

INTEGRATION OF VECTOR VALUED FUNCTIONS

Let V be a finite dimensional vector space and $g : \mathbb{R} \rightarrow V$ a function. The point of this note is to discuss the meaning of the integral $\int_a^b g(t)dt$.

We have already seen that $g'(t)$ can be defined as $\lim_{h \rightarrow 0} \frac{g(t+h)-g(t)}{h}$ or can be defined coordinate by coordinate: If $g(t) = (g_1(t), g_2(t), \dots, g_n(t))$ then $g'(t) = (g'_1(t), g'_2(t), \dots, g'_n(t))$. See Problem 5 on Problem Set 0. Moreover, this does not depend on choice of basis or on the choice of norm on V (since they are all equivalent). In terms of our sophisticated notion of Dg as a linear map from \mathbb{R} to V , we have

$$(Dg)_t(1) = g'(t).$$

This paragraph is meant to look very close to what you are used to from earlier classes: We define a **partition of** $[a, b]$ to be a sequence $a = x_0 < x_1 < \dots < x_N = b$. We define the **mesh** of a partition to be $\max_{1 \leq i \leq N} x_i - x_{i-1}$. We define a **tagging** of a partition (x_0, x_1, \dots, x_n) to be a choice t_i in each interval $[x_{i-1}, x_i]$. Given a tagged partition, the Riemann sum is defined to be

$$\sum_{i=1}^N (x_i - x_{i-1})g(t_i).$$

We say that

$$\int_a^b g(t)dt = \vec{w}$$

if, for any $\epsilon > 0$ there exists a $\delta > 0$ such that, if (x_0, x_1, \dots, x_n) is any partition with mesh $< \delta$ and (t_1, \dots, t_N) is any tagging of that partition, then

$$\left| \sum_{i=1}^N (x_i - x_{i-1})g(t_i) - \vec{w} \right| < \epsilon.$$

Clearly, a function has at most one integral and (because all norms on V are equivalent) does not depend on what norm is used. Similarly to Problem 5 on Problem Set 0, if one chooses a basis for V , then one can prove that a function is integrable if and only if each component is integrable, in which case the integral does not depend on the choice of basis.

If $f : [a, b] \rightarrow V$ is differentiable, we have

$$\int_a^b f'(t)dt = f(b) - f(a).$$

One can either adapt standard proofs of the fundamental theorem of calculus or just work coordinate by coordinate.