpha \mathbf{v} \rangle = \alpha \langle \mathbf{v}, \mathbf{u} \rangle$
4.  $\langle \mathbf{u}, \mathbf{u} \rangle \geq 0$ , sendo que  $\langle \mathbf{u}, \mathbf{u} \rangle = 0 \Leftrightarrow \mathbf{u} = \mathbf{0}$

No caso complexo

Seja  $V$  um espaço vetorial sobre  $\mathbb{C}$ .

- O produto interno é um número **complexo**.
- O Axioma 1 passa a ser  $\langle \mathbf{u}, \mathbf{v} \rangle = \overline{\langle \mathbf{v}, \mathbf{u} \rangle}$

Produto escalar



Definição (no espaço da geometria)

$$\vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos(\theta)$$

$$\vec{u} = x \hat{i} + y \hat{j} \Rightarrow [\vec{u}] = \begin{bmatrix} x \\ y \end{bmatrix}$$

$$\vec{v} = a \hat{i} + b \hat{j} \Rightarrow [\vec{v}] = \begin{bmatrix} a \\ b \end{bmatrix}$$

$$\begin{aligned} \vec{u} \cdot \vec{v} &= (x \hat{i} + y \hat{j}) \cdot (a \hat{i} + b \hat{j}) \\ &= x a \hat{i} \cdot \hat{i} + x b \hat{i} \cdot \hat{j} + y a \hat{j} \cdot \hat{i} + y b \hat{j} \cdot \hat{j} \\ &= x a + y b // \end{aligned}$$

$$\begin{cases} \hat{i} \cdot \hat{i} = \|\hat{i}\| \|\hat{i}\| \cos 0 = 1 \\ \hat{i} \cdot \hat{j} = \|\hat{i}\| \|\hat{j}\| \cos \frac{\pi}{2} = 0 \end{cases}$$

Exemplos

$\mathbb{R}^3$  .. produto interno usual

$$\mathbf{u} = (x, y, z)$$

$$\mathbf{v} = (a, b, c)$$

$$\langle \mathbf{u}, \mathbf{v} \rangle = x a + y b + z c \quad \text{, iguais (Axioma 1)}$$

$$\langle \mathbf{v}, \mathbf{u} \rangle = a x + b y + c z$$

No  $\mathbb{R}^2$ :

Produto interno (n\u00e3o usual)

$$u = (x, y) \\ v = (a, b)$$

$$\langle u, v \rangle = xa - xb - ya + 3yb$$

$$u = (1, 3)$$

$$v = (-2, 1)$$

$$\langle u, v \rangle = 1(-2) - 1(1) - 3(-2) + 3(3)(1) \\ = -2 - 1 + 6 + 9 = 12$$

Prod. interno usual

$$\langle u, v \rangle = 1(-2) + 3(1) = -2 + 3 = 1$$

Espa\u00e7o vetorial das matrizes reais

$M_{2 \times 2}(\mathbb{R})$ :

$$A = \begin{bmatrix} x & y \\ z & w \end{bmatrix}$$

$$B = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \rightarrow B^t = \begin{bmatrix} a & c \\ b & d \end{bmatrix}$$

Seja o produto interno

$$\langle A, B \rangle = \text{tr}(B^t A)$$

$$\langle A, B \rangle = \text{tr} \left( \begin{bmatrix} a & c \\ b & d \end{bmatrix} \begin{bmatrix} x & y \\ z & w \end{bmatrix} \right) = \text{tr} \left( \begin{matrix} ax + cz & ay + cw \\ by + dw & \end{matrix} \right)$$

$$= (ax + cz) + (by + dw)$$

$$= ax + by + cz + dw$$

$$\left\{ \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 \\ 1 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix} \right\}$$

