

# Deep Learning & Applied AI

Linear algebra revisited

Emanuele Rodolà  
[rodola@di.uniroma1.it](mailto:rodola@di.uniroma1.it)



Linear algebra is the study of  
linear maps on finite  
dimensional vector spaces

Linear algebra is about matrices as much as  
astronomy is about telescopes

# Vector space

The motivation for the definition of a vector space comes from the classical properties of addition and scalar multiplication.

# Vector space

The motivation for the definition of a vector space comes from the classical properties of addition and scalar multiplication.

A **vector space**  $V$  is a set along with addition and scalar multiplication such that:

- **commutativity:**  $u + v = v + u$  for all  $u, v \in V$ ; further,  $u + v \in V$

# Vector space

The motivation for the definition of a vector space comes from the classical properties of addition and scalar multiplication.

A **vector space**  $V$  is a set along with addition and scalar multiplication such that:

- **commutativity:**  $u + v = v + u$  for all  $u, v \in V$ ; further,  $u + v \in V$
- **associativity:**  $(u + v) + w = u + (v + w)$  and  $(ab)v = a(bv)$  for all  $u, v, w \in V$  and all  $a, b \in \mathbb{R}$ ; further,  $av \in V$

# Vector space

The motivation for the definition of a vector space comes from the classical properties of addition and scalar multiplication.

A **vector space**  $V$  is a set along with addition and scalar multiplication such that:

- **commutativity:**  $u + v = v + u$  for all  $u, v \in V$ ; further,  $u + v \in V$
- **associativity:**  $(u + v) + w = u + (v + w)$  and  $(ab)v = a(bv)$  for all  $u, v, w \in V$  and all  $a, b \in \mathbb{R}$ ; further,  $av \in V$

“what happens in Vegas, stays in Vegas”

# Vector space

The motivation for the definition of a vector space comes from the classical properties of addition and scalar multiplication.

A **vector space**  $V$  is a set along with addition and scalar multiplication such that:

- **commutativity:**  $u + v = v + u$  for all  $u, v \in V$ ; further,  $u + v \in V$
- **associativity:**  $(u + v) + w = u + (v + w)$  and  $(ab)v = a(bv)$  for all  $u, v, w \in V$  and all  $a, b \in \mathbb{R}$ ; further,  $av \in V$

“what happens in Vegas, stays in Vegas”

- **additive identity:** there exists an element  $0 \in V$  such that  $v + 0 = v$  for all  $v \in V$

# Vector space

The motivation for the definition of a vector space comes from the classical properties of addition and scalar multiplication.

A **vector space**  $V$  is a set along with addition and scalar multiplication such that:

- **commutativity:**  $u + v = v + u$  for all  $u, v \in V$ ; further,  $u + v \in V$
- **associativity:**  $(u + v) + w = u + (v + w)$  and  $(ab)v = a(bv)$  for all  $u, v, w \in V$  and all  $a, b \in \mathbb{R}$ ; further,  $av \in V$

“what happens in Vegas, stays in Vegas”

- **additive identity:** there exists an element  $0 \in V$  such that  $v + 0 = v$  for all  $v \in V$
- **additive inverse:** for every  $v \in V$ , there exists  $w \in V$  such that  $v + w = 0$



# Vector space

The motivation for the definition of a vector space comes from the classical properties of addition and scalar multiplication.

A **vector space**  $V$  is a set along with addition and scalar multiplication such that:


- **commutativity:**  $u + v = v + u$  for all  $u, v \in V$ ; further,  $u + v \in V$
- **associativity:**  $(u + v) + w = u + (v + w)$  and  $(ab)v = a(bv)$  for all  $u, v, w \in V$  and all  $a, b \in \mathbb{R}$ ; further,  $av \in V$

“what happens in Vegas, stays in Vegas”

- **additive identity:** there exists an element  $0 \in V$  such that  $v + 0 = v$  for all  $v \in V$
- **additive inverse:** for every  $v \in V$ , there exists  $w \in V$  such that  $v + w = 0$
- **multiplicative identity:**  $1v = v$  for all  $v \in V$

# Vector space

The motivation for the definition of a vector space comes from the classical properties of addition and scalar multiplication.

