

**AI 비전공자를 위한 기초 수학 1: 선형 대수학**

**Math for AI Beginner Part 1: Linear Algebra**

**Week 2: Introduction of Linear Algebra**

# Linear Algebra

*What we will do during this course...*

## Review of matrices



**Systems of linear algebraic equations  $AX=B$**

*Finding solution(s) by row operations*

**Inverse of a square matrix  $A$**

*Finding inverse by row operations*

**Determinant of a square matrix  $A$**

*Calculating determinant by row operations*

*Bigger pictures: how are these 3 topics connected together with AI?*

*In between, we will look at vector space and linearly independent vectors.*

**Matrix eigenproblem**

**Diagonalisation problem**

# Review on matrices

## *What is a matrix?*

An  $M \times N$  matrix is an array of  $MN$  numbers enclosed within a pair of brackets and arranged in  $M$  rows and  $N$  columns.

## Examples:

$$(3) \quad \begin{pmatrix} 2 & 1 \\ -1 & 2 \end{pmatrix} \quad \begin{pmatrix} 1 & \pi \\ \sqrt{2} & \frac{1}{2} \\ 5 & 6 \end{pmatrix} \quad \begin{pmatrix} 3 & 6 & 9 \\ 2 & 3 & 9 \end{pmatrix}$$

*square matrix*

*The numbers making up a matrix are referred to as “elements” of the matrix.*

*In a square matrix, the number of rows equals the number of columns.*

We use bold capital letters such as **A**, **B**, **P** and **Q** to denote matrices. E.g. we can write:

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

## Notation

Let  $\mathbf{A}$  be an  $M \times N$  matrix.

Denote the element in the  $i$ -th row and  $j$ -th column of  $\mathbf{A}$  by  $a_{ij}$ . Then we can write:

$$\mathbf{A} = (a_{ij}) = \begin{pmatrix} a_{11} & a_{12} & \cdots & a_{1N} \\ a_{21} & a_{22} & \cdots & a_{2N} \\ \vdots & \vdots & \ddots & \vdots \\ a_{M1} & a_{M2} & \cdots & a_{MN} \end{pmatrix}$$

Let  $\mathbf{A} = (a_{ij})$  and  $\mathbf{B} = (b_{ij})$  be both  $M \times N$  (same order).

## Equality of matrices

$\mathbf{A}$  and  $\mathbf{B}$  are said to be equal, that is,  $\mathbf{A} = \mathbf{B}$ , if  $a_{ij} = b_{ij}$ .

E.g. 
$$\begin{pmatrix} a+b & c \\ c & a-b \end{pmatrix} = \begin{pmatrix} c & 3 \\ d & b \end{pmatrix}$$

$$\Rightarrow a+b=c, \quad c=3, \quad c=d, \quad a-b=b$$

## Addition of matrices

If  $\mathbf{A} + \mathbf{B} = \mathbf{C}$  then  $\mathbf{C} = (c_{ij})$  is  $M \times N$  and  $c_{ij} = a_{ij} + b_{ij}$ .

E.g.

$$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{pmatrix} + \begin{pmatrix} 7 & 8 & 9 \\ 10 & 11 & 12 \end{pmatrix} = \begin{pmatrix} 1+7 & 2+8 & 3+9 \\ 4+10 & 5+11 & 6+12 \end{pmatrix}$$

## Multiplication of a number to a matrix

If  $\mathbf{A} = (a_{ij})$  and  $c$  is a number then  $c\mathbf{A} = (ca_{ij})$  and  $c\mathbf{A}$  has the same order as  $\mathbf{A}$ .

E.g. 
$$-2 \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} = \begin{pmatrix} -2 & -4 \\ -6 & -8 \end{pmatrix}$$

We write  $(-1)\mathbf{A}$  as  $-\mathbf{A}$ . So  $\mathbf{B} - \mathbf{A} = \mathbf{B} + (-\mathbf{A})$ .

