Vector and Matrix Notations

 $\cdot \mathbb{R}$: set of real numbers, also called **scalars** (0 order tensor)

Examples: 1.5, 2, 0...

Vectorspace: defined over some field. Elements of field are called scalars.

• \mathbb{R}^n : space of vectors of length n (1st order tensor) Examples:

os 2 ∈ R

• What is a scalar in \mathbb{C}^n ?

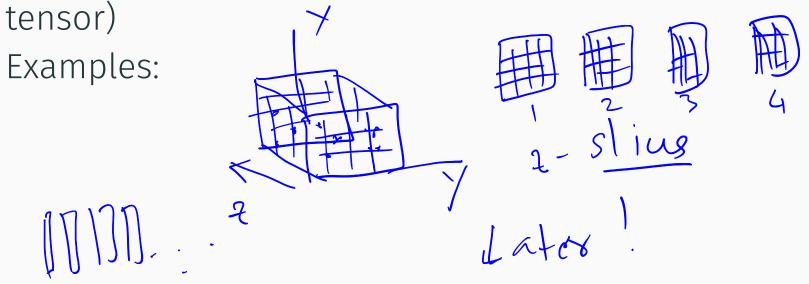
Vector and Matrix Notations

• $\mathbb{R}^{n\times n}$: matrix of dimensions $n\times n$ (2nd order tensor) Examples:

$$\begin{bmatrix} 1 & 0 & \pi \\ 3 & 2 & -0.2 \\ 1 & 3 & 2 \end{bmatrix} \in \mathbb{R}^{3\times3}$$

• $\mathbb{R}^{n \times n \times n}$: 3D matrix of dimension $n \times n \times n$ (3rd order

Examples:



Basic vector operations:

- 1. Scalar times vector: αv , $v \in \mathbb{R}^n$ $\mathcal{A} \in \mathbb{R}^n$
- 2. Vector plus Vector: u + v, $u, v \in \mathbb{R}^n$ $\left(\begin{array}{c} u_1 \\ u_2 \\ u_3 \end{array}\right) \perp \left(\begin{array}{c} v_1 \\ v_2 \\ v_3 \end{array}\right) = \left(\begin{array}{c} u_1 + v_1 \\ v_2 \\ v_3 + v_2 \end{array}\right)$
- 3. Dot product: $u^T v$, $u, v \in \mathbb{R}^n$

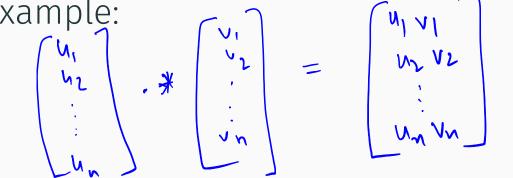
$$[u_1, u_2, u_3, \dots u_n] \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix} = u_1v_1 + u_2v_2 + \dots + u_nv_n$$

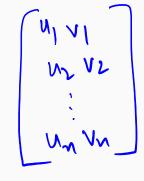
$$\in \mathbb{R}$$

Basic Vector Operations:

1. Pointwise vector multiply: U. * V

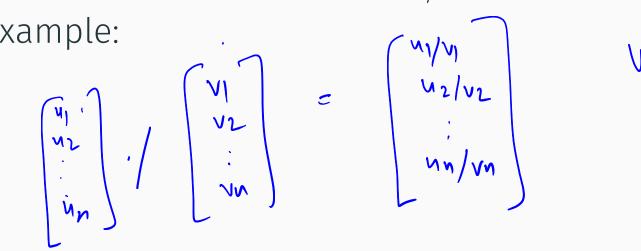
Example:





2. Pointwise vector divide: U./V

Example:

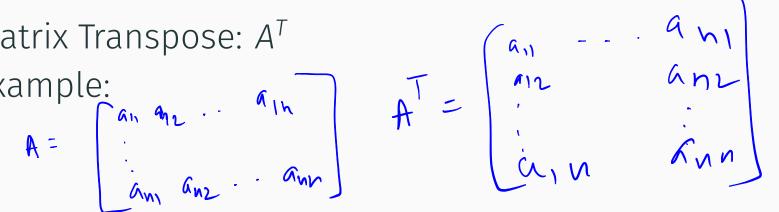




Basic Matrix Operations:

1. Matrix Transpose: A^T

Example:



2. Scalar times matrix: αA , $A \in \mathbb{R}^{n \times n}$, $\alpha \in \mathbb{R}$



Basic Matrix Operations:

1. Matrix-Matrix addition: A + B, $A, B \in \mathbb{R}^{m \times n}$

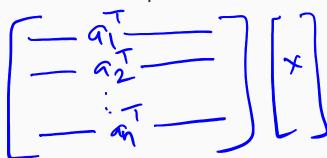
Example: $\begin{bmatrix}
a_{11} & a_{12} & a_{1n} \\
a_{n1} & a_{n2} & a_{nn}
\end{bmatrix} + \begin{bmatrix}
b_{11} & b_{12} & b_{1n} \\
b_{n1} & b_{n2} & b_{nn}
\end{bmatrix} = \begin{bmatrix}
a_{1} + b_{1} & a_{12} + b_{2} & a_{n1} + b_{n2} \\
a_{n1} + b_{n2} & a_{n2} + b_{n2} & a_{n2} + b_{n2}
\end{bmatrix} = \begin{bmatrix}
a_{11} + b_{12} & a_{12} + b_{2} & a_{12} + b_{2} \\
a_{11} + b_{12} & a_{12} + b_{2} & a_{12} + b_{2}
\end{bmatrix}$

2. Matrix-vector multiplication: Ax, $A \in \mathbb{R}^n, x \in \mathbb{R}^n$

Example: $A = \begin{cases} a_{11} & a_{22} & \cdots & a_{2n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{cases} = \begin{cases} a_{11} x_{1} + a_{12} x_{2} + \cdots + a_{1n} x_{n} \\ a_{21} x_{1} + a_{22} x_{2} + \cdots + a_{2n} x_{n} \\ \vdots & \vdots \\ a_{n1} x_{1} + a_{n2} x_{2} + \cdots + a_{nn} x_{n} \end{cases}$

Matrix vector multiplication: Row wise and Column wise

1. Row intepretation



$$\begin{bmatrix}
a_1 \\
a_1
\end{bmatrix}$$

$$\begin{bmatrix}
a_1 \\
a_2
\end{bmatrix}$$

$$\begin{bmatrix}
a_1 \\
a_2
\end{bmatrix}$$

Row Interretation $\begin{bmatrix}
a_1 \\
a_2
\end{bmatrix} = \begin{bmatrix}
a_1 \\
a_2
\end{bmatrix}$ $\begin{bmatrix}
a_1 \\
a_2$

2. Column interpretation

$$\begin{bmatrix} 1 & 1 & 1 & 1 \\ a_1 & a_2 & a_n & \vdots \\ & & & & \\ & & & & \\ \end{bmatrix}$$

2. Column interpretation
$$\begin{pmatrix}
1 & 1 & 1 & 1 \\
1 & 1 & 1 & 1
\end{pmatrix}
\begin{pmatrix}
x_1 \\
x_2 \\
\vdots \\
x_n
\end{pmatrix} = x_1 & q_1 + x_2 & q_2 + \dots + x_n & q_n$$

$$q_1 & q_2 & q_1 \\
q_2 & \vdots & q_n & q_n$$

$$q_1 & \vdots & q_n & q_n \\
\vdots & \vdots & \vdots & \vdots & \vdots \\
q_n & \vdots & \vdots & \vdots & \vdots \\
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q_n & \vdots & \vdots & \vdots & \vdots \\
q_n & \vdots & \vdots & \vdots & \vdots \\
q_n & \vdots & \vdots & \vdots & \vdots \\
q_n &$$