$E_1$        $E_2$        $E_3$        $E_4$

$$A = \begin{bmatrix} x & y \\ z & w \end{bmatrix} = xE_1 + yE_2 + zE_3 + wE_4$$

$$B = \begin{bmatrix} a & b \\ c & d \end{bmatrix} = aE_1 + bE_2 + cE_3 + dE_4$$

$$\begin{aligned}
 \langle A, B \rangle &= \langle xE_1 + yE_2 + zE_3 + wE_4, aE_1 + bE_2 + cE_3 + dE_4 \rangle \\
 &= xa \langle E_1, E_1 \rangle + yb \langle E_1, E_2 \rangle + zc \langle E_1, E_3 \rangle + wd \langle E_1, E_4 \rangle \\
 &\quad + xb \langle E_2, E_1 \rangle + xc \langle E_2, E_2 \rangle + xd \langle E_2, E_3 \rangle \\
 &\quad + ya \langle E_3, E_1 \rangle + yc \langle E_3, E_2 \rangle + yd \langle E_3, E_3 \rangle \\
 &\quad + za \langle E_4, E_1 \rangle + zb \langle E_4, E_2 \rangle + zc \langle E_4, E_3 \rangle \\
 &\quad + wa \langle E_4, E_4 \rangle
 \end{aligned}$$

$$\begin{aligned}
 \langle E_1, E_1 \rangle &= \text{tr}(E_1^t E_1) = \text{tr} \left( \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \right) = \text{tr} \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix} = 1 \\
 &= 1(1) + 0 + 0 + 0
 \end{aligned}$$

$$\langle E_1, E_2 \rangle = \text{tr}(E_2^t E_1) = \text{tr} \left( \begin{bmatrix} 0 & 0 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \right) = \text{tr} \begin{pmatrix} 0 & 0 \\ 1 & 0 \end{pmatrix} = 0$$

$$\left\langle \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix}, \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \right\rangle = 0(1) + 1(0) + 0 + 0 = 0.$$

$$\left\{ \begin{array}{cccc} \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 \\ 1 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix} \\ E_1 & E_2 & E_3 & E_4 \end{array} \right\}$$

$$\langle E_i, E_j \rangle = \delta_{ij} = \begin{cases} 1 & \text{se } i=j \\ 0 & \text{se } i \neq j \end{cases}$$

delta de Kronecker

$$\langle E_1, E_1 \rangle = 1 \quad ; \quad \langle E_1, E_2 \rangle = 0$$



$$\langle f, g \rangle = \int_0^1 f(t) g(t) dt$$

$$f = t^2 - 1 \quad \langle f, g \rangle = \int_0^1 (t^2 - 1)t dt = \int_0^1 t^3 - t dt$$

$$g = t$$

$$\left[ \frac{t^4}{4} - \frac{t^2}{2} \right]_0^1 = \frac{1}{4} - \frac{1}{2} - [0] = -\frac{1}{2} \neq 0$$

Norma

### Definição

Seja  $V$  um espaço vetorial dotado de produto interno. A norma do vetor  $v$  de  $V$  é o número real positivo dado por

$$\|v\| = \sqrt{\langle v, v \rangle}$$

$$\langle f, g \rangle = \int_{-1}^1 f(t) g(t) dt \quad f = t^2 - 1$$

$$\|f\| = \sqrt{\langle f, f \rangle}$$

$$\langle f, f \rangle = \int_{-1}^1 (t^2 - 1)^2 dt = \int_{-1}^1 t^4 - 2t^2 + 1 dt$$

$$\left[ \frac{t^5}{5} - 2 \frac{t^3}{3} + t \right]_{-1}^1 = \left[ \frac{1}{5} - \frac{2}{3} + 1 \right] - \left[ \frac{-1}{5} + \frac{2}{3} - 1 \right]$$

$$= \frac{2}{5} - \frac{4}{3} + 2 = \frac{6 - 20}{15} + 2$$

$$\langle f, f \rangle = -\frac{14}{15} + 2 = \frac{16}{15}$$