E.g. 
$$\begin{pmatrix} 2 & 3 \\ 4 & 4 \end{pmatrix} - \begin{pmatrix} 1 & 2 \\ 3 & 2 \end{pmatrix} = \begin{pmatrix} 2-1 & 3-2 \\ 4-3 & 4-2 \end{pmatrix}$$

## Product of matrices

$$\begin{array}{c} * \\ A \times B = C \\ (a \times b) \quad (b \times c) \quad (a \times c) \end{array}$$

Let  $\mathbf{A}=(a_{ij})$  and  $\mathbf{B}=(b_{ij})$  be  $M \times N$  and  $P \times Q$  matrices respectively.

If  $N=P$ , we can form the product matrix  $\mathbf{AB}$ .

If  $\mathbf{AB}$  is denoted by  $\mathbf{C}=(c_{ij})$  then  $\mathbf{C}$  is  $M \times Q$  and the element  $c_{kp}$  is calculated using the  $k$ -th row of  $\mathbf{A}$  and  $p$ -th column of  $\mathbf{B}$  as follows.

$$c_{kp} = (a_{k1} \ a_{k2} \ \cdots \ a_{kN}) \begin{pmatrix} b_{1p} \\ b_{2p} \\ \vdots \\ b_{Np} \end{pmatrix} = a_{k1}b_{1p} + a_{k2}b_{2p} + \cdots + a_{kN}b_{Np} = \sum_{n=1}^N a_{kn}b_{np}$$

*What is the condition for forming the product  $\mathbf{BA}$ ?*

*What is the order of  $\mathbf{BA}$  if it can be formed?*

**Example:**

$$\mathbf{P} = \begin{pmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{pmatrix}_{3 \times 2} \quad \mathbf{Q} = \begin{pmatrix} 5 & 1 & 2 & 2 \\ 3 & 3 & 1 & 2 \end{pmatrix}_{2 \times 4}$$

We can form **PQ** but not **QP**.

$$\mathbf{PQ} = \begin{pmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{pmatrix}_{3 \times 2} \begin{pmatrix} 5 & 1 & 2 & 2 \\ 3 & 3 & 1 & 2 \end{pmatrix}_{2 \times 4} = \begin{pmatrix} 11 & 7 & 4 & 6 \\ 27 & 15 & 10 & 14 \\ 43 & 23 & 16 & 22 \end{pmatrix}_{3 \times 4}$$

Multiplication of matrices is not commutative, that is, even if **AB** and **BA** can be formed, **AB** may or may not be equal to **BA**.

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## Identity matrices

An  $N \times N$  matrix  $(c_{ij})$  such that  $c_{11} = c_{22} = c_{33} = \dots = c_{NN} = 1$  and  $c_{ij} = 0$  for  $i$  not equal to  $j$  is called an identity matrix.  $(\mathbf{I})$

Examples:

$$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \quad \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \quad \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

***What's special about identity matrices?***

Let  $\mathbf{I}$  be an identity matrix and  $\mathbf{A}$  be any matrix.

If the product  $\mathbf{IA}$  can be formed then  $\mathbf{IA} = \mathbf{A}$ .

Similarly, if the product  $\mathbf{AI}$  can be formed then  $\mathbf{AI} = \mathbf{A}$ .

## Transpose of a matrix

If  $\mathbf{A}$  is an  $M \times N$  matrix then the transpose of  $\mathbf{A}$  is the  $N \times M$  matrix obtained as follows:

**“The  $i$ -th column of the transpose of  $\mathbf{A}$  is the  $i$ -th row of  $\mathbf{A}$ .”**

**The transpose of  $\mathbf{A}$  is denoted by  $\mathbf{A}^T$ .**

**Examples:**

$$\mathbf{A} = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \quad \mathbf{A}^T = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}^T = (1 \quad 2 \quad 3)$$

$$\mathbf{B} = \begin{pmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{pmatrix} \quad \mathbf{B}^T = \begin{pmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{pmatrix}^T = \begin{pmatrix} 1 & 5 & 9 \\ 2 & 6 & 10 \\ 3 & 7 & 11 \\ 4 & 8 & 12 \end{pmatrix}$$

# Let's start on linear algebra now...

A good starting point is to look at a system of linear algebraic equations.

