The Art of Linear Algebra

- Graphic Notes on "Linear Algebra for Everyone" -

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Abstract

我尝试为 Gilbert Strang 在书籍 "Linear Algebra for Everyone" 中介绍的矩阵的重要概念进行可视化图释,以促进从矩阵分解的角度对向量、矩阵计算和算法的理解. ¹ 它们包括列-行 (Column-Row, CR)、高斯消除 (Gaussian Elimination, LU)、施密特正交化 (Gram-Schmidt Orthogonalization, QR)、特征值和对角化 (Eigenvalues and Diagonalization, $Q\Lambda Q^{\rm T}$)、和奇异值分解 (Singular Value Decomposition, $U\Sigma V^{\rm T}$).

序言

我很高兴能看到 Kenji Hiranabe 的线性代数中的矩阵运算的图片! 这样的图片是展示代数的绝佳方式. 我们当然可以通过行·列的点乘来想象矩阵乘法, 但那绝非全部——它是"线性组合"与"秩 1 矩阵"组成的代数与艺术. 我很感激能看到日文翻译的书籍和 Kenji 的图片中的想法.

- Gilbert Strang 麻省理工学院数学教授

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[‡]中文版翻译: https://github.com/kf-liu/The-Art-of-Linear-Algebra-zh-CN

^{1&}quot;Linear Algebra for Everyone": http://math.mit.edu/everyone/.

1 理解矩阵——4 个视角

一个矩阵 $(m \times n)$ 可以被视为 1 个矩阵, mn 个数, n 个列和 m 个行.

$$A = \begin{bmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{bmatrix} = \begin{bmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{bmatrix} = \begin{bmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{bmatrix}$$

$$1 \text{ matrix} \qquad 6 \text{ numbers} \qquad 2 \text{ column vectors} \text{ with 3 numbers} \text{ with 3 numbers} \text{ with 2 numbers}$$

Figure 1: 从四个角度理解矩阵

$$A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \\ a_{31} & a_{32} \end{bmatrix} = \begin{bmatrix} | & | \\ \mathbf{a_1} & \mathbf{a_2} \\ | & | \end{bmatrix} = \begin{bmatrix} -\mathbf{a_1^*} - \\ -\mathbf{a_2^*} - \\ -\mathbf{a_3^*} - \end{bmatrix}$$

在这里, 列向量被标记为粗体 a_1 . 行向量则有一个 * 号, 标记为 a_1^* . 转置向量和矩阵则用 T 标记为 $a^{\rm T}$ 和 $A^{\rm T}$.

2 向量乘以向量——2 个视角

后文中, 我将介绍一些概念, 同时列出"Linear Algebra for Everyone"一书中的相应部分(部分编号插入如下). 详细的内容最好看书, 这里我也添加了一个简短的解释, 以便您可以通过这篇文章尽可能多地理解. 此外, 每个图都有一个简短的名称, 例如 v1 (数字 1 表示向量的乘积)、Mv1 (数字 1 表示矩阵和向量的乘积), 以及如下图 (v1) 所示的彩色圆圈. 如你所见, 随着讨论的进行, 该名称将被交叉引用.

- 1.1 节 (p.2) 线性组合与点积
- 1.3 节 (p.25) 矩阵与秩 1
- 1.4 节 (p.29) 行方式与列方式

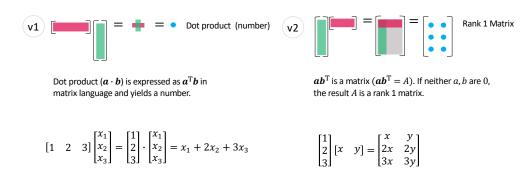


Figure 2: 向量乘以向量 - (v1), (v2)

(v1) 是两个向量之间的基础运算, 而 (v2) 将列乘以行并产生一个秩 1 矩阵. 理解 (v2) 的结果 (秩 1) 是接下来章节的关键.

3 矩阵乘以向量——2 个视角

一个矩阵乘以一个向量将产生三个点积组成的向量 (Mv1) 和一种 A 的列向量的线性组合.