A **vector space**  $V$  is a set  with addition and scalar multiplication such that:

- **commutativity:**  $u + v = v + u$  for all  $u, v \in V$ ; further,  $u + v \in V$
- **associativity:**  $(u + v) + w = u + (v + w)$  and  $(ab)v = a(bv)$  for all  $u, v, w \in V$  and all  $a, b \in \mathbb{R}$ ; further,  $av \in V$

“what happens in Vegas, stays in Vegas”

- **additive identity:** there exists an element  $0 \in V$  such that  $v + 0 = v$  for all  $v \in V$
- **additive inverse:** for every  $v \in V$ , there exists  $w \in V$  such that  $v + w = 0$
- **multiplicative identity:**  $1v = v$  for all  $v \in V$
- **distributive properties:**  $a(u + v) = au + av$  and  $(a + b)v = av + bv$  for all  $a, b \in \mathbb{R}$  and all  $u, v \in V$

## Example: Lists of numbers

$\mathbb{R}^n$  is defined to be the set of all  $n$ -long sequences of numbers in  $\mathbb{R}$ :

$$\mathbb{R}^n = \{(x_1, \dots, x_n) : x_j \in \mathbb{R} \text{ for } j = 1, 2, \dots, n\}$$

## Example: Lists of numbers

$\mathbb{R}^n$  is defined to be the set of all  $n$ -long sequences of numbers in  $\mathbb{R}$ :

$$\mathbb{R}^n = \{(x_1, \dots, x_n) : x_j \in \mathbb{R} \text{ for } j = 1, 2, \dots, n\}$$

Addition and multiplication are defined as expected:

$$\begin{aligned}(x_1, x_2, \dots, x_n) + (y_1, y_2, \dots, y_n) &= (x_1 + y_1, x_2 + y_2, \dots, x_n + y_n) \\ \lambda(x_1, x_2, \dots, x_n) &= (\lambda x_1, \lambda x_2, \dots, \lambda x_n)\end{aligned}$$

## Example: Lists of numbers

$\mathbb{R}^n$  is defined to be the set of all  $n$ -long sequences of numbers in  $\mathbb{R}$ :

$$\mathbb{R}^n = \{(x_1, \dots, x_n) : x_j \in \mathbb{R} \text{ for } j = 1, 2, \dots, n\}$$

Addition and multiplication are defined as expected:

$$\begin{aligned}(x_1, x_2, \dots, x_n) + (y_1, y_2, \dots, y_n) &= (x_1 + y_1, x_2 + y_2, \dots, x_n + y_n) \\ \lambda(x_1, x_2, \dots, x_n) &= (\lambda x_1, \lambda x_2, \dots, \lambda x_n)\end{aligned}$$

While the additive identity can be defined as:

$$0 = (0, \dots, 0)$$

## Example: Lists of numbers

$\mathbb{R}^n$  is defined to be the set of all  $n$ -long sequences of numbers in  $\mathbb{R}$ :

$$\mathbb{R}^n = \{(x_1, \dots, x_n) : x_j \in \mathbb{R} \text{ for } j = 1, 2, \dots, n\}$$

Addition and multiplication are defined as expected:

$$\begin{aligned}(x_1, x_2, \dots, x_n) + (y_1, y_2, \dots, y_n) &= (x_1 + y_1, x_2 + y_2, \dots, x_n + y_n) \\ \lambda(x_1, x_2, \dots, x_n) &= (\lambda x_1, \lambda x_2, \dots, \lambda x_n)\end{aligned}$$

