

4.4.3.5. The 1-vector Concept as the *Primary Quality of First Grade (pqg-1)*

As we have seen the substance for a 1-vector is a *quality* that can generate the idea of a straight line through space. The geometric 1-vector is the simplest *primary quality* of space \mathcal{G} consisting of a *direction* and an extension that forms magnitude with a relative *quantity* $[\mathbb{R}_{+pqg-1}^1] \rightarrow \mathbb{R}_+$.

Especially, any arbitrary given 1-vector *direction* \mathbf{u} we assign the real scalar quantity $|\mathbf{u}|=1 \in \mathbb{R}$ as a reference. This 1-vector can then be dilated to the 1-vector $\mathbf{z} = \lambda\mathbf{u}$ along the straight line $\ell_{\mathbf{u}}$ to any magnitude $|\mathbf{z}| = \lambda \in \mathbb{R}_+$.

The magnitude is thus a real scalar \mathbb{R}_+ for the relative *quantity* $[\mathbb{R}_{+pqg-1}^1]$ for a concept the *primary quality of the first grade (pqg-1)*, namely a 1-vector concept.

With the term $[\mathbb{R}_{+pqg-1}^1]$, we understand not only a positive real number $\lambda \in \mathbb{R}_+$ representing the magnitude, but also the concept of extension in space with *direction*.

A 1-vector is thus a $[\mathbb{R}_{+pqg-1}^1]$ *quantity* of the *quality (pqg-1)*.

We call a designated geometric 1-vector for a *first grade object*. – A 1-vector object for us.

4.4.3.6. The Scalar as a Simple Pure Quantity

We have seen that the real numbers \mathbb{R} express the relative proportions of 1-vectors along a straight line. In itself, the real numbers \mathbb{R} do not express geometric *quality*. Therefore, the pure real scalars \mathbb{R} have a *primary quality of zero grade (pqg-0)*. \sim (0-vector real scalar) – The real scalar has no extension in the geometric space of physics!

Just as a point has no spatial extension (*i*). Interpreted as a vector

But given a 1-vector \mathbf{u} , the real numbers $\lambda \in \mathbb{R}$ designates points out from a point O along the line $\ell_{\mathbf{u}}$ through O, see § 4.4.2.7, so that the 1-vectors $\overrightarrow{OZ} = \mathbf{z} = |\mathbf{z}|\mathbf{u}$ are a *pqg-1 quality*, where $|\mathbf{z}| \in \mathbb{R}_{pqg-0}$ is the pure *scalar quantity* intuited as a *zero grade subject*.

The scalar $\lambda \in \mathbb{R}$ can be attached as substantia to a geometric point $P \in \ell_{\mathbf{u}}$ by a map $p: \mathbb{R} \rightarrow \ell_{\mathbf{u}}$, as indices λ , or an argument $\lambda \in \mathbb{R}$ for a representation $P = P_{\lambda} = p(\lambda)$.

The scalar accident for points appears as contingent to the reverse map $\lambda = p^{-1}(P) \in \mathbb{R}$.

In general, this inverse mapping does not assign a proper geometric *quality* to the real scalars \mathbb{R}_{pqg-0} but expresses only the magnitude differences between geometric *objects* of the same *grade of primary quality pqg-k*. The magnitude is an objective ratio.

In this special case with the 1-vector \mathbf{u} as a reference, it is the relation to the *pqg-1 objects z*. As has been the tradition in physics, it is possible to assign a scalar potential to geometric points for different substances (e.g., temperature, electric- and gravitational potentials).

4.4.4. Relationship Between the Concepts of the 0-vector Scalar and the 1-vector

4.4.4.1. The scalar product between the co-linear 1-vectors

We have seen that the real scalar is a relative measure between two geometric collinear 1-vectors \mathbf{a} and \mathbf{u} along a straight line $\ell_{\mathbf{u}}$. We choose the 1-vector \mathbf{u} as a norm for the scalar. From this, the scalar distance $\lambda = |\mathbf{a}|/|\mathbf{u}| \geq 0$ is the relative ratio between \mathbf{a} and $\mathbf{u} \neq 0$.

$\mathbf{a} = \lambda\mathbf{u}$ is a scalar dilation, whence the real scalar equation $|\mathbf{a}| = \lambda|\mathbf{u}|$ must apply.

How can we construct a scalar ratio of 1-vectors $\mathbf{a} = \lambda\mathbf{u}$ and $\mathbf{b} = \beta\mathbf{u}$?