- 1.1 节 (p.3) 线性组合
- 1.3 节 (p.21) 矩阵与列空间



The row vectors of A are multiplied by a vector x and become the three dot-product elements of Ax.

Mv2 = • + • []

The product Ax is a linear combination of the column vectors of A.

$$Ax = \begin{bmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} (x_1 + 2x_2) \\ (3x_1 + 4x_2) \\ (5x_1 + 6x_2) \end{bmatrix}$$

$$A\mathbf{x} = \begin{bmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = x_1 \begin{bmatrix} 1 \\ 3 \\ 5 \end{bmatrix} + x_2 \begin{bmatrix} 2 \\ 4 \\ 6 \end{bmatrix}$$

Figure 3: 矩阵乘以向量- (Mv1), (Mv2)

往往你会先学习 (Mv1). 但当你习惯了从 (Mv2) 的视角看待它, 会理解 Ax 是 A 的列的线性组合. 矩阵 A 的列向量的所有线性组合生成的子空间记为 $\mathbf{C}(A)$. Ax=0 的解空间则是零空间, 记为 $\mathbf{N}(A)$. 同理, 由 (vM1) 和 (vM2) 可见, 行向量乘以矩阵也是同一种理解方式.

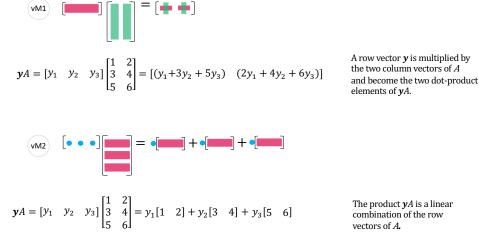


Figure 4: 向量乘以矩阵 - (vM1), (vM2)

上图 A 的行向量的所有线性组合生成的子空间记为 $\mathbf{C}(A^{\mathrm{T}})$. yA=0 的解空间是 A 的左零空间, 记为 $\mathbf{N}(A^{\mathrm{T}})$.

本书的一大亮点即为四个基本子空间: 在 \mathbb{R}^n 上的 $\mathbf{N}(A) + \mathbf{C}(A^{\mathrm{T}})$ (相互正交) 和在 \mathbb{R}^m 上的 $\mathbf{N}(A^{\mathrm{T}}) + \mathbf{C}(A)$ (相互正交).

• 3.5 节 (p.124) 四个子空间的维度

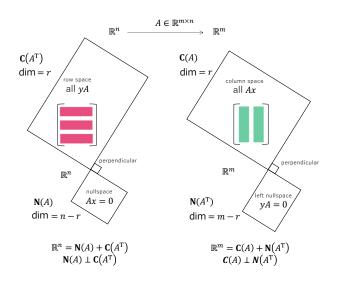


Figure 5: 四个子空间

关于秩 r, 请见 A = CR (6.1 节).

4 矩阵乘以矩阵——4 个视角

由"矩阵乘以向量"自然延伸到"矩阵乘以矩阵".

- 1.4 节 (p.35) AB = C 的四种乘法
- 也可以见书的封底

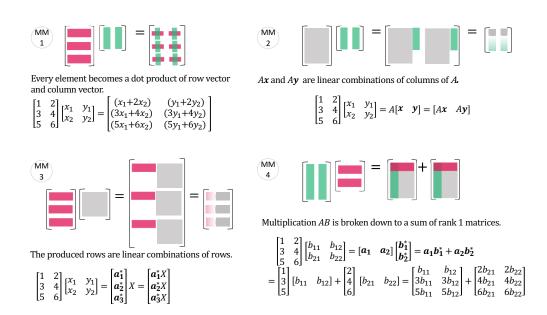


Figure 6: 矩阵乘以矩阵 - (MM1), (MM2), (MM3), (MM4)