What's a linear algebraic equation?

Many simultaneous linear algebraic equations form a system.

How can we solve a system of linear algebraic equations?

# What's a linear algebraic equation?

An example of a linear algebraic equation in one unknown  $x$  is:  $2x + 1 = 0$

The solution of the above linear algebraic equation is:

$$x = -\frac{1}{2}$$

A linear algebraic equation in two unknowns  $x$  and  $y$  is an equation of the form:

$$3x - y = 9$$

If we let  $y = 0$  then  $x = 3$ . So  $(x,y)=(3,0)$  is a solution of the above equation.

# What's a linear algebraic equation?

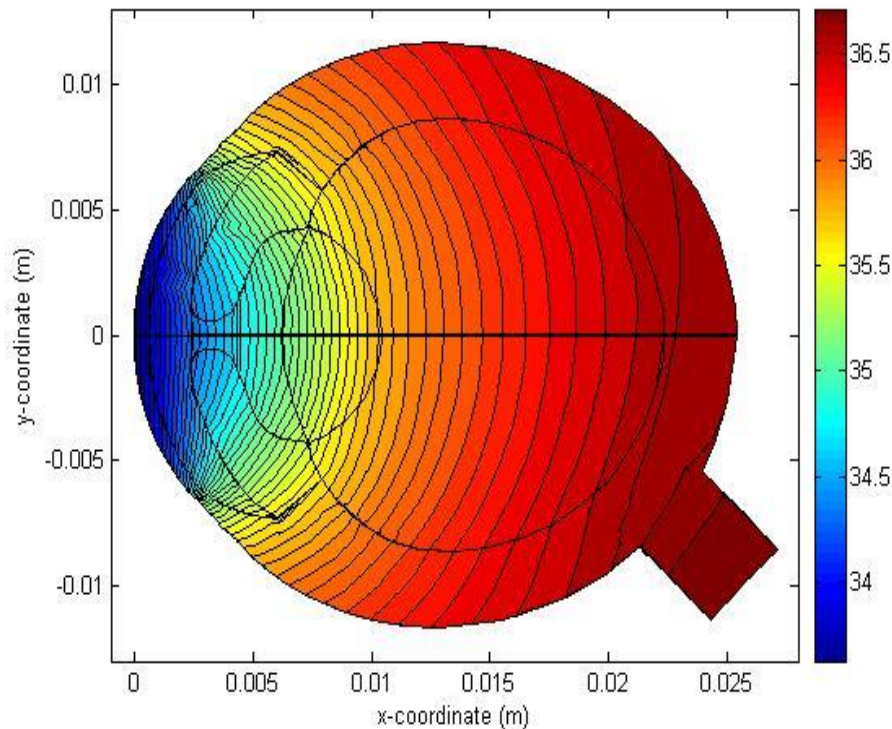
A linear algebraic equation in  $N$  unknowns  $x_1, x_2, \dots, x_{N-1}$  and  $x_N$  is an equation of the form:

$$c_1x_1 + c_2x_2 + \dots + c_Nx_N = d_N$$

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*Why bother?*

Many problems in engineering and physical sciences are formulated in terms of a *system* of linear algebraic equations.