We try a product between 1-vectors. Since scalars commute by multiplication, we synthetic judge that scalars also commute with 1-vectors and products between 1-vectors, so here in the co-linear case we have

$$(4.72) \quad \mathbf{a} \cdot \mathbf{b} = (\lambda\mathbf{u}) \cdot (\beta\mathbf{u}) = \lambda\beta(\mathbf{u} \cdot \mathbf{u}) = \lambda\beta(\mathbf{u})^2.$$

Since \mathbf{u} is the norm for a scalar relationship we must judge $(\mathbf{u})^2 = 1$, thus the a priori idea

$$(4.73) \quad |\mathbf{u}|^2 = |\mathbf{u}| = 1.$$

Looking at \mathbf{a} alone, we have $(\mathbf{a})^2 = \mathbf{a} \cdot \mathbf{a} = (\lambda\mathbf{u}) \cdot (\lambda\mathbf{u}) = \lambda^2(\mathbf{u} \cdot \mathbf{u}) = \lambda^2(\mathbf{u})^2 = \lambda^2 \geq 0$, hence

$$(4.74) \quad (\mathbf{a})^2 = |\mathbf{a}|^2 = \lambda^2 \Rightarrow |\mathbf{a}| = |\lambda| \in \mathbb{R}_+, \quad \text{we then define } |\mathbf{a}| = \sqrt{\mathbf{a} \cdot \mathbf{a}} = \sqrt{(\mathbf{a})^2}$$

We see by (4.72)-(4.73) that the product between collinear 1-vectors $\mathbf{a} \cdot \mathbf{b}$ gives a scalar $\lambda\beta$, and in particular the 1-vector auto dot product $\mathbf{a} \cdot \mathbf{a}$ gives the square of the magnitude $|\mathbf{a}|$ of the geometric 1-vector \mathbf{a} .

4.4.4.2. The Unitary Co-Linear Direction Vector and the Inverse Geometric 1-vector

We define the normed *directional* 1-vector called a unit-vector from a 1-vector \mathbf{a} ;

$$(4.75) \quad \hat{\mathbf{a}} := \frac{\mathbf{a}}{|\mathbf{a}|} = \mathbf{u}.$$

Here we have that $\hat{\mathbf{a}} \cdot \hat{\mathbf{a}} = 1$, and $\hat{\mathbf{a}}$ indicate the normal *direction* as a unitary linear *direction u*, both a symbol for a specific object of the pure *pqg-1 quality* a linear *direction*.

We now define the multiplicative inverse geometric 1-vector \mathbf{a}^{-1} , as co-linear to \mathbf{a} .

The requirement for this is that the scalar dot product must meet $\mathbf{a} \cdot \mathbf{a}^{-1} = 1$, and then

$$(4.76) \quad \mathbf{a}^{-1} = \frac{\mathbf{a}}{\mathbf{a}^2},$$

because, when $\mathbf{a} = \lambda\hat{\mathbf{a}}$ we have $\mathbf{a} \cdot \mathbf{a} = \lambda^2$, then $1 = \hat{\mathbf{a}} \cdot \hat{\mathbf{a}} = \frac{\lambda\hat{\mathbf{a}} \cdot \lambda\hat{\mathbf{a}}}{\lambda^2} = \frac{\mathbf{a} \cdot \mathbf{a}}{\lambda^2} = \mathbf{a} \cdot \frac{\mathbf{a}}{\lambda^2} = \mathbf{a} \cdot \frac{\mathbf{a}}{\mathbf{a} \cdot \mathbf{a}} = \mathbf{a} \cdot \mathbf{a}^{-1}$.

4.4.4.3. The Zero-vector Representing All Points

When $\mathbf{a} \cdot \mathbf{a} > 0$ we say that the 1-vector \mathbf{a} is a finite and proper 1-vector. We introduce the concept of the zero-vector $\mathbf{0}$. If the scalar product $\mathbf{a} \cdot \mathbf{a} = 0$ then $\mathbf{a} = \mathbf{0}$. We can write

$$(4.77) \quad \mathbf{0} = \overrightarrow{OO} = \overrightarrow{AA} = \overrightarrow{PP} \quad \text{for } \forall P.$$

The zero-vector represents all points, because, for all points $\forall P$, the zero-vector map the point to $P \xrightarrow{\mathbf{0}} P = P$. Refer to section 4.4.2, where 1-vector \overrightarrow{OA} leads O into A.

The zero-vector is neutral to 1-vector addition $\mathbf{a} + \mathbf{0} = \mathbf{a}$. (4.3)

In general, for Euclidean geometric 1-vectors, the auto scalar-product applies

$$\mathbf{a} \cdot \mathbf{a} > 0 \quad \text{or} \quad \mathbf{a} \cdot \mathbf{a} = 0 \Leftrightarrow \mathbf{a} = \mathbf{0}.$$

4.4.4.4. The First Grade Object, a Geometric 1-vector \rightarrow a Subject in a Substance as Idealism

We understand that the straight lines in geometry are platonic ideal subjects therefore they cannot be recognized.

- We know immediately about space, we can distinguish two locations, and that we can judge a *direction* from one local site A to the second location B.

To make this *quality* of space to an *object*, we have invented the concept of a geometric 1-vector as an *object of first grade*. For us, this object is a geometric idea (*noumenon*) that as a *subject* represents a substance of space, namely the *primary quality of first grade (pqg-1)*.

This substance is given by a specific intelligible *subject* as a physical difference in space, which we experience. To intuit this experience, we form as an idea a 1-vector *object* that represents the difference with a corresponding *direction*.

Das Ding an sich, *subject*; *pqg-1*, the invisible straight line segment of *direction*.
 Das Ding für uns, *object*; the spatial difference as *direction* and magnitude.