5 实用模式

在这里, 我展示了一些实用的模式, 可以让你更直观地理解接下来的内容。

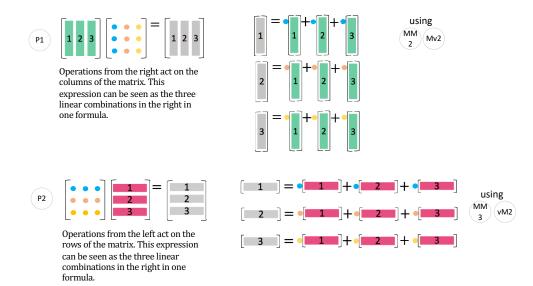


Figure 7: 图 1, 2 - (P1), (P1)

P1 是 (MM2) 和 (Mv2) 的结合. P2 是 (MM3) 和 (vM2) 的扩展. 注意, P1 是列运算 (右乘一个矩阵), 而 P2 是行运算 (左乘一个矩阵).

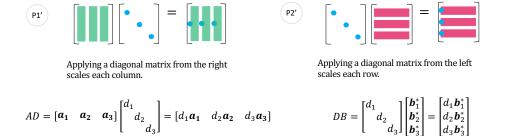


Figure 8: 图 1', 2' - (P1'), (P2')

(P1') 将对角线上的数乘以矩阵的列, 而 (P2') 将对角线上的数乘以矩阵的行. 两个分别为 (P1) 和 (P2) 的变体.

This pattern makes another combination of columns. You will encounter this in differential/recurrence equations.

$$XDc = [x_1 \quad x_2 \quad x_3] \begin{bmatrix} d_1 \\ d_2 \\ d_3 \end{bmatrix} \begin{bmatrix} c_1 \\ c_2 \\ c_3 \end{bmatrix} = c_1 d_1 x_1 + c_2 d_2 x_2 + c_3 d_3 x_3$$

Figure 9: 图 3 - (P3)

当解决微分方程和递归方程时的也会出现这一模式:

- 6 节 (p.201) 特征值和特征向量
- 6.4 节 (p.243) 微分方程组

$$\frac{d\mathbf{u}(t)}{dt} = A\mathbf{u}(t), \quad \mathbf{u}(0) = \mathbf{u}_0$$
$$\mathbf{u}_{n+1} = A\mathbf{u}_n, \quad \mathbf{u}_0 = \mathbf{u}_0$$

In both cases, the solutions are expressed with eigenvalues $(\lambda_1, \lambda_2, \lambda_3)$, eigenvectors $X = \begin{bmatrix} \boldsymbol{x}_1 & \boldsymbol{x}_2 & \boldsymbol{x}_3 \end{bmatrix}$ of A, and the coefficients $c = \begin{bmatrix} c_1 & c_2 & c_3 \end{bmatrix}^T$ which are the coordinates of the initial condition $\boldsymbol{u}(0) = \boldsymbol{u}_0$ in terms of the eigenvectors X.

$$egin{aligned} oldsymbol{u}_0 &= c_1 oldsymbol{x}_1 + c_2 oldsymbol{x}_2 + c_3 oldsymbol{x}_3 \ oldsymbol{c} &= egin{bmatrix} c_1 \ c_2 \ c_3 \end{bmatrix} = X^{-1} oldsymbol{u}_0 \end{aligned}$$

and the general solution of the two equations are:

$$\mathbf{u}(t) = e^{At}\mathbf{u}_0 = Xe^{\Lambda t}X^{-1}\mathbf{u}_0 = Xe^{\Lambda t}\mathbf{c} = c_1e^{\lambda_1 t}\mathbf{r}_1 + c_2e^{\lambda_2 t}\mathbf{r}_2 + c_3e^{\lambda_3 t}\mathbf{r}_3$$
$$\mathbf{u}_n = A^n\mathbf{u}_0 = X\Lambda^nX^{-1}\mathbf{u}_0 = X\Lambda^n\mathbf{c} = c_1\lambda_1^n\mathbf{r}_1 + c_2\lambda_2^n\mathbf{r}_2 + c_3\lambda_3^n\mathbf{r}_3$$

See Figure 8: Pattern 3 (P3) above again for XDc.

