3. Math primer and preface to Deep Learning

3.1 Overview on Linear algebra

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Linear Transformation and Composition





Linear Transformation and Composition

Matrices represent linear transformations in vector space.

Linear transformations are functions with vectors as inputs and outputs.

Eg.
$$v' = Mv$$

The vector v is transformed by matrix **M** resulting in vector v'.

Linear Transformation and Composition

A matrix composition describes the effect of multiple transformations.

Eg.
$$v' = ABv$$

The operation (multiplication) between matrices **A,B** is a matrix composition.

Function notation: Right to left.

Matrix multiplication is not commutative: eg. v' = **AB**v ≠ **BA**v

Matrix multiplication is associative: eg. v' = A(Bv) = (AB)v







Multiplying the vector v_{3x1} by the matrix M_{3x2} performs a linear transformation from the 2D space to the 3D space.

$$\begin{bmatrix} m_{11} & m_{12} \\ m_{21} & m_{22} \\ m_{31} & m_{32} \end{bmatrix} \times \begin{bmatrix} v_1 \\ v_2 \end{bmatrix} = \begin{bmatrix} m_{11} \cdot v_1 + m_{12} \cdot v_2 \\ m_{21} \cdot v_1 + m_{22} \cdot v_2 \\ m_{31} \cdot v_1 + m_{32} \cdot v_2 \end{bmatrix}$$

General case: $\mathbf{M}_{mxn} \mathbf{v}_{nxc} = \mathbf{v'}_{mxc}$

The determinant is the scalar factor by which a vector space is changed by a transformation.

- det(M) > 1 Area increases;
- det(M) < 1 Area decreases;
- $det(\mathbf{M}) = 0$ The transformation squishes the area to a lesser dimension.





The dot product is the sum of the multiplication of each pair of numbers from two same length vectors.

$$\begin{bmatrix} a_1 & a_2 & a_3 \end{bmatrix} \times \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} = A^t B$$





The dot product can also be seen as the length of the projected a times the length of b.

$$dot(a, b) = |a||b|\cos\theta$$

- a □ b > 0 Both vectors are pointing to the same directions;
- a □ b < 0 Both vectors are pointing towards different directions;
- a □ b = 0 Both vectors are orthogonal to each other.
- a □ b = b □ a



The cross product in **2D** it gives the oriented area of a parallelogram formed by two vectors.

In **3D** it gives a vector which is orthogonal to two linearly independent vectors.

• cross(a,b) = cross(-b,a)

$$a \otimes b = \begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix} \otimes \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} = \begin{bmatrix} a_2 \cdot b_3 - b_2 \cdot a_3 \\ a_3 \cdot b_1 - b_3 \cdot a_1 \\ a_1 \cdot b_2 - b_1 \cdot a_2 \end{bmatrix}$$

The transpose operator flips a matrix A into A^t taking the columns of A and turning into the rows of A^t .

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} = \begin{bmatrix} 1 & 4 & 7 \\ 2 & 5 & 8 \\ 3 & 6 & 9 \end{bmatrix}^{t}$$

The inverse matrix **A**⁻¹ is the unique matrix that does the inverse transformation described by **A**.

$$Av = v'$$

$$A^{-1}v' = v$$

$$AA^{-1} = A^{-1}A = I$$

System of Linear Equations





System of Linear Equations

It is collection of linear equations with shared variables.

The solution to a linear system satisfies all linear equations.

$$\begin{cases} x + 2y - 3z &= 1\\ 2x - 2y + 4z &= 2\\ 2x + y + 2z &= 3 \end{cases}$$

Solution: x = 0, y = 1, z = 1



System of Linear Equations

Systems of linear equations can be rewritten in matricial form.

$$\begin{bmatrix} 1 & 2 & -3 \\ 2 & -2 & 4 \\ 2 & 1 & 2 \end{bmatrix} \times \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$

This allows us to use black-box methods such as Gaussian elimination, Gauss-Jordan, LU, Cholesky decomposition, Jacobi method, etc. To solve these equations.

Eigenvalues and Eigenvectors





Eigenvalues and Eigenvectors

The eigenvector v and eigenvalue λ pairs are a set of distinct pairs on a linear transformation \mathbf{A} such that when the transformation \mathbf{A} v is applied to to the non-zero vector v it doesn't change its direction and may end up only being scaled by a scalar λ .

 $Av = \lambda v$