**This temperature profile in the human eye was obtained from the boundary element method by solving a system of 470 linear algebraic equations in 470 unknowns.**

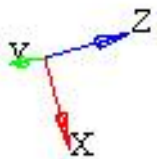
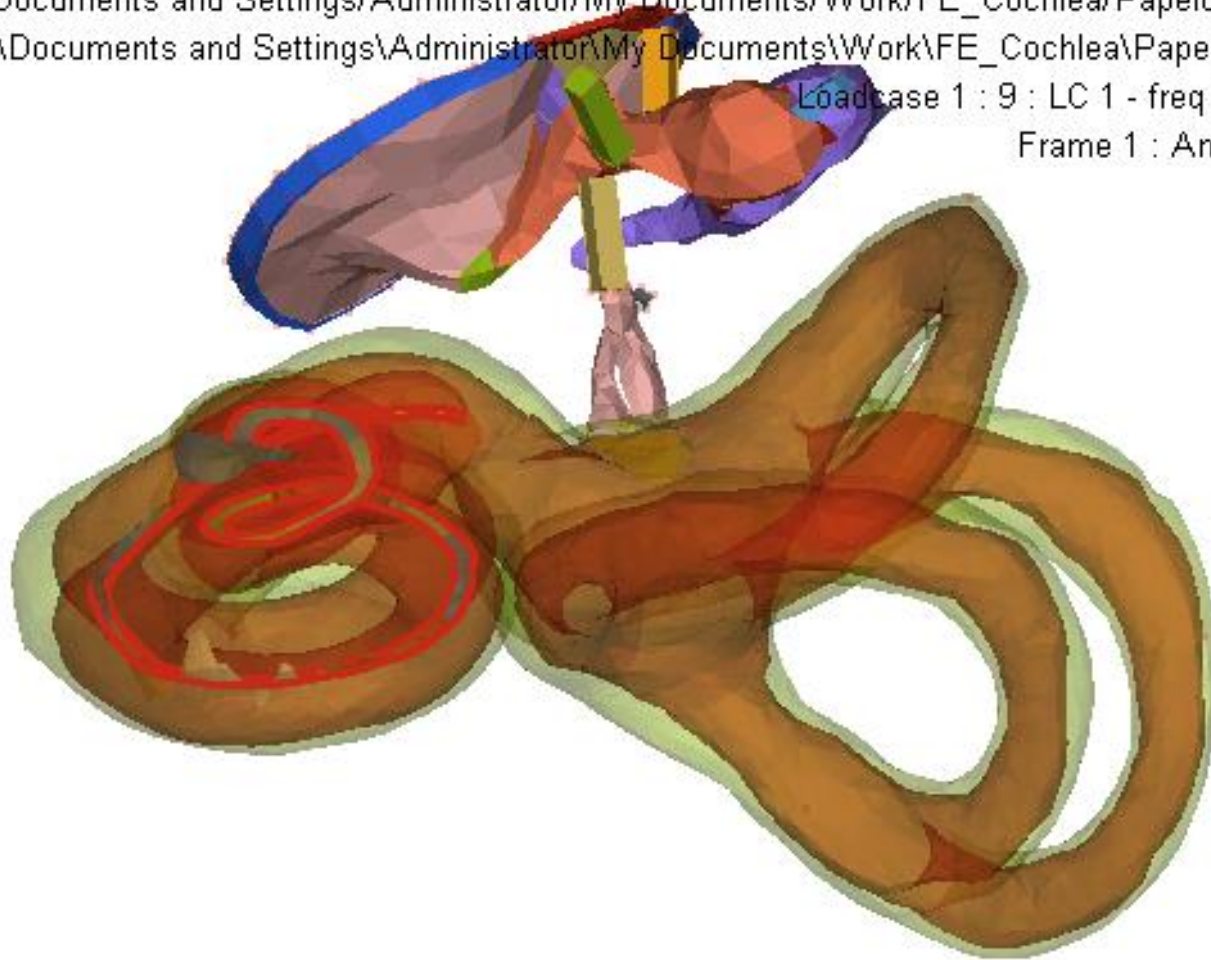
# Computational Human Ear – Real Model

C:/Documents and Settings/Administrator/My Documents/Work/FE\_Cochlea/Paper03/ver05.msh