A matrix is broken down to a sum of rank 1 matrices, as in singular value/eigenvalue decomposition.

$$U\Sigma V^{\mathrm{T}} = \begin{bmatrix} \boldsymbol{u}_1 & \boldsymbol{u}_2 & \boldsymbol{u}_3 \end{bmatrix} \begin{bmatrix} \sigma_1 \\ \sigma_2 \\ \sigma_3 \end{bmatrix} \begin{bmatrix} \boldsymbol{v}_1^{\mathrm{T}} \\ \boldsymbol{v}_2^{\mathrm{T}} \\ \boldsymbol{v}_3^{\mathrm{T}} \end{bmatrix} = \sigma_1 \boldsymbol{u}_1 \boldsymbol{v}_1^{\mathrm{T}} + \sigma_2 \boldsymbol{u}_2 \boldsymbol{v}_2^{\mathrm{T}} + \sigma_3 \boldsymbol{u}_3 \boldsymbol{v}_3^{\mathrm{T}}$$

Figure 10: Pattern 4 - (P4)

This pattern (P4) works in both eigenvalue decomposition and singular value decomposition. Both decompositions are expressed as a product of three matrices with a diagonal matrix in the middle, and also a sum of rank 1 matrices with the eigenvalue/singular value coefficients.

More details are discussed in the next section.

6 The Five Factorizations of a Matrix

• Preface p.vii, The Plan for the Book.

 $A=CR, A=LU, A=QR, A=Q\Lambda Q^{T}, A=U\Sigma V^{T}$ are illustrated one by one.

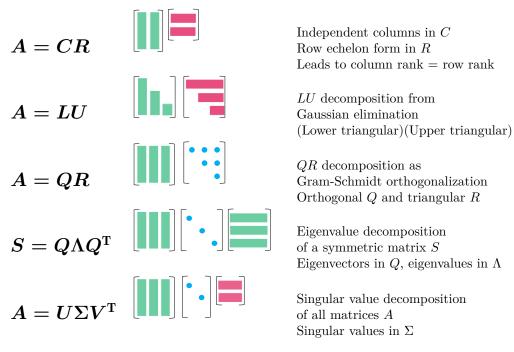


Table 1: The Five Factorization

6.1 A = CR

• Sec.1.4 Matrix Multiplication and A = CR (p.29)

All general rectangular matrices A have the same row rank as the column rank. This factorization is the most intuitive way to understand this theorem. C consists of independent columns of A, and R is the row reduced echelon form of A. A = CR reduces to r independent columns in C times r independent rows in R.

$$A = CR$$

$$\begin{bmatrix} 1 & 2 & 3 \\ 2 & 3 & 5 \end{bmatrix} = \begin{bmatrix} 1 & 2 \\ 2 & 3 \end{bmatrix} \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 \end{bmatrix}$$

Procedure: Look at the columns of A from left to right. Keep independent ones, discard dependent ones which can be created by the former columns. The column 1 and the column 2 survive, and the column 3 is discarded because it is expressed as a sum of the former two columns. To rebuild A by the independent columns 1, 2, you find a row echelon form R appearing in the right.

Figure 11: Column Rank in CR

Now you see the column rank is two because there are only two independent columns in C and all the columns of A are linear combinations of the two columns of C.

Figure 12: Row Rank in CR

And you see the row rank is two because there are only two independent rows in R and all the rows of A are linear combinations of the two rows of R.

6.2 A = LU

Solving Ax = b via Gaussian elimination can be expressed as an LU factorization. Usually, you apply elementary row operation matrices (E) from left of A to make upper trianglar U.

$$EA = U$$

$$A = E^{-1}U$$
 let $L = E^{-1}, \quad A = LU$

Now solve Ax = b in 2 steps: (1) forward Lc = b and (2) back Ux = c.

