

$$\|x\| = \sqrt{x_0^2 + x_1^2 + x_2^2}$$

$$x = \begin{pmatrix} x_0 \\ x_1 \\ x_2 \end{pmatrix}$$

Definition A norm is a function $\|\cdot\|$ ^{input} from a vector space V into the real numbers that satisfies:

- $\|x\| \geq 0$
- $\|x+y\| \leq \|x\| + \|y\|$
(triangle inequality)
- $\|\alpha x\| = |\alpha| \|x\|$
- $\|x\| = 0 \Leftrightarrow x = 0$

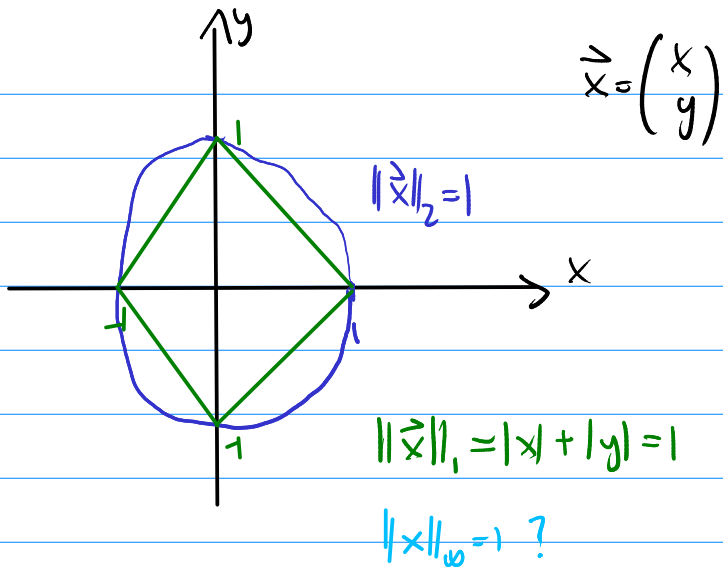
Examples Let $p \geq 1$. Then we define for a vector x with coordinates (x_1, \dots, x_n)

$$\|x\|_p = \sqrt[p]{|x_1|^p + |x_2|^p + \dots + |x_n|^p}$$

$$\|x\|_2 = \sqrt{x_1^2 + x_2^2 + \dots + x_n^2}$$

$$\|x\|_1 = |x_1| + \dots + |x_n|$$

$$\|x\|_\infty = \sqrt[100]{|x_1|^{100} + |x_2|^{100} + \dots + |x_n|^{100}} \\ = \max(|x_1|, |x_2|, \dots, |x_n|)$$



↙ linear

$$\|f\| = \max_{x \neq 0} \frac{\|f(x)\|}{\|x\|}$$