

W1

March 27, 2020

Worksheet 1 Introduction to linear algebra by Prof J.Morlier February 2020

```
#import Base.print_matrix #import Pkg; Pkg.add("SymPy")
```

```
[157]: using LinearAlgebra, SparseArrays, SuiteSparse, Random
       using SymPy
       import Base.print_matrix
```

```
[156]: versioninfo()
```

```
Julia Version 1.3.1
Commit 2d5741174c (2019-12-30 21:36 UTC)
Platform Info:
  OS: macOS (x86_64-apple-darwin18.6.0)
  CPU: Intel(R) Core(TM) i5-8259U CPU @ 2.30GHz
  WORD_SIZE: 64
  LIBM: libopenlibm
  LLVM: libLLVM-6.0.1 (ORCJIT, skylake)
```

A 2x2 Recap

```
[83]: entries = @syms a b c d real=true
```

```
[83]: (a, b, c, d)
```

```
[84]: M = [a b; c d]
```

```
[84]:
```

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

```
[85]: dM= det(M)
```

```
[85]:
```

$$ad - bc$$

How can I invert a 3x3 matrix ?

```
[86]: entries = @syms a b c d e f g h i real=true
```

[86]: (a, b, c, d, e, f, g, h, i)

```
[87]: A = reshape([entries...],(3,3))
```

[87]:

$$\begin{bmatrix} a & d & g \\ b & e & h \\ c & f & i \end{bmatrix}$$

```
[88]: detA = det(A) |> simplify
```

[88]:

$$aei - afh - bdi + bfg + cdh - ceg$$

on the SVD of matrix A of size 2 x 3

```
[89]: A=[4 11 14; 8 7 -2]; show(A)
```

[4 11 14; 8 7 -2]

Construct $B = A^T A$

```
[90]: B=transpose(A)*A; show(B)
```

[80 100 40; 100 170 140; 40 140 200]

#Check; # B=[80 100 40; 100 170 140; 40 140 200];

```
[91]: lambda = symbols("lambda", real=true)
```

[91]:

$$\lambda$$

```
[92]: C=B-lambda*[1 0 0; 0 1 0; 0 0 1]
```

[92]:

$$\begin{bmatrix} 80 - \lambda & 100 & 40 \\ 100 & 170 - \lambda & 140 \\ 40 & 140 & 200 - \lambda \end{bmatrix}$$

```
[93]: dC=det(C)
```

[93]:

$$31200\lambda + (80 - \lambda)(170 - \lambda)(200 - \lambda) - 2720000$$

```
[94]: simplify(dC)
```

[94]:

$$\lambda(-\lambda^2 + 450\lambda - 32400)$$

```
[95]: eqn = -lambda^3 + 450*lambda^2 - 32400*lambda
```

```
[95]:
```

$$-\lambda^3 + 450\lambda^2 - 32400\lambda$$

```
[96]: real_roots(eqn)
```

```
[96]:
```

$$\begin{bmatrix} 0 \\ 90 \\ 360 \end{bmatrix}$$

```
[97]: solve(eqn)
```

```
[97]:
```

$$\begin{bmatrix} 0 \\ 90 \\ 360 \end{bmatrix}$$

```
[98]: factor(-lambda^3 + 450*lambda^2 - 32400*lambda, lambda)
```

```
[98]:
```

$$-\lambda(\lambda - 360)(\lambda - 90)$$

```
[99]: #recap  
#A=[4 11 14; 8 7 -2];
```

```
[100]: A=[4 11 14; 8 7 -2];
```

<https://docs.julialang.org/en/v1/stdlib/LinearAlgebra/#LinearAlgebra.svd>

```
[101]: U,S,V = svd(A)
```

```
[101]: SVD{Float64,Float64,Array{Float64,2}}
```

U factor:

2×2 Array{Float64,2}:

-0.948683 -0.316228

-0.316228 0.948683

singular values:

2-element Array{Float64,1}:

18.973665961010283

9.486832980505136

Vt factor:

2×3 Array{Float64,2}:

-0.333333 -0.666667 -0.666667

0.666667 0.333333 -0.666667

```
[131]: function fullsvd(A)
    U,s,V = svd(A, full = true) # compute svd
     $\Sigma$  = zeros(size(A))        # container for  $\Sigma$ 
    for i=1:length(s)
         $\Sigma[i,i]$  = s[i]        # place singular values in  $\Sigma$ 
    end                          # a practical svd would never store all these zeros
    display(U);display( $\Sigma$ );display(V) # display the answer
    return(U, $\Sigma$ ,V)            # return the answer
end
```