Result : C:\Documents and Settings\Administrator\My Documents\Work\FE\_Cochlea\Paper03\ver05.res

Loadcase 1 : 9 : LC 1 - freq 3600.000000

Frame 1 : Angle 0.000000



# Computational Human Ear – Box Model

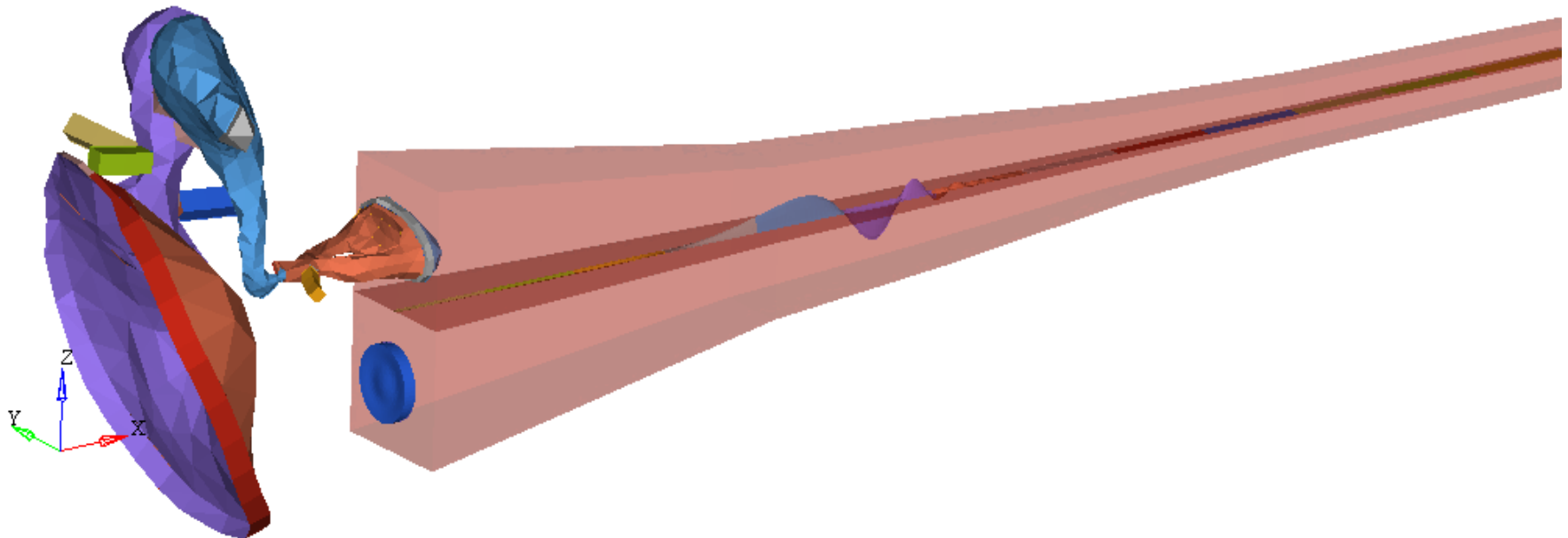
## ✓ Acoustic FEM Simulation for 3.6 kHz

C:/Documents and Settings/Administrator/My Documents/Work/FE\_Cochlea/step\_21/ver01.msh

Result : C:\Documents and Settings\Administrator\My Documents\Work\FE\_Cochlea\step\_21\ver01.res