While the additive identity can be defined as:

$$0 = (0, \dots, 0)$$

With these definitions,  $\mathbb{R}^n$  is a vector space

## Example: Functions

Consider the set of all functions  $f : [0, 1] \rightarrow \mathbb{R}$  with the standard definitions for sum and scalar product:

$$(f + g)(x) = f(x) + g(x)$$

$$(\lambda f)(x) = \lambda f(x)$$

for all  $x \in [0, 1]$  and  $\lambda \in \mathbb{R}$

## Example: Functions

Consider the set of all functions  $f : [0, 1] \rightarrow \mathbb{R}$  with the standard definitions for sum and scalar product:

$$(f + g)(x) = f(x) + g(x)$$

$$(\lambda f)(x) = \lambda f(x)$$

for all  $x \in [0, 1]$  and  $\lambda \in \mathbb{R}$

and with additive identity and inverse defined as:

$$0(x) = 0$$

$$(-f)(x) = -f(x)$$

for all  $x \in [0, 1]$



## Example: Functions

Consider the set of all functions  $f : [0, 1] \rightarrow \mathbb{R}$  with the standard definitions for sum and scalar product:

$$(f + g)(x) = f(x) + g(x)$$

$$(\lambda f)(x) = \lambda f(x)$$


for all  $x \in [0, 1]$  and  $\lambda \in \mathbb{R}$

and with additive identity and inverse defined as:

$$0(x) = 0$$

$$(-f)(x) = -f(x)$$

for all  $x \in [0, 1]$

The above forms a vector space. In fact, **any**  of functions  $f : S \rightarrow \mathbb{R}$  with  $S \neq \emptyset$  (Q: why?) and the definitions above forms a vector space.

perché se fosse  
vuota non c'è identità

# Vector spaces

Elements of a vector space (called **vectors**)  
are not necessarily lists

A vector space is an **abstract** entity whose elements  
might be lists, functions, or weird objects

## Example: Curved surfaces

Do surfaces form a vector space?



## Example: Curved surfaces

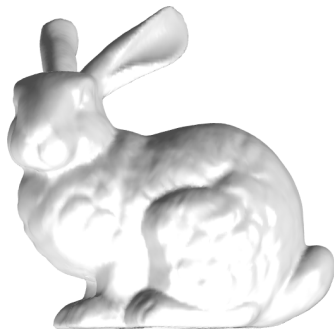
Do surfaces form a vector space? Not really – if you sum the coordinates of two points, you may get a third point that is not on the surface.



## Example: Curved surfaces

Do surfaces form a vector space? Not really – if you sum the coordinates of two points, you may get a third point that is not on the surface.

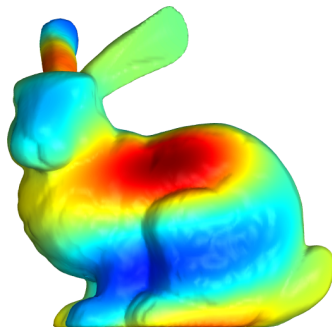
Surfaces can be studied using [differential geometry](#).



## Example: Curved surfaces

Do surfaces form a vector space? Not really – if you sum the coordinates of two points, you may get a third point that is not on the surface.

Surfaces can be studied using **differential geometry**.



We can still use linear algebra to study **functions on surfaces**

ad esempio, qui viene mostrata una funzione sconosciuta che colora secondo un determinato criterio la superficie

# Bases

A **basis** of  $V$  is a collection of vectors in  $V$  that is **linearly independent** and **spans**  $V$ .

# Bases

A **basis** of  $V$  is a collection of vectors in  $V$  that is **linearly independent** and **spans**  $V$ .

- $\text{span}(v_1, \dots, v_n) = \{a_1 v_1 + \dots + a_n v_n : a_1, \dots, a_n \in \mathbb{R}\}$



# Bases

A **basis** of  $V$  is a collection of vectors in  $V$  that is **linearly independent** and **spans**  $V$ .