• Sec.2.3 (p.57) Matrix Computations and A = LU

Here, we directly calculate L and U from A.

$$A = \begin{bmatrix} | \\ l_1 \\ | \end{bmatrix} \begin{bmatrix} -u_1^* - \end{bmatrix} + \begin{bmatrix} 0 & 0 & 0 \\ 0 & A_2 \end{bmatrix} = \begin{bmatrix} | \\ l_1 \\ | \end{bmatrix} \begin{bmatrix} -u_1^* - \end{bmatrix} + \begin{bmatrix} | \\ l_2 \\ | \end{bmatrix} \begin{bmatrix} -u_2^* - \end{bmatrix} + \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & A_3 \end{bmatrix} = LU$$

$$A = \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix} = \begin{bmatrix} A \\ A \end{bmatrix} + \begin{bmatrix} A \\ A \end{bmatrix}$$

Figure 13: Recursive Rank 1 Matrix Peeling from A

To find L and U, peel off the rank 1 matrix made of the first row and the first column of A. This leaves A_2 . Do this recursively and decompose A into the sum of rank 1 matrices.



Figure 14: LU rebuilds A

To rebuild A from L times U is easy.

6.3 A = QR

A = QR changes the columns of A into perpendicular columns of Q, keeping C(A) = C(Q).

• Sec.4.4 Orthogonal matrices and Gram-Schmidt (p.165)

In Gram-Schmidt, the normalized a_1 is picked up as q_1 first and then a_2 is adjusted to be perpendicular to q_1 to create q_2 , and this procedure goes on.

$$egin{aligned} m{q}_1 &= m{a}_1/||m{a}_1|| \ m{q}_2 &= m{a}_2 - (m{q}_1^{
m T}m{a}_2)m{q}_1, \quad m{q}_2 &= m{q}_2/||m{q}_2|| \ m{q}_3 &= m{a}_3 - (m{q}_1^{
m T}m{a}_3)m{q}_1 - (m{q}_2^{
m T}m{a}_3)m{q}_2, \quad m{q}_3 &= m{q}_3/||m{q}_3|| \end{aligned}$$

or you can write with $r_{ij} = \boldsymbol{q}_i^{\mathrm{T}} \boldsymbol{a}_j$:

$$egin{aligned} oldsymbol{a}_1 &= r_{11} oldsymbol{q}_1 \ oldsymbol{a}_2 &= r_{12} oldsymbol{q}_1 + r_{22} oldsymbol{q}_2 \ oldsymbol{a}_3 &= r_{13} oldsymbol{q}_1 + r_{23} oldsymbol{q}_2 + r_{33} oldsymbol{q}_3 \end{aligned}$$

The original A becomes QR: orthogonal times triangular.

$$A = \begin{bmatrix} | & | & | \\ \mathbf{q}_1 & \mathbf{q}_2 & \mathbf{q}_3 \\ | & | & | \end{bmatrix} \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ & r_{22} & r_{23} \\ & & r_{33} \end{bmatrix} = QR$$

$$QQ^{\mathrm{T}} = Q^{\mathrm{T}}Q = I$$

$$\begin{bmatrix} A \\ \end{bmatrix} = \begin{bmatrix} Q \\ 1 & 2 \end{bmatrix} \begin{bmatrix} R \\ 0 & 3 \end{bmatrix} \begin{bmatrix} R \\ 0 & 3 \end{bmatrix} = \begin{bmatrix} a_1 & a_2 & a_3 \\ 1 & 1 & 2 & 1 & 2 & 3 \end{bmatrix}$$
 using the property of th

Figure 15: A = QR

The column vectors of A can be adjusted into an orthonormal set: the column vectors of Q. Each column vector of A can be rebuilt from Q and the upper triangular matrix R.

See Pattern 1 (P1) again for the graphic interpretation.

$6.4 \quad S = Q \Lambda Q^{\mathrm{T}}$

All symmetric matrices S must have real eigenvalues and orthogonal eigenvectors. The eigenvalues are the diagonal elements of Λ and the eigenvectors are in Q.