BLAS-1,2,3

BLAS: Basic Linear Algebra Subroutines

1. Level-1 BLAS: saxpy operation:

Example
$$y \leftarrow y + \alpha x$$
, $x, y \in \mathbb{R}^n$, $\alpha \in \mathbb{R}$

$$y = \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix}$$

$$y = \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} + 1.5 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 2.5 \end{bmatrix}$$

BLAS-1,2,3

BLAS: Basic Linear Algebra Subroutines

1. Level-2 BLAS:

$$y \leftarrow \alpha Ax + \beta y, \quad \alpha \in \mathbb{R}, \ x, y \in \mathbb{R}^{n}, \ A \in \mathbb{R}^{n \times n}$$

$$A = \begin{bmatrix} 1 & 0 & 2 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \end{bmatrix}, \quad y = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

$$y = \lambda Ax + \beta y = \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 \end{bmatrix}$$

$$= 0.5 \begin{bmatrix} 3 \\ 1 \end{bmatrix} + 0.1 \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1.5 \\ 0.5 \\ 0.5 \end{bmatrix}$$

BLAS-1,2,3

BLAS Level-3: Gaxpy operation:

$$C \leftarrow \alpha AB + \beta C$$
, $\alpha \in \mathbb{R}$, $A \in \mathbb{R}^{m \times n}$, $B \in \mathbb{R}^{n \times p}$, $C \in \mathbb{R}^{m \times p}$

Example: Let
$$\lambda = 1.6$$
, $\beta = 6.5$

$$A = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 \end{bmatrix}, \quad B = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 2 \end{bmatrix}$$

$$AB = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 0 & 2 \\ 1 & 1 & 1 \end{bmatrix} \Rightarrow C = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 0$$

How to estimate cost of numerical algorithms?

FLOPS: Floating point operations:

A flop is a floating point add, subtract, multiply, or divide

A flop is a floating point add, subtract, multiply, or divid Examples:
$$y u \in \mathbb{R}^n$$
 $v + u = 2n$
 $v + u = 2n$

Caution: FLOPS: Floating point ops per second

Algorithms: BLAS-1,2,3

Saxpy Operation: $y \leftarrow y + ax$

1: for
$$i = 1$$
: n do

2: $y(i) = y(i) + ax(i)$

3: end for

Cost: $2n$

Pk: To calculate flops, find

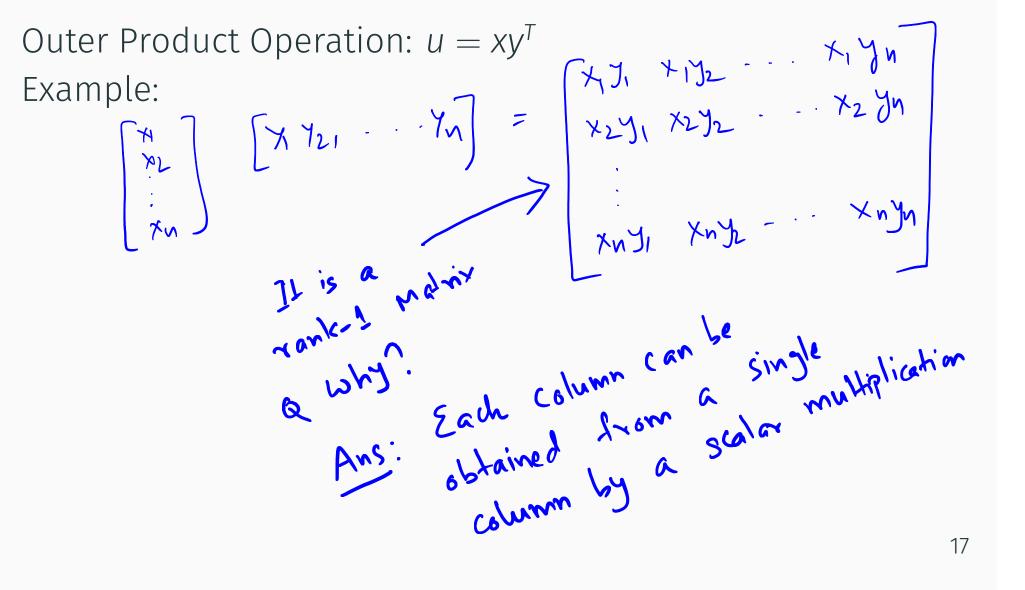
 $\frac{2}{1}$
 $\frac{2}$
 $\frac{2}{1}$
 $\frac{2}{1}$