- $\text{span}(v_1, \dots, v_n) = \{a_1v_1 + \dots + a_nv_n : a_1, \dots, a_n \in \mathbb{R}\}$
- $v_1, \dots, v_n \in V$  are **linearly independent** if and only if each  $v \in \text{span}(v_1, \dots, v_n)$  has only one representation as a linear combination of  $v_1, \dots, v_n$

# Bases

A **basis** of  $V$  is a collection of vectors in  $V$  that is **linearly independent** and **spans**  $V$ .

- $\text{span}(v_1, \dots, v_n) = \{a_1 v_1 + \dots + a_n v_n : a_1, \dots, a_n \in \mathbb{R}\}$  diversi vettori l'insieme di tutte le possibili combinazioni lineari
- $v_1, \dots, v_n \in V$  are **linearly independent** if and only if each  $v \in \text{span}(v_1, \dots, v_n)$  has only one representation as a linear combination of  $v_1, \dots, v_n$

So every vector  $v \in V$  can be expressed **uniquely** as a linear combination

$$v = \sum_{i=1}^n \alpha_i v_i$$

dove  $n$  è la dimensione del vector space che indica il numero di vettori che compongono la base

You can think of a basis as the minimal set of vectors that generates the entire space

Possono esistere più basi per uno stesso spazio vettoriale. Per capirlo, ti basta pensare: "In quanti modi equivalenti posso ottenere un numero partendo da due o più numeri?"

## Example: Bases

- $(1, 0, \dots, 0), (0, 1, 0, \dots, 0), \dots, (0, \dots, 0, 1)$  is a basis of  $\mathbb{R}^n$  called the **standard basis**; its vectors are called the **indicator vectors**.

In deep learning, also called **one-hot** representation.

## Example: Bases

- $(1, 0, \dots, 0), (0, 1, 0, \dots, 0), \dots, (0, \dots, 0, 1)$  is a basis of  $\mathbb{R}^n$  called the **standard basis**; its vectors are called the **indicator vectors**.

In deep learning, also called **one-hot** representation.

- $(1, 2), (3, 5.07)$  is a basis of  $\mathbb{R}^2$

# Example: Bases

- $(1, 0, \dots, 0), (0, 1, 0, \dots, 0), \dots, (0, \dots, 0, 1)$  is a basis of  $\mathbb{R}^n$  called the **standard basis**; its vectors are called the **indicator vectors**.

In deep learning, also called **one-hot** representation.

- $(1, 2), (3, 5.07)$  is a basis of  $\mathbb{R}^2$

- 

$$f_1(x) = \begin{cases} 1 & \text{if } x = x_1 \\ 0 & \text{else} \end{cases}$$


$$f_2(x) = \begin{cases} 1 & \text{if } x = x_2 \\ 0 & \text{else} \end{cases}$$

$$\vdots$$

is the standard basis for the set of functions  $f : \mathbb{R} \rightarrow \mathbb{R}$ ; the basis vectors are also called **indicator functions**

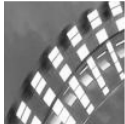
# Examples

An image expressed in the **standard basis**:

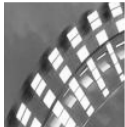

$$= \alpha_1 \begin{array}{|c|} \hline \bullet \\ \hline \end{array} + \alpha_2 \begin{array}{|c|} \hline \\ \hline \bullet \\ \hline \end{array} + \alpha_3 \begin{array}{|c|} \hline \\ \hline \\ \hline \bullet \\ \hline \end{array} + \dots$$

# Examples

An image expressed in the **standard basis**:


$$= \alpha_1 \begin{array}{|c|} \hline \cdot \\ \hline \end{array} + \alpha_2 \begin{array}{|c|} \hline \\ \hline \cdot \\ \hline \end{array} + \alpha_3 \begin{array}{|c|} \hline \\ \hline \\ \hline \cdot \\ \hline \end{array} + \dots$$

The same image, expressed in terms of a **nonlinear** map  $\sigma$ :


$$= \sigma \left( \begin{array}{|c|} \hline \text{gray square} \\ \hline \end{array}, \square, \text{---} \right)$$

The image is **not** in the span of the three features.