• Sec.6.3 (p.227) Symmetric Positive Definite Matrices

$$\begin{split} S &= Q \Lambda Q^{\mathrm{T}} = \begin{bmatrix} \mid & \mid & \mid \\ \boldsymbol{q}_1 & \boldsymbol{q}_2 & \boldsymbol{q}_3 \\ \mid & \mid & \mid \end{bmatrix} \begin{bmatrix} \lambda_1 & & \\ & \lambda_2 & \\ & & \lambda_3 \end{bmatrix} \begin{bmatrix} -\boldsymbol{q}_1^{\mathrm{T}} - \\ -\boldsymbol{q}_2^{\mathrm{T}} - \\ -\boldsymbol{q}_3^{\mathrm{T}} - \end{bmatrix} \\ &= \lambda_1 \begin{bmatrix} \mid \\ \boldsymbol{q}_1 \\ \mid \end{bmatrix} \begin{bmatrix} -\boldsymbol{q}_1^{\mathrm{T}} - \end{bmatrix} + \lambda_2 \begin{bmatrix} \mid \\ \boldsymbol{q}_2 \\ \mid \end{bmatrix} \begin{bmatrix} -\boldsymbol{q}_2^{\mathrm{T}} - \end{bmatrix} + \lambda_3 \begin{bmatrix} \mid \\ \boldsymbol{q}_3 \\ \mid \end{bmatrix} \begin{bmatrix} -\boldsymbol{q}_3^{\mathrm{T}} - \end{bmatrix} \\ &= \lambda_1 P_1 + \lambda_2 P_2 + \lambda_3 P_3 \end{split}$$

$$P_1 &= \boldsymbol{q}_1 \boldsymbol{q}_1^{\mathrm{T}}, \quad P_2 = \boldsymbol{q}_2 \boldsymbol{q}_2^{\mathrm{T}}, \quad P_3 = \boldsymbol{q}_3 \boldsymbol{q}_3^{\mathrm{T}} \end{split}$$

Figure 16:
$$S = Q\Lambda Q^{\mathrm{T}}$$

A symmetric matrix S is diagonalized into Λ by an orthogonal matrix Q and its transpose. And it is broken down into a combination of rank 1 projection matrices $P = qq^{T}$. This is the spectral theorem.

Note that Pattern 4 (P4) is working for the decomposition.

$$S = S^{T} = \lambda_{1}P_{1} + \lambda_{2}P_{2} + \lambda_{3}P_{3}$$

$$QQ^{T} = P_{1} + P_{2} + P_{3} = I$$

$$P_{1}P_{2} = P_{2}P_{3} = P_{3}P_{1} = O$$

$$P_{1}^{2} = P_{1} = P_{1}^{T}, \quad P_{2}^{2} = P_{2} = P_{2}^{T}, \quad P_{3}^{2} = P_{3} = P_{3}^{T}$$

6.5 $A = U\Sigma V^{\mathrm{T}}$

• Sec.7.1 (p.259) Singular Values and Singular Vecrtors

All matrices including rectangular ones have a singular value decomposition (SVD). $A = U\Sigma V^{\mathrm{T}}$ has the singular vectors of A in U and V. And its singular values line up in Λ 's diagonal elements. The following illustrates the 'reduced' SVD.

$$A \qquad U \qquad \Sigma \qquad V^{\mathrm{T}} \qquad \sigma_1 \, u_1 v_1^{\mathrm{T}} \qquad \sigma_2 \, u_2 v_2^{\mathrm{T}} \quad \text{using}$$

$$\begin{bmatrix} \mathbf{1} & \mathbf{2} & \mathbf{3} \end{bmatrix} \begin{bmatrix} \bullet & \mathbf{1} & \mathbf{1} \\ \bullet & \mathbf{2} \end{bmatrix} = \begin{bmatrix} \mathbf{1} & \mathbf{1} \\ \mathbf{1} \end{bmatrix} + \begin{bmatrix} \mathbf{2} & \mathbf{2} \\ \mathbf{2} \end{bmatrix}$$

Figure 17: $A = U\Sigma V^{\mathrm{T}}$

You can find V as an orthonormal basis of \mathbb{R}^n (eigenvectors of A^TA), and U as an orthonormal basis of \mathbb{R}^m (eigenvectors of AA^T). Together they diagonalize A into Σ . This is also expressed as a combination of rank 1 matrices.

