Linear Algebra

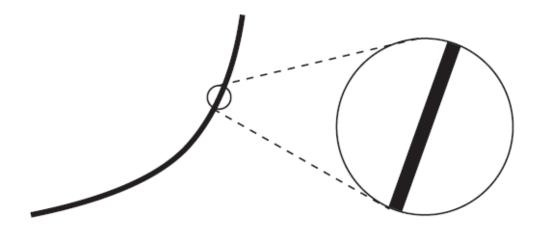
- 우리는 3차원 공간에 살고 있으며, 주위에서 일어나는 일을 잘 다루기 위해서는 3차원 공간을 잘 기술 할 수 있는 용어가 필요
- 선형대수의 무대가 되는 Vector Space는 현실 공간의 성질을 특정 수준에서 추상화 한 것
- 공학에서는 많은 경우 다양한 숫자를 조합한 데이터를 다루는 경우에 마주치게 됨
- 공간과는 직접적인 관련이 없으나, 이러한 데이터를 고차원 공간 상의 점 으로 해석하여 공간에 관한 직관을 활용 할 수 있음
- 3차원 공간으로 부터 유추하여 직관적으로 일반적인 n차원에서 성립하는 현상을 이해 할 수 있음

Х	У	Z
731	1662	331
208	616	-192
540	1280	140
834	1864	434
217	634	-183
332	864	-68
31	262	-369
54	308	-346
717	1634	317
403	1006	3
:	:	:



Linear Algebra

- 선형대수가 다루는 대상은 선형적(Linear) 이므로 다루기 쉽고, 예측이 편함 (e.g., 직선, 평면 등)
- 대부분의 실제 문제는 비선형적(Non-Linear)이나, 좁은 영역만을 고려한다면 선형으로 근사 할 수 있 음
- 이 경우, 좁은 범위 내에서는 선형으로 근사해도 유효한 분석 및 결과를 얻을 수 있음
 - 요구 정확도 등의 다양한 조건에 따라 선형 근사 적용 판단





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Vectors and Matrices



Vectors and Matrices

- Linear algebra is a branch of mathematics widely used throughout science and engineering
- The study of linear algebra involves several types of mathematical objects
 - Scalars: A single number x
 - Vectors: An array of numbers

$$\boldsymbol{x} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} \in \mathbb{R}^n$$

Matrices: 2-D array of numbers

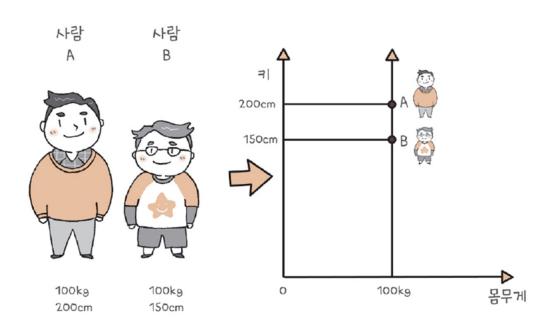
$$A = \begin{bmatrix} a_{11} & \cdots & a_{1n} \\ \vdots & \ddots & \vdots \\ a_{m1} & \cdots & a_{mn} \end{bmatrix} \in \mathbb{R}^{m \times n}$$

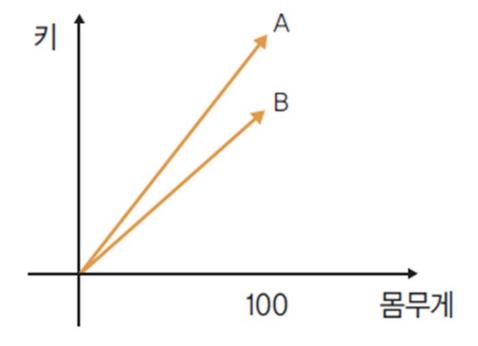
Tensors: N-D array of numbers

Vectors

Vector Examples

$$\begin{pmatrix} 2 \\ 5 \end{pmatrix} \times \leftarrow \begin{pmatrix} 6 \\ 3 \\ 3 \end{pmatrix} \times \leftarrow \begin{pmatrix} 2.9 \\ -0.3 \\ 1/7 \\ \sqrt{\pi} \\ 42 \end{pmatrix}$$





Vectors

■ Column Vector (열벡터/종벡터) and Row Vector (행벡터/횡벡터)

$$\mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} \in \mathbb{R}^{n \times 1}, \qquad \mathbf{y} = \begin{bmatrix} y_1 & y_2 & \cdots & y_m \end{bmatrix} \in \mathbb{R}^{1 \times m}$$

Vector Transpose / Scalar Multiplication

$$[1 \ 2 \ 3 \ 5]^T = \begin{bmatrix} 1 \\ 2 \\ 3 \\ 5 \end{bmatrix}, \qquad a\mathbf{x} = \begin{bmatrix} ax_1 \\ ax_2 \\ \vdots \\ ax_n \end{bmatrix}$$

Zero Vector

$$\boldsymbol{o} = [0 \quad 0 \quad \cdots \quad 0]^T$$

Vector Arithmetic

Addition / Subtraction

$$\mathbf{a} = \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} \quad \mathbf{b} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} \quad \rightarrow \quad \mathbf{a} \pm \mathbf{b} = \begin{bmatrix} a_1 \pm b_1 \\ a_2 \pm b_2 \end{bmatrix}$$