# Dimension

A vector space may have different bases; any two bases have the **same number of vectors**



# Dimension

A vector space may have different bases; any two bases have the **same number of vectors**

The **dimension** of a vector space is the number of basis vectors

# Dimension

A vector space may have different bases; any two bases have the **same number of vectors**

The **dimension** of a vector space is the number of basis vectors

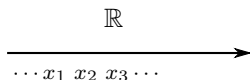
**Note:** Even though function spaces are **not** necessarily finite dimensional (Q: why?), with digital data they usually are, since we deal with finite discrete domains (images, graphs, text, etc.)

# Dimension

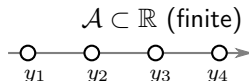
A vector space may have different bases; any two bases have the **same number of vectors**

The **dimension** of a vector space is the number of basis vectors

**Note:** Even though function spaces are **not** necessarily finite dimensional (Q: why?), with digital data they usually are, since we deal with finite discrete domains (images, graphs, text, etc.)



$f : \mathbb{R} \rightarrow \mathbb{R}$   
infinite dimensional  
(functional analysis)



$f : \mathcal{A} \rightarrow \mathbb{R}$   
finite dimensional  
(linear algebra)

# Linear maps

A **linear map** from  $V$  to  $W$  is a function  $T : V \rightarrow W$  with the properties:

- **additivity:**  $T(u + v) = Tu + Tv$  for all  $u, v \in V$
- **homogeneity:**  $T(\lambda v) = \lambda(Tv)$  for all  $\lambda \in \mathbb{R}$  and all  $v \in V$

# Linear maps

A **linear map** from  $V$  to  $W$  is a function  $T : V \rightarrow W$  with the properties:

- **additivity:**  $T(u + v) = Tu + Tv$  for all  $u, v \in V$
- **homogeneity:**  $T(\lambda v) = \lambda(Tv)$  for all  $\lambda \in \mathbb{R}$  and all  $v \in V$

## Examples:

- identity  $I : V \rightarrow V$ , defined as  $Iv = v$

# Linear maps

A **linear map** from  $V$  to  $W$  is a function  $T : V \rightarrow W$  with the properties:

- **additivity:**  $T(u + v) = Tu + Tv$  for all  $u, v \in V$
- **homogeneity:**  $T(\lambda v) = \lambda(Tv)$  for all  $\lambda \in \mathbb{R}$  and all  $v \in V$

## Examples:

- identity  $I : V \rightarrow V$ , defined as  $Iv = v$
- differentiation  $D : \mathcal{F}(\mathbb{R}) \rightarrow \mathcal{F}(\mathbb{R})$ , defined as  $Df = f'$

# Linear maps

A **linear map** from  $V$  to  $W$  is a function  $T : V \rightarrow W$  with the properties:

- **additivity:**  $T(u + v) = Tu + Tv$  for all  $u, v \in V$
- **homogeneity:**  $T(\lambda v) = \lambda(Tv)$  for all  $\lambda \in \mathbb{R}$  and all  $v \in V$

## Examples:

- identity  $I : V \rightarrow V$ , defined as  $Iv = v$
- differentiation  $D : \mathcal{F}(\mathbb{R}) \rightarrow \mathcal{F}(\mathbb{R})$ , defined as  $Df = f'$
- integration  $T : \mathcal{F}(\mathbb{R}) \rightarrow \mathbb{R}$ , defined as  $Tf = \int_0^1 f(x)dx$

# Linear maps

A **linear map** from  $V$  to  $W$  is a function  $T : V \rightarrow W$  with the properties:

- **additivity:**  $T(u + v) = Tu + Tv$  for all  $u, v \in V$
- **homogeneity:**  $T(\lambda v) = \lambda(Tv)$  for all  $\lambda \in \mathbb{R}$  and all  $v \in V$

## Examples:

- identity  $I : V \rightarrow V$ , defined as  $Iv = v$
- differentiation  $D : \mathcal{F}(\mathbb{R}) \rightarrow \mathcal{F}(\mathbb{R})$ , defined as  $Df = f'$
- integration  $T : \mathcal{F}(\mathbb{R}) \rightarrow \mathbb{R}$ , defined as  $Tf = \int_0^1 f(x)dx$
- a map  $T : \mathbb{R}^3 \rightarrow \mathbb{R}^2$ , defined as

$$T(x, y, z) = (2x - y + 3z, 7x + 5y - 6z)$$



# Linear maps dette anche trasformazioni lineari

A **linear map** from  $V$  to  $W$  is a function  $T : V \rightarrow W$  with the properties:

- **additivity:**  $T(u + v) = Tu + Tv$  for all  $u, v \in V$
- **homogeneity:**  $T(\lambda v) = \lambda(Tv)$  for all  $\lambda \in \mathbb{R}$  and all  $v \in V$

**Examples:** endomorfismo

- identity  $I : V \rightarrow V$ , defined as  $Iv = v$
- differentiation  $D : \mathcal{F}(\mathbb{R}) \rightarrow \mathcal{F}(\mathbb{R})$ , defined as  $Df = f'$  derivata
- integration  $T : \mathcal{F}(\mathbb{R}) \rightarrow \mathbb{R}$ , defined as  $Tf = \int_0^1 f(x)dx$
- a map  $T : \mathbb{R}^3 \rightarrow \mathbb{R}^2$ , defined as

$$T(x, y, z) = (2x - y + 3z, 7x + 5y - 6z)$$

- a map  $T : \mathbb{R}^n \rightarrow \mathbb{R}^m$ , defined as

$$T(x_1, \dots, x_n) = (A_{1,1}x_1 + \dots + A_{1,n}x_n, \dots, A_{m,1}x_1 + \dots + A_{m,n}x_n)$$

# Examples: Are these linear?

Equation of a line:

$$y = ax + b$$

## Examples: Are these linear?

Equation of a line:

$$y = ax + b$$

In deep learning, the term  $b$  is also called a **bias**.

## Examples: Are these linear?

Equation of a line:

$$y = ax + b$$

In deep learning, the term  $b$  is also called a **bias**.

This other equation:

$$y = z \sin(x) + z^2 \sin(x)$$

# Examples: Are these linear?

Equation of a line:

$$y = ax + b$$

In deep learning, the term  $b$  is also called a **bias**.

This other equation:

$$y = z \sin(x) + z^2 \sin(x)$$

...wrt which variable?

# Examples: Are these linear?

Equation of a line:

$$y = ax + b \quad \text{non è lineare}$$

In deep learning, the term  $b$  is also called a **bias**.

This other equation:

$$y = z \sin(x) + z^2 \sin(x) \quad \text{è lineare in } \sin(x)$$

with respect to

...wrt which variable?

quando si chiede se una  $f$  è lineare  
bisogna sempre specificare rispetto  
a cosa (a quale variabile)

**Reflection** operation on an image:

$$T : \mathbb{R}^2 \rightarrow \mathbb{R}^2, \quad T(x, y) = (-x, y) \quad \text{è lineare}$$



# Linear maps as a vector space

Linear maps  $T : V \rightarrow W$  form a **vector space**, with addition and multiplication (Q: what is the additive identity?) defined as:

$$(S + T)(v) = Sv + Tv$$

$$(\lambda T)(v) = \lambda(Tv)$$

# Linear maps as a vector space

Linear maps  $T : V \rightarrow W$  form a **vector space**, with addition and multiplication (Q: what is the additive identity?) defined as:

$$(S + T)(v) = Sv + Tv$$

$$(\lambda T)(v) = \lambda(Tv)$$

We also have a useful definition of **product** between linear maps.