$$A = U\Sigma V^{\mathrm{T}} = \begin{bmatrix} | & | & | \\ \boldsymbol{u}_1 & \boldsymbol{u}_2 & \boldsymbol{u}_3 \\ | & | & | \end{bmatrix} \begin{bmatrix} \sigma_1 \\ \sigma_2 \end{bmatrix} \begin{bmatrix} -\boldsymbol{v}_1^{\mathrm{T}} - \\ -\boldsymbol{v}_2^{\mathrm{T}} - \end{bmatrix} = \sigma_1 \begin{bmatrix} | \\ \boldsymbol{u}_1 \\ | \end{bmatrix} \begin{bmatrix} -\boldsymbol{v}_1^{\mathrm{T}} - \end{bmatrix} + \sigma_2 \begin{bmatrix} | \\ \boldsymbol{u}_2 \\ | \end{bmatrix} \begin{bmatrix} -\boldsymbol{v}_2^{\mathrm{T}} - \end{bmatrix} = \sigma_1 \boldsymbol{u}_1 \boldsymbol{v}_1^{\mathrm{T}} + \sigma_2 \boldsymbol{u}_2 \boldsymbol{v}_2^{\mathrm{T}}$$

Note that:

$$UU^{\mathrm{T}} = I_m$$
$$VV^{\mathrm{T}} = I_n$$

See Pattern 4 (P4) for the graphic notation.

Conclusion and Acknowledgements

I presented systematic visualizations of matrix/vector multiplication and their application to the Five Matrix Factorizations. I hope you enjoyed them and will use them in your understanding of Linear Algebra.

Ashley Fernandes helped me with beautifying this paper in typesetting and made it much more consistent and professional.

To conclude this paper, I'd like to thank Prof. Gilbert Strang for publishing "Linear Algebra for Everyone". It guides us through a new vision to these beautiful landscapes in Linear Algebra. Everyone can reach a fundamental understanding of its underlying ideas in a practical manner that introduces us to contemporary and also traditional data science and machine learning. An important part of the matrix world.

References and Related Works

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- 3. Kenji Hiranabe(2021), Map of Eigenvalues, An Agile Way(blog), https://anagileway.com/2021/10/01/map-of-eigenvalues/

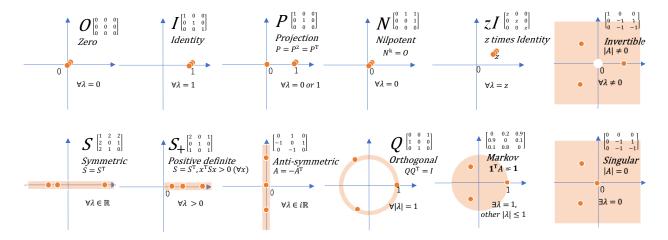


Figure 18: Map of Eigenvalues

4. Kenji Hiranabe(2020), *Matrix World*, An Agile Way(blog), https://anagileway.com/2020/09/29/matrix-world-in-linear-algebra-for-everyone/

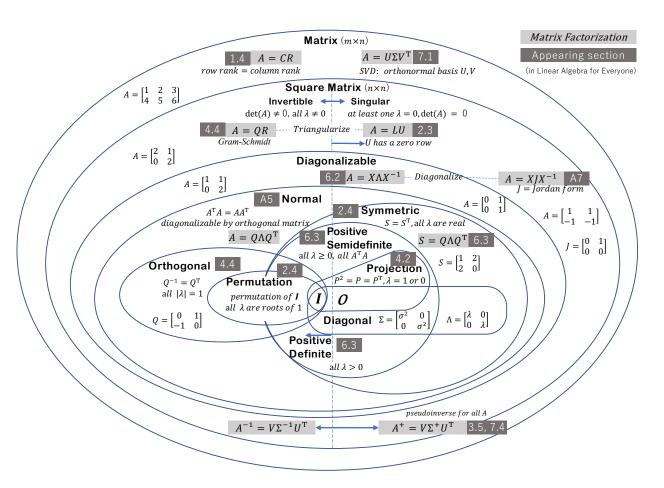


Figure 19: Matrix World