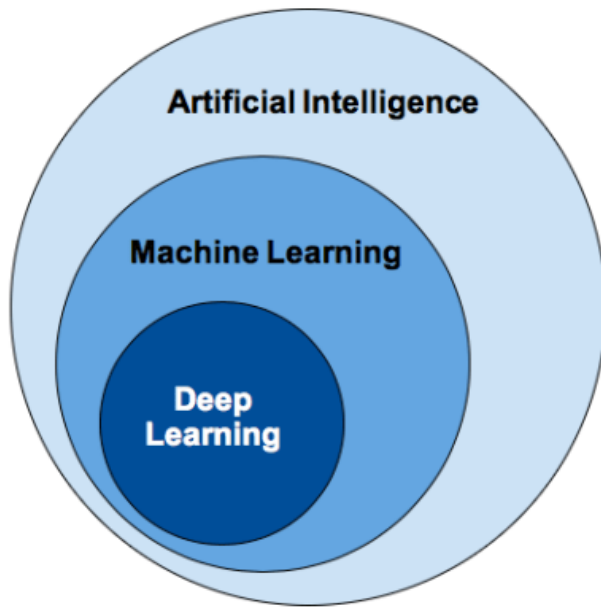
Loadcase 1 : 9 : LC 1 - freq 3600.000000

Frame 1 : Angle 0.000000






# Deep Learning, Machine Learning, Artificial Intelligence



**Machine learning** is an application of artificial intelligence (AI) that provides systems the ability to **automatically learn** and improve from experience without being explicitly programmed.

**Here's a system of  $N$  linear algebraic equations in  $N$  unknowns.**


$$\begin{aligned}a_{11}x_1 + a_{12}x_2 + a_{13}x_3 + \dots + a_{1N}x_N &= b_1 \\a_{21}x_1 + a_{22}x_2 + a_{23}x_3 + \dots + a_{2N}x_N &= b_2 \\&\vdots \\a_{N1}x_1 + a_{N2}x_2 + a_{N3}x_3 + \dots + a_{NN}x_N &= b_N\end{aligned}$$

$a_{ij}$  is the (constant) coefficient of the unknown  $x_j$  in the  $i$ -th equation.

$b_i$  is the constant term in the  $i$ -th equation.

The system can be written in matrix form **AX = B**, where:

$$\mathbf{A} = \begin{pmatrix} a_{11} & a_{12} & \cdots & a_{1N} \\ a_{21} & a_{22} & \cdots & a_{2N} \\ \vdots & \vdots & \ddots & \vdots \\ a_{N1} & a_{N2} & \cdots & a_{NN} \end{pmatrix}$$

$$\mathbf{X} = \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_N \end{pmatrix}$$

$$\mathbf{B} = \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_N \end{pmatrix}$$

Example:

$$2x + 3y = 10$$

$$-x + y = 0$$

$$\begin{pmatrix} 2 & 3 \\ -1 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 10 \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} 2x + 3y \\ -x + y \end{pmatrix} = \begin{pmatrix} 10 \\ 0 \end{pmatrix}$$

# Solutions of a linear algebraic equation

Consider a single linear algebraic equation

$$c_1x_1 + c_2x_2 + \dots + c_Nx_N = d_N$$

$$\begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_N \end{pmatrix} = \begin{pmatrix} \alpha_1 \\ \alpha_2 \\ \vdots \\ \alpha_N \end{pmatrix}$$

is said to be a solution of the above linear algebraic equation if the LHS of the equation equals its RHS when we replace  $x_1, x_2, \dots, x_N$  by  $\alpha_1, \alpha_2, \dots, \alpha_N$  respectively.

**Example:**

We can find many other solutions easily.

$$x + 2y - z = 0$$

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} -1 \\ 2 \\ 3 \end{pmatrix} \text{ is a solution but } \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 2 \\ -1 \\ 3 \end{pmatrix} \text{ is not.}$$

# Solution of a system of linear algebraic equations

If  $\begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_N \end{pmatrix} = \begin{pmatrix} \alpha_1 \\ \alpha_2 \\ \vdots \\ \alpha_N \end{pmatrix}$  is a solution of

each and every linear algebraic equation in the system then it is said to be a solution of the system.

**It is possible that a system of linear algebraic equations has no solution.**

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**Example:**

$$x + y = 10$$

$$x + y = 5$$

**Such a system is said to be *inconsistent*.**

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It is possible that a **consistent** system has more than one solutions.