# Linear maps as a vector space

Linear maps  $T : V \rightarrow W$  form a **vector space**, with addition and multiplication (Q: what is the additive identity?) defined as:

l'insieme delle mappe lineari  
e anch'esso una mappa lineare.  
Affinchè sia vero, dobbiamo  
dimostrare le seguenti proprietà

$$(S + T)(v) = Sv + Tv$$

$$(\lambda T)(v) = \lambda(Tv)$$

We also have a useful definition of **product** between linear maps.

U e W (dominio e codominio) devono essere uguali

If  $T : U \rightarrow V$  and  $S : V \rightarrow W$ , their product  $ST : U \rightarrow W$  is defined by

$$(ST)(u) = S(Tu)$$

In other words,  $ST$  is just the usual composition  $S \circ T$  of two functions

# Algebraic properties of products of linear maps

- **associativity:**  $(T_1 T_2) T_3 = T_1 (T_2 T_3)$
- **identity:**  $TI = IT = T$
- **distributive properties:**  $(S_1 + S_2)T = S_1 T + S_2 T$  and  $S(T_1 + T_2) = ST_1 + ST_2$

# Algebraic properties of products of linear maps

- **associativity:**  $(T_1 T_2) T_3 = T_1 (T_2 T_3)$
- **identity:**  $TI = IT = T$
- **distributive properties:**  $(S_1 + S_2)T = S_1 T + S_2 T$  and  $S(T_1 + T_2) = ST_1 + ST_2$

Keep in mind that composition of linear maps **is not commutative**, i.e.

$$ST \neq TS$$

in general (although there are special cases)

$f'$  è la differenziale di  $f$

**Example:** Take  $Sf = f'$  and  $(Tf)(x) = x^2 f(x)$

# Matrices

Consider a linear map  $T : V \rightarrow W$ , a basis  $v_1, \dots, v_n \in V$  and a basis  $w_1, \dots, w_m \in W$ .

# Matrices

Consider a linear map  $T : V \rightarrow W$ , a basis  $v_1, \dots, v_n \in V$  and a basis  $w_1, \dots, w_m \in W$ .

The **matrix** of  $T$  in these bases is the  $m \times n$  array of values in  $\mathbb{R}$

$$\mathbf{T} = \begin{pmatrix} T_{1,1} & \cdots & T_{1,n} \\ \vdots & & \vdots \\ T_{m,1} & \cdots & T_{m,n} \end{pmatrix}$$

whose entries  $T_{i,j}$  are defined by

$$Tv_j = T_{1,j}w_1 + \cdots + T_{m,j}w_m$$

# Matrices

le basi sono necessarie

Consider a linear map  $T : V \rightarrow W$ , a basis  $v_1, \dots, v_n \in V$  and a basis  $w_1, \dots, w_m \in W$ .

The **matrix** of  $T$  in these bases is the  $m \times n$  array of values in  $\mathbb{R}$


$$\mathbf{T} = \begin{pmatrix} T_{1,1} & \cdots & T_{1,n} \\ \vdots & & \vdots \\ T_{m,1} & \cdots & T_{m,n} \end{pmatrix}$$

quindi la matrice è un nuovo modo di rappresentazione delle mappe lineari

whose entries  $T_{i,j}$  are defined by

$$Tv_j = T_{1,j}w_1 + \cdots + T_{m,j}w_m$$

qualsiasi vettore  $Tv_i$  (le colonne) può essere rappresentato come una combinazione lineare dei vettori della base di  $w$

Hence each column of  $\mathbf{T}$  contains the **linear combination coefficients** for the **image via  $T$  of a basis vector from  $V$**  

# Matrices

Consider a linear map  $T : V \rightarrow W$ , a basis  $v_1, \dots, v_n \in V$  and a basis  $w_1, \dots, w_m \in W$ .

