## Basic Operations on Vectors

**Scalar multiplication** (entry by entry):

$$2\begin{bmatrix}2\\1\end{bmatrix} = \begin{bmatrix}4\\2\end{bmatrix} \iff \underbrace{1\begin{bmatrix}2\\1\end{bmatrix}\begin{bmatrix}2\\1\end{bmatrix}\begin{bmatrix}2\\1\end{bmatrix}}_{1}\underbrace{2\cdot 3\cdot 4}_{x}$$

that is, double the length of the vector (what do you thing multiplying by -1 does?)

**Vector addition** (entry by entry):

$$\begin{bmatrix} 2 \\ 1 \end{bmatrix} + \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 2+0 \\ 1+1 \end{bmatrix} = \begin{bmatrix} 2 \\ 2 \end{bmatrix} \iff \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix}$$

that is, tail to head, then tail to head makes tail to head.