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Example:

$$x + y = 10$$

$$2x + 2y = 20 \Rightarrow x + y = 10$$

The system really contains only one linear algebraic equation in 2 unknowns!

So we can find infinitely many solutions for the system.

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If a consistent system of linear algebraic equations has only one solution, we say the system has a *unique solution*.

To summarise, a system of linear algebraic equations can either be consistent or inconsistent.

If it is consistent, it can have either a unique solution or infinitely many solutions.



**Given a system of linear algebraic equations  $AX = B$ , how do we know whether it is consistent or not?**

**If it is consistent, how do we find all its solutions?**

**Reduce the system  $AX = B$  to a simpler but equivalent system  $UX = C$ .**

$AX = B$  and  $UX = C$  are *equivalent* if they have exactly the same solution(s).

If we can work out the solution(s) of  $UX = C$ , we would have solved  $AX = B$ . ← 풀리면 풀린다

If the square matrix  $U$  is an upper triangular matrix, the system  $UX = C$  would be simpler enough for us to work out its solution(s) (if any).

# What is an upper triangular matrix?

E.g.

$$\begin{pmatrix} 1 & 4 & 5 & 6 \\ 0 & 1 & 6 & 8 \\ 0 & 0 & 2 & 0 \\ 0 & 0 & 0 & 3 \end{pmatrix}$$

**To solve  $AX = B$ , reduce it to an equivalent system  $UX = C$ , where  $U$  is an upper triangular matrix.**

*How can this be done?*

**Write  $AX = B$  in tableau form  $A \mid B$ .**

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**E.g.**

$$\begin{array}{lcl} 2x + 3y + 4z = 6 & & 2 \quad 3 \quad 4 \mid 6 \\ 3x + 5y - 2z = 7 & \longrightarrow & 3 \quad 5 \quad -2 \mid 7 \\ x + 10y + 5z = 9 & & 1 \quad 10 \quad 5 \mid 9 \end{array}$$

**Use legitimate row operations in a systematic manner to reduce the tableau to become  $U \mid C$ .**

# There are 2 types of legitimate row operations.

- ①  $R_i \leftrightarrow R_j$  Interchange  $i$ -th and  $j$ -th rows.
- ②  $R_i \rightarrow \alpha R_i + \beta R_j$  Use row  $j$  to change row  $i$  to become  $\alpha R_i + \beta R_j$ .

**Important.** The constant  $\alpha$  is not allowed to be zero.

**Why? Why  $R_1 \rightarrow R_3$  (say) is not allowed?**

***A simple rule to observe***

In changing a tableau by the second type of row operation, keep one row fixed. Use the fixed row to change other row(s).

$$A = \begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix}, B = \begin{bmatrix} 1 & -1 \\ 2 & 3 \end{bmatrix}, C = \begin{bmatrix} 3 & 3 \\ -3 & -3 \end{bmatrix}$$

Q<sub>1</sub>. find AB

$$AB = \begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 2 & 3 \end{bmatrix} = \begin{bmatrix} 3 & 2 \\ 6 & 4 \end{bmatrix}$$

Q<sub>2</sub>. find BA

$$BA = \begin{bmatrix} 1 & -1 \\ 2 & 3 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix} = \begin{bmatrix} -1 & -1 \\ 8 & 8 \end{bmatrix}$$

Q<sub>3</sub>. find AC

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

Q<sub>4</sub>. find CA

$$CA = \begin{bmatrix} 3 & 3 \\ -3 & -3 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix} = 3 \begin{bmatrix} 1 & 1 \\ -1 & -1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix} = 3 \begin{bmatrix} 3 & 3 \\ -3 & -3 \end{bmatrix} = \begin{bmatrix} 9 & 9 \\ -9 & -9 \end{bmatrix}$$