Norm SMonday, January 23, 2017 9:17 AM

Norms add the idea of length and distance and similarity to a vector space.

Definition: A norm $\|\cdot\|$ on a vector space S is a mapping: $\|\cdot\|:S \to \mathbb{R}$ with the following properties for $x,y \in S$

- 1. $\|x\| \ge 0$ and $\|x\| = 0 \Leftrightarrow x = 0$
- 2. $||x + y|| \leq ||x|| + ||y||$ (+riangle inequality)
- 3. $||a \cdot x|| = |a| \cdot ||x||$ for any scalar a absolute value

The length of x ∈ S is ||x||

This distance between x and x is ||x-y||

A linear vector space with an associated norm is called a normed vector space.

Examples

1.
$$S = IR^N$$
 - l_2 or Euclidean norm

$$\|x\|_{Z} = \left(\sum_{n=1}^{N} |x_{n}|^{2}\right)^{\frac{1}{2}}$$

$$|x||_{Z} = \left(\sum_{n=1}^{N} |x_{n}|^{2}\right)^{\frac{1}{2}}$$

$$|x-y||_{Z} = \sqrt{(x-y_{*})^{\frac{1}{2}}} + (x_{2}-y_{2})^{\frac{1}{2}}$$

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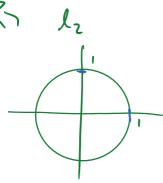
$$|x-y||_{Z} = |x_{2}-y_{2}|$$

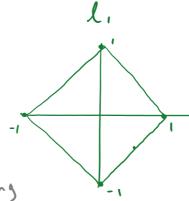
$$|x-y||_{Z} = |x-y|$$

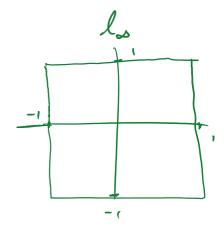
$$|x-y||_{$$

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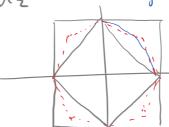






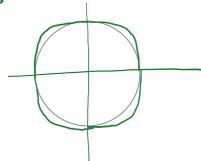
approximating

Z average l, ilo



(weighted average works even better)

L3 norm



5. S = continuous - time signals on the real line

$$\| x(t) \|_{2} = \left(\int_{-\infty}^{\infty} |x(t)|^{2} dt \right)^{1/2}$$

Lz norm

 $\|x(t)\|_{2}^{2}$ is the energy in the signal

6. S= cont.-time functions on [a,b]

$$\| \times (t) \|_{r} = \left(\int_{a}^{b} |\times (t)|^{b} dt \right)^{r}$$

$$\| \times (t) \|_{p} = \left(\int_{a} |\times (t)| dt \right)$$

In a normed linear space, we say that x = y if ||x-y|| = 0

for example in Lz ([a,b])

then $\|x-y\|_2 = \left(\int_0^1 |x(t)-y(t)|^2 dt\right)^{1/2} = 0$

X(t) = y(t) if they differ at only a finite number of points