Algorithm for dot product

1: c = 02: for i = 1: n do 3: c = c + x(i)y(i) 3 2 Flow 4: end for

Cost: 2M

Outer Product



Outer Product Update

Outer Product Operation: $A = A + xy^T$ Example: $A \in \mathbb{R}^{3\times 2}$ $\times \in \mathbb{R}^4$, $y \in \mathbb{R}^3$ $\Rightarrow xy^T \in \mathbb{R}^{4\times 3}$ Here, we can't add $A \neq xy^T$!

Gaxpy Operation: y = y + Ax with Row-Oriented

```
2: for j = 1 : n do (i, j) \times (j) \leftarrow 2 Flas (i, j) \times (j) \times (j) \leftarrow 2 Flas (i, j) \times (j) \times (j) \leftarrow 2 Flas (i, j) \times (j) \times
                                                                                                                        // Can you vectorize this inner loop?
                                                                                       end for
                     5:
                    6: end for
  Cost: 2MM
Dot Product Formulation: Which loop to vectorize for
                              dot product formulation?
```

Colon Notation

$$A(k,:) = \limsup_{k \to \infty} A(k,:) = \lim_{k \to \infty} A(k,:) = \lim_$$

$$A(:,k) = k^{th} \text{ column of } A$$

For above $A:$
 $A(:,3) = \begin{bmatrix} 3 \\ 7 \\ 11 \end{bmatrix}$, $A(:,3) = \begin{bmatrix} 2 \\ 3 \\ 11 \end{bmatrix}$, $A(:,3) = \begin{bmatrix} 2 \\ 3 \\ 10 \end{bmatrix}$

Matrix Multiplication

Other Variants:

```
ijk-version
        For k = 1: p do
C(i,j) = C(i,j) + A(i,k)B(k,j) \leftarrow 2Fl_p s^2 2 + 2pn 
The proof or
  for i = 1 : m do
     for j = 1 : n do
        for k = 1 : p do
        end for
     end for
  end for
Cost: 2 mn
```

Vectorite k 1007: Dot Product Formulation: Jor i=1:m do

for j=1:n do $c(ij)=c(ij)+\frac{A(i,i;p)B(i;p,j)}{A(i,j;p)}$ end for $c(ij)=c(ij)+\frac{A(i,j;p)B(i;p,j)}{A(i,j;p)}$ end for

hence it is a dot product Saxpy Formulation: Vedmize il 1069

for
$$j = 1: n$$

for $k = 1: \frac{1}{2}$
 $c(i:m,j) = c(i:m,j) + A(i:m,k)B(k,i)$

end

end

end

=) It is a saxyy operation!

Vedonze i 4 j loop Outer Product Formulation for k = 1: } C(i,j) = C(i,j) + A(i,m,k) B(k,i,n)outer product

FLOPS: Floating Point Operations Per Second 1 FLOP = + or - or * or /

Operation	Dimension	Flops
$\alpha = \mathbf{X}^{T} \mathbf{y}$	$x, y \in \mathbb{R}^n$	
y = y + ax	$a \in \mathbb{R}, x, y \in \mathbb{R}^n$	
y = y + Ax	$A \in \mathbb{R}^{m \times n}, x \in \mathbb{R}^n, y \in \mathbb{R}^m$	
$A = A + yx^T$	$A \in \mathbb{R}^{m \times n}, x \in \mathbb{R}^n, y \in \mathbb{R}^m$	
C = C + AB	$A \in \mathbb{R}^{m \times r}, B \in \mathbb{R}^{r \times n}, C \in \mathbb{R}^{m \times n}$	