[131]: fullsvd (generic function with 1 method)

<https://github.com/mitmath/1806/blob/master/summaries.md>

```
[132]: function rankrsvd(A)
    U,s,V = svd(A, full = true) # compute svd
    r = sum(s.>1e-8)             # rank = how many positive?
    U = U[:,1:r]
     $\Sigma$  = Diagonal(s[1:r])       # Diagonal matrix of singular values
    V = V[:,1:r]
    display(U);display( $\Sigma$ );display(V) # display the answer
    return(U, $\Sigma$ ,V)           # return the answer
end
```

[132]: rankrsvd (generic function with 1 method)

```
[135]: U,S,V = fullsvd(A) #matlab notation
```

```
2×2 Array{Float64,2}:
-0.948683  -0.316228
-0.316228   0.948683
```

```
2×3 Array{Float64,2}:
18.9737  0.0      0.0
0.0      9.48683  0.0
```

```
3×3 Adjoint{Float64,Array{Float64,2}}:
-0.333333  0.666667 -0.666667
-0.666667  0.333333  0.666667
-0.666667 -0.666667 -0.333333
```

```
[135]: ([-0.9486832980505135 -0.3162277660168378; -0.3162277660168378
0.9486832980505138], [18.973665961010283 0.0 0.0; 0.0 9.486832980505136 0.0],
[-0.3333333333333332 0.6666666666666665 -0.6666666666666666; -0.6666666666666665
0.3333333333333334 0.6666666666666669; -0.6666666666666665 -0.6666666666666671
-0.3333333333333332])
```

```
[136]: print_matrix(stdout, U);
```

```
-0.9486832980505135 -0.3162277660168378
-0.3162277660168378  0.9486832980505138
```

```
[137]: print_matrix(stdout, S);
```

```
18.973665961010283  0.0          0.0
0.0                9.486832980505136  0.0
```

```
[138]: print_matrix(stdout, V);
```

```
-0.3333333333333332  0.6666666666666665 -0.6666666666666666
-0.6666666666666665  0.3333333333333334  0.6666666666666669
-0.6666666666666665 -0.6666666666666671 -0.3333333333333332
```

Need to check that $(B - \lambda_i I)v_i = 0$

```
[139]: #check for lambda_1
360*V[:,1]
```

```
[139]: 3-element Array{Float64,1}:
-119.99999999999996
-239.99999999999994
-239.99999999999994
```

```
[140]: alpha=360
```

```
[140]: 360
```

```
[141]: (B)*V[:,1]
```

```
[141]: 3-element Array{Float64,1}:
-119.99999999999997
-239.99999999999994
-239.99999999999994
```

```
[142]: #check done
```

Pseudo inverse and linear system

```
[143]: b=[1;2]
```

```
[143]: 2-element Array{Int64,1}:
1
2
```

```
[144]: rang_A=rank(A)
```

[144]: 2

```
[145]: #Non inversible == square matrix  
# 1/A  
# inv(A)  
#Least square possible using pinv  
  
pinv(A)
```

[145]: 3×2 Array{Float64,2}:
-0.00555556 0.0722222
0.0222222 0.0444444
0.0555556 -0.0555556

```
[146]: xstar=pinv(A)*b
```

[146]: 3-element Array{Float64,1}:
0.13888888888888884
0.11111111111111109
-0.0555555555555557

```
[147]: #check 1
```

```
[148]: pseudoA1=V*pinv(S)*U'
```

[148]: 3×2 Array{Float64,2}:
-0.00555556 0.0722222
0.0222222 0.0444444
0.0555556 -0.0555556

```
[152]: xstar1=pseudoA1*b
```

[152]: 3-element Array{Float64,1}:
0.13888888888888884
0.11111111111111109
-0.055555555555555684

```
[153]: St=Sn[1:2,1:2]
```

[153]: 2×2 Array{Float64,2}:
18.9737 0.0
0.0 9.48683

```
[154]: pseudoA2=V*[inv(St'*St)*St'; 0 0 ]*U'
```

[154]: 3×2 Array{Float64,2}:
-0.00555556 0.0722222

```
0.0222222    0.0444444
0.0555556    -0.0555556
```

```
[155]: xstar2=pseudoA2*b
```

```
[155]: 3-element Array{Float64,1}:
 0.13888888888888884
 0.11111111111111109
-0.055555555555555684
```