

# chapter 3 Analytic Geometry.

• Norm (mapping의 일종)  $\rightarrow$  length  $\|x\|$

$$\left\{ \begin{array}{l} L1 \text{ norm} = \sum_{i=1}^n |x_i| \\ L2 \text{ norm} = \sqrt{\sum_{i=1}^n x_i^2} \end{array} \right.$$

특성  $\left\{ \begin{array}{l} \text{Absolutely homogeneous: } \|\lambda x\| = |\lambda| \|x\| \\ \text{Triangle inequality: } \|x+y\| \leq \|x\| + \|y\| \\ \text{Positive definite.} \end{array} \right.$

• Bilinear mapping: 각각의 argument에 대해 linear

$$\Omega(\lambda x + \mu y, z) = \lambda \Omega(x, z) + \mu \Omega(y, z)$$

• Inner product  $\rightarrow$  Bilinear의 일종. 몇 가지 특성이 추가된 것.

$L = A$  positive definite, symmetric bilinear mapping  $\Omega: V \times V \rightarrow \mathbb{R} \Rightarrow \langle x, y \rangle$

ex) scalar / dot product:  $x^T y = \sum_{j=1}^n x_j y_j$

• symmetric, positive definite matrix.

$$B = (b_1 \dots b_n) \text{ (ordered basis)}$$

$$x = \sum_{j=1}^n \mu_j b_j \in V, \quad y = \sum_{j=1}^n \lambda_j b_j \in V$$

$$\langle x, y \rangle = \left\langle \sum_{j=1}^n \mu_j b_j, \sum_{j=1}^n \lambda_j b_j \right\rangle = \sum_{j=1}^n \sum_{k=1}^n \mu_j \langle b_j, b_k \rangle \lambda_k = \hat{x}^T A \hat{y}$$

Coordinate of  $x, y$

• Inner product induces a norm. (BE norms induce  $\times$ )

• Distance:  $d(x, y) = \|x - y\| = \sqrt{\langle x - y, x - y \rangle}$

metrics의 특성  $\left\{ \begin{array}{l} \text{positive definite} \\ \text{symmetric} \\ \text{Triangle inequality} \end{array} \right.$

• Angle between 2 vectors:  $\cos \omega = \frac{\langle x, y \rangle}{\|x\| \|y\|}$

• Orthogonality  $\rightarrow \langle x, y \rangle = 0$ .

$\hookrightarrow$  Orthogonal matrix:  $A^T A = I \rightarrow A^{-1} = A^T$

orthogonal matrix를 통한 transformation  $\|Ax\|^2 = \|x\|^2 \rightarrow$  length 보존

$$\cos \omega = \frac{(Ax)^T (Ay)}{\|Ax\| \|Ay\|} = \frac{x^T y}{\|x\| \|y\|} \rightarrow \text{angle 보존.} \\ = \text{inner product 보존.}$$

• Orthogonal basis  $\rightarrow \begin{cases} \langle b_i, b_j \rangle = 0 \\ \langle b_i, b_i \rangle = 1. \end{cases}$

• Orthogonal complement

$V \in \mathbb{R}^D, U \in \mathbb{R}^M \subseteq V \rightarrow$  orthogonal complement  $U^\perp \in \mathbb{R}^{D-M}$

$\Rightarrow U$  and orthogonal to  $V$  are vector space.

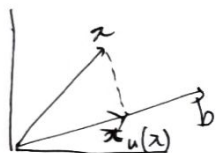
$$z \in V = \sum_{m=1}^M \lambda_m b_m + \sum_{j=1}^{D-M} \mu_j b_j^\perp$$

$\underbrace{\quad}_{\text{basis of } U} \quad \underbrace{\quad}_{\text{basis of } U^\perp} \quad \{b_m, b_j^\perp\}: \text{ } V \text{ basis}$

• Projection :  $\pi^2 = \pi \circ \pi = \pi$ .

Projection matrices :  $P_\pi^2 = P_\pi$ .

• Orthogonal projections.



$$\pi_U(z) = \lambda b$$

$$\langle z - \pi_U(z), b \rangle \xrightarrow{\pi_U(z) = \lambda b} \langle z - \lambda b, b \rangle = 0.$$

$$\rightarrow \langle z, b \rangle - \lambda \langle b, b \rangle = 0. \rightarrow \lambda = \frac{\langle z, b \rangle}{\langle b, b \rangle} = \frac{\langle b, z \rangle}{\|b\|^2}$$

$$\pi_U(z) = \frac{b b^T z}{\|b\|^2} = \underbrace{\frac{b b^T}{\|b\|^2}}_{P_\pi} z$$

$P_\pi$  : symmetric matrix.

• Orthogonal projections onto a general subspace  $U$

$$\pi_U(z) = B \lambda \quad \begin{cases} B = [b_1 \dots b_m] \in \mathbb{R}^{n \times m} \\ \lambda = [\lambda_1 \dots \lambda_m]^T \in \mathbb{R}^m \end{cases} \Rightarrow \begin{aligned} b_1^T (z - \pi_U(z)) &= 0 \\ &\vdots \\ b_m^T (z - \pi_U(z)) &= 0 \end{aligned}$$

$$\Rightarrow \begin{bmatrix} b_1^T \\ \vdots \\ b_m^T \end{bmatrix} [z - B \lambda] = 0 \Leftrightarrow B^T (z - B \lambda) = 0 \Leftrightarrow B^T B \lambda = B^T z. \rightarrow \lambda = (B^T B)^{-1} B^T z$$

$$\therefore \pi_U(z) = \underbrace{B (B^T B)^{-1} B^T}_{P_\pi} z.$$

- Gram - schmidt orthonormalization process.

$$u_1 := b_1$$

$$u_k := b_k - \pi_{\text{span}(u_1, \dots, u_{k-1})}(b_k)$$

- Projection onto affine subspaces.  $\Rightarrow$  affine subspaces의 origin을 move  $\rightarrow$  projection  
 $\rightarrow$  다시 affine subspaces로 옮겨면서 기호를 되찾는다.
- Rotation : linear mapping. :  $\theta$  만큼 원점을 중심으로 돌아감. = orthogonal matrix.

$$R(\theta) = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix}$$