Element-wise Multiplication (Hadamard Product)

$$\boldsymbol{a} = \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} \quad \boldsymbol{b} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} \quad \rightarrow \quad \boldsymbol{a} \circ \boldsymbol{b} = \begin{bmatrix} a_1 b_1 \\ a_2 b_2 \end{bmatrix}$$

Inner Product (Dot Product)

$$\boldsymbol{a} = \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} \quad \boldsymbol{b} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} \quad \rightarrow \quad \boldsymbol{a} \cdot \boldsymbol{b} = \boldsymbol{a}^T \boldsymbol{b} = a_1 b_1 + a_2 b_2$$

Vector Arithmetic

$$(cc')x = c(c'x)$$

$$(2 \cdot 3) \begin{pmatrix} 1 \\ 5 \end{pmatrix} = \begin{pmatrix} 6 \\ 30 \end{pmatrix} = 2 \left(3 \begin{pmatrix} 1 \\ 5 \end{pmatrix} \right)$$

•
$$1x = x$$

$$\bullet \ x + y = y + x$$

•
$$(x + y) + z = x + (y + z)$$

$$\bullet \ x + o = x$$

$$\bullet x + (-x) = o$$

$$c(x + y) = cx + cy$$

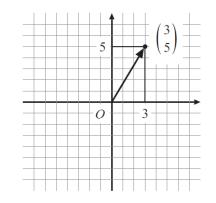
$$\boxed{10} \left(\begin{pmatrix} 2 \\ 3 \end{pmatrix} + \begin{pmatrix} 6 \\ 4 \end{pmatrix} \right) = \begin{pmatrix} 80 \\ 70 \end{pmatrix} = 10 \begin{pmatrix} 2 \\ 3 \end{pmatrix} + 10 \begin{pmatrix} 6 \\ 4 \end{pmatrix}$$

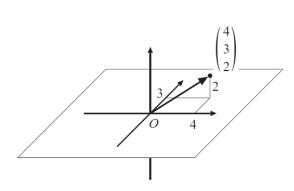
$$(c + c')x = cx + c'x$$

$$(4+5) \begin{pmatrix} 2 \\ 3 \end{pmatrix} = \begin{pmatrix} 18 \\ 27 \end{pmatrix} = 4 \begin{pmatrix} 2 \\ 3 \end{pmatrix} + 5 \begin{pmatrix} 2 \\ 3 \end{pmatrix}$$

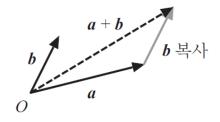
Vector and Space

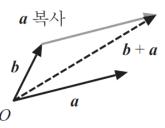
- Assume that we have a 2D coordinate system
 - $o = \begin{bmatrix} 0 & 0 \end{bmatrix}^T$ is at the origin





Geometric interpretation of some vector arithmetic







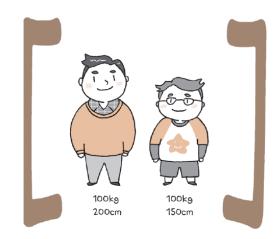
Roughly speaking, a vector space can be defined with addition and scalar multiplication

Matrices

- A matrix is a 2-D array of numbers
 - a_{mn} is called an entry or an element

$$A = \begin{bmatrix} a_{11} & \cdots & a_{1n} \\ \vdots & \ddots & \vdots \\ a_{m1} & \cdots & a_{mn} \end{bmatrix} \in \mathbb{R}^{m \times n}$$

$$\begin{pmatrix} 2 & 0 \\ 0 & 3 \end{pmatrix}$$
이나 $\begin{pmatrix} 2.2 & -9 & 1/7 \\ \sqrt{7} & \pi & 42 \end{pmatrix}$ 이나
$$\begin{pmatrix} 3 & 1 & 4 \\ 1 & 5 & 9 \\ 2 & 6 & 5 \\ 3 & 5 & 8 \\ 9 & 7 & 9 \end{pmatrix}$$



	몸무게	키
사람A	100kg	200cm
사람B	100kg	150cm

$$M = \begin{bmatrix} 100 & 100 \\ 200 & 150 \end{bmatrix}$$

Matrix Arithmetic

Addition / Subtraction

$$A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \quad B = \begin{bmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{bmatrix}$$

$$\rightarrow A \pm B = \begin{bmatrix} a_{11} \pm b_{11} & a_{12} \pm b_{12} \\ a_{21} \pm b_{21} & a_{22} \pm b_{22} \end{bmatrix}$$

$$\begin{pmatrix} a_{11} & \cdots & a_{1n} \\ \vdots & & \vdots \\ a_{m1} & \cdots & a_{mn} \end{pmatrix} + \begin{pmatrix} b_{11} & \cdots & b_{1n} \\ \vdots & & \vdots \\ b_{m1} & \cdots & b_{mn} \end{pmatrix} = \begin{pmatrix} a_{11} + b_{11} & \cdots & a_{1n} + b_{1n} \\ \vdots & & \vdots \\ a_{m1} + b_{m1} & \cdots & a_{mn} + b_{mn} \end{pmatrix}$$

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

Scalar Multiplication

$$cA = \begin{bmatrix} ca_{11} & ca_{12} \\ ca_{21} & ca_{22} \end{bmatrix}$$

$$c \begin{pmatrix} a_{11} & \cdots & a_{1n} \\ \vdots & & \vdots \\ a_{m1} & \cdots & a_{mn} \end{pmatrix} = \begin{pmatrix} ca_{11} & \cdots & ca_{1n} \\ \vdots & & \vdots \\ ca_{m1} & \cdots & ca_{mn} \end{pmatrix}$$