The **matrix** of  $T$  in these bases is the  $m \times n$  array of values in  $\mathbb{R}$

$$\mathbf{T} = \begin{pmatrix} T_{1,1} & \cdots & T_{1,n} \\ \vdots & & \vdots \\ T_{m,1} & \cdots & T_{m,n} \end{pmatrix}$$

whose entries  $T_{i,j}$  are defined by

$$Tv_j = T_{1,j}w_1 + \cdots + T_{m,j}w_m$$

In other words, the matrix encodes **how basis vectors are mapped**, and this is enough to map all other vectors in their span, since:

$$Tv = T\left(\sum_j \alpha_j v_j\right) \overset{\text{additività}}{=} \sum_j T(\alpha_j v_j) \overset{\text{omogeneità}}{=} \sum_j \alpha_j Tv_j$$

in questo caso  $v$   
non è un vettore  
della base

# Matrices

The matrix is a representation for a linear map, and it depends on the choice of bases



# Matrix of a vector

Suppose  $v \in V$  is an arbitrary vector, while  $v_1, \dots, v_n$  is a basis of  $V$ .  
The matrix of  $v$  wrt this basis is the  $n \times 1$  matrix:

$$\mathbf{v} = \begin{pmatrix} c_1 \\ \vdots \\ c_n \end{pmatrix}$$

so that

$$v = c_1 v_1 + \cdots c_n v_n$$

Once again, we see that the matrix **depends on the choice of basis** for  $V$

## Product of “map matrix” and “vector matrix”

$$\underbrace{\begin{pmatrix} T_{1,1} & \cdots & T_{1,n} \\ \vdots & & \vdots \\ T_{m,1} & \cdots & T_{m,n} \end{pmatrix}}_{\mathbf{T}} \underbrace{\begin{pmatrix} c_1 \\ \vdots \\ c_n \end{pmatrix}}_{\mathbf{c}} = \sum_{j=1}^n c_j \underbrace{\begin{pmatrix} T_{1,j} \\ \vdots \\ T_{m,j} \end{pmatrix}}_{Tv_j \text{ wrt } (w_1, \dots, w_m)}$$

Because recall that, for bases  $v_1, \dots, v_n \in V$  and  $w_1, \dots, w_m \in W$ :

$$Tv_j = T_{1,j}w_1 + \cdots + T_{m,j}w_m$$

# Product of “map matrix” and “vector matrix”

il prodotto tra queste due  
ritorna il vettore input  
(espresso nella base  
iniziale) trasformato  
nell'altra base

$$\underbrace{\begin{pmatrix} T_{1,1} & \cdots & T_{1,n} \\ \vdots & & \vdots \\ T_{m,1} & \cdots & T_{m,n} \end{pmatrix}}_{\mathbf{T}} \underbrace{\begin{pmatrix} c_1 \\ \vdots \\ c_n \end{pmatrix}}_{\mathbf{c}} = \sum_{j=1}^n c_j \underbrace{\begin{pmatrix} T_{1,j} \\ \vdots \\ T_{m,j} \end{pmatrix}}_{Tv_j \text{ wrt } (w_1, \dots, w_m)}$$

Because recall that, for bases  $v_1, \dots, v_n \in V$  and  $w_1, \dots, w_m \in W$ :

$$Tv_j = T_{1,j}w_1 + \cdots + T_{m,j}w_m$$

We see then that vector  $c = \sum_j c_j v_j$  is mapped to  $Tc = \sum_j c_j Tv_j$ .

In other words, matrix product is behaving as expected.

l'insieme delle matrici è uno spazio vettoriale

## Suggested reading

Sections 1.A – 3.D of the textbook:

S. Axler, “Linear algebra done right – 3rd edition”. Springer, 2015