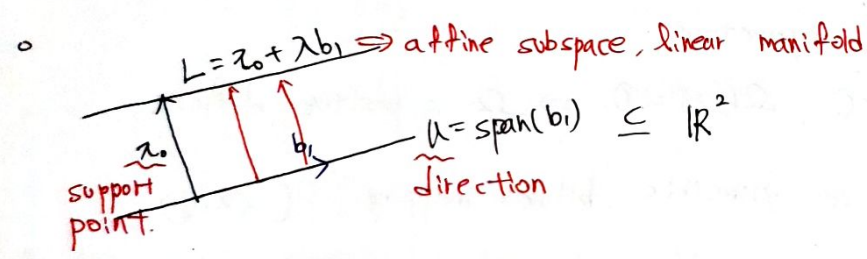


머신러닝 4주차

- kernel (null space) $\rightarrow \Phi(v) = 0w$
(image (range) $\rightarrow \Phi(v) = w \quad (\exists v \in V) \Rightarrow$ 모든 w 에 대해서 linear mapping Φ 가 존재할 때 w 에 속한다.)
- $A \in \mathbb{R}^{m \times n}, \Phi: \mathbb{R}^n \rightarrow \mathbb{R}^m, x \rightarrow Ax$
 $A = [a_1 \dots a_n] \Rightarrow \text{Im}(\Phi) = \left\{ \sum_{j=1}^n x_j a_j : x_1, \dots, x_n \in \mathbb{R} \right\} = \text{span}[a_1, \dots, a_n] \subseteq \mathbb{R}^m$
 $\hookrightarrow \text{ex) } \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = x_1 \begin{bmatrix} 1 \\ 4 \\ 7 \end{bmatrix} + x_2 \begin{bmatrix} 2 \\ 5 \\ 8 \end{bmatrix} + x_3 \begin{bmatrix} 3 \\ 6 \\ 9 \end{bmatrix}$
 \Rightarrow column들의 linear combination 존재.
Image: A 의 ~~column~~ columns의 span. = column space.
if) column space $\subseteq \mathbb{R}^m \Rightarrow m$: height of matrix. $\text{rk}(A) = \dim(\text{Im}(\Phi))$
- kernel / null space \rightarrow general solution to the homogeneous system ($Ax=0$)
if) kernel (null space) $\subseteq \mathbb{R}^n \Rightarrow n$: width of matrix. $n - \text{rk}(A) = \dim(\text{kernel}(\Phi))$



- Affine mapping $v, w \leftarrow$ vector space $\phi: V \rightarrow W$ (linear mapping) $a \in W$
 $x \rightarrow a + \phi(x)$ (affine mapping from V to W)
 \hookrightarrow translation vector of ϕ
Every affine mapping = composition of a linear mapping and translation
 $\phi = \tau \circ \phi$, uniquely determined.
서로 다른 mappings을 합성 \Rightarrow 또 다른 affine mapping.
Affine mapping \subseteq linear regression.

Chapter 3. Analytic Geometry

• Norm: vectors에 대해 mapping 하는 것. ($x \rightarrow \|x\|$)

(Absolutely homogeneous: $\|\lambda x\| = |\lambda| \|x\|$)

(Triangle inequality: $\|x+y\| \leq \|x\| + \|y\|$)

Positive definite: $\|x\| \geq 0$ and $\|x\| = 0 \iff x = 0$.

① Manhattan Norm (1st norm, l_1 norm) Zero vector가 아닌 0 이 norm이다.

$$\|x\|_1 = \sum_{i=1}^n |x_i|$$

② Euclidean norm (2nd norm, l_2 norm)

$$\|x\|_2 = \sqrt{\sum_{i=1}^n x_i^2} = \sqrt{x^T x}$$

• Bilinear mapping (Ω): mapping with two argument. (linear in each argument)

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

super position property

If $\Omega(x, y) = \Omega(y, x) \Rightarrow \Omega$ is symmetric.

If $\forall x \in V \setminus \{0\} : \Omega(x, x) > 0, \Omega(0, 0) = 0 \Rightarrow \Omega$ is positive definite.

Inner product: positive definite & symmetric bilinear mapping. ($\langle x, y \rangle$)

($V, \langle \cdot, \cdot \rangle$): inner product space or vector space with inner product.

• $V \times V \rightarrow \mathbb{R}$, ordered basis $B = (b_1, \dots, b_n)$ of V , $x, y \in V$

$$x = \sum_{i=1}^n \psi_i b_i, \quad y = \sum_{j=1}^n \lambda_j b_j, \quad \psi_i, \lambda_j \in \mathbb{R}.$$

$$\langle x, y \rangle = \left\langle \sum_{i=1}^n \psi_i b_i, \sum_{j=1}^n \lambda_j b_j \right\rangle = \sum_{i=1}^n \sum_{j=1}^n \psi_i \underbrace{\langle b_i, b_j \rangle}_{\text{Bilinear property}} \lambda_j = \hat{x}^T A \hat{y}$$

Bilinear property.

\hat{x}, \hat{y} : coordinate of x, y (basis 보일 때)

A : symmetric, positive definiteness of the inner product.

($A \neq$ null space \rightarrow zero vector (consists of 0))

Diagonal elements a_{ii} of $A \rightarrow$ positive

• Inner product induces norm. (Not every norm is induced by an inner product)
 ↳ ex) Manhattan norm.

• Cauchy-Schwarz inequality: $|\langle x, y \rangle| \leq \|x\| \|y\|$. ~~proof~~ $|x_1 y_1 + x_2 y_2 + \dots + x_n y_n|$

$$\leq \sqrt{x_1^2 + x_2^2 + \dots + x_n^2} \cdot \sqrt{y_1^2 + y_2^2 + \dots + y_n^2}$$

• Distance: 2개의 vector 간의 차의 norm.

$$d(x, y) = \|x - y\| = \sqrt{\langle x - y, x - y \rangle} \rightarrow x - y \text{의 inner product가 induce}$$

metric: $d: V \times V \rightarrow \mathbb{R}$. (metric = mapping)

$$(x, y) \rightarrow d(x, y) \quad \hookrightarrow \text{distance} = \text{metric의 값}$$

properties

- ① d : positive definite.
- ② d : symmetric.
- ③ Triangle inequality.

$$\cos \omega = \frac{\langle x, y \rangle}{\|x\| \|y\|} \Rightarrow \langle x, y \rangle = 0 \text{ : orthogonality.}$$

$x \perp y$

orthogonal + unit vector = orthonormal.
 $\|x\| = 1$

• Orthogonal matrix (각 column이 orthonormal)

$$A^{-1} = A^T$$

transformation by an orthogonal matrix preserves the length, inner product

$$\text{ex) } \|Ax\|^2 = \|x\|^2$$

$$\cos \omega = \frac{x^T y}{\|x\| \|y\|} \quad (Ax \text{ 와 } Ay)$$

orthogonal matrix는 rotation 변환을 define 함.