Session 3: The rank

Optimization and Computational Linear Algebra for Data Science

Léo Miolane

Contents

The rank

Recap of the videos

Definition

We define the rank of a family $x_1, \dots, x_k$ of vectors of $\mathbb{R}^n$ as the dimension of its span:

$$\operatorname{rank}(x_1, \dots, x_k) \stackrel{\text{def}}{=} \dim(\operatorname{Span}(x_1, \dots, x_k)).$$

Definition

Let $M \in \mathbb{R}^{n \times m}$. Let $c_1, \dots, c_m \in \mathbb{R}^n$ be its columns. We define

$$\operatorname{rank}(M) \stackrel{\text{def}}{=} \operatorname{rank}(c_1, \dots, c_m) = \dim(\operatorname{Im}(M)).$$

Proposition

Let $M \in \mathbb{R}^{n \times m}$. Let $r_1, \dots, r_n \in \mathbb{R}^m$ be the rows of M and $c_1, \dots, c_m \in \mathbb{R}^n$ be its columns. Then we have

$$\operatorname{rank}(r_1, \dots, r_n) = \operatorname{rank}(c_1, \dots, c_m) = \operatorname{rank}(M).$$

How do we compute the rank ?

For $v_1, \ldots, v_k \in \mathbb{R}^n$, and $\alpha \in \mathbb{R} \setminus \{0\}$, $\beta \in \mathbb{R}$ we have

$$\begin{aligned}\operatorname{rank}(v_1, \ldots, v_k) &= \operatorname{rank}(v_1, \ldots, v_{i-1}, \alpha v_i, v_{i+1}, \ldots, v_k)\\ &= \operatorname{rank}(v_1, \ldots, v_{i-1}, v_i + \beta v_j, v_{i+1}, \ldots, v_k)\end{aligned}$$

As a consequence, the Gaussian elimination method keeps the rank of a matrix unchanged!

Example

Let's compute the rank of $A = \begin{pmatrix} 1 & -1 & 0 & 1 \\ 2 & 0 & 1 & -1 \\ -1 & 5 & 2 & 0 \end{pmatrix}$

Example

The rank-nullity Theorem

Rank-nullity Theorem

Theorem

Let $L : \mathbb{R}^m \to \mathbb{R}^n$ *be a linear transformation. Then*

$$\operatorname{rank}(L) + \dim(\operatorname{Ker}(L)) = m.$$

Proof sketch on an example

Let us solve the linear system $Ax = 0$.

$$\left(\begin{array}{cccc|c} 1 & -1 & 0 & 1 & 0 \\ 2 & 0 & 1 & -1 & 0 \\ -1 & 5 & 2 & 0 & 0 \end{array}\right)$$

$$\left(\begin{array}{cccc|c} 1 & -1 & 0 & 1 & 0 \\ 0 & 2 & 1 & -3 & 0 \\ 0 & 4 & 2 & 1 & 0 \end{array}\right) \begin{array}{l} (R_1) \\ (R_2) - 2(R_1) \\ (R_3) + (R_1) \end{array}$$

$$\left(\begin{array}{cccc|c} 1 & -1 & 0 & 1 & 0 \\ 0 & 2 & 1 & -3 & 0 \\ 0 & 0 & 0 & 7 & 0 \end{array}\right) \begin{array}{l} (R_1) \\ (R_2) \\ (R_3) - 2(R_2) \end{array}$$

Invertible matrices

Invertible matrices

Definition (Matrix inverse)

A **square** matrix $M \in \mathbb{R}^{n \times n}$ is called *invertible* if there exists a matrix $M^{-1} \in \mathbb{R}^{n \times n}$ such that

$$MM^{-1} = M^{-1}M = \mathrm{Id}_n.$$

Such matrix M^{-1} is unique and is called the *inverse* of M.

Exercise: Let $A, B \in \mathbb{R}^{n \times n}$. Show that if $AB = \mathrm{Id}_n$ then $BA = \mathrm{Id}_n$.

Invertible matrices

Theorem

Let $M \in \mathbb{R}^{n \times n}$. The following points are equivalent:

1. M is invertible.
2. For all $y \in \mathbb{R}^n$, there exists a unique $x \in \mathbb{R}^n$ such that $Mx = y$.
3. $\mathrm{rank}(M) = n$.
4. $\mathrm{Ker}(M) = \{0\}$.

Proof

Proof

Proof

Proof

What do we mean by « structure » ?

A toy example

Consider $n = 2$, that is images $v \in \mathbb{R}^2$ with only 2 pixels.

Examples of good bases

- **Fourier bases** (used in `.jpeg`, `.mp3`)

./fourier.jpeg

./fourier_dec.jpg

- `JPEG2000` uses **wavelet bases**, and achieves better performance than `JPEG`.
- In **Homework 4**, you will use wavelets to compress/denoise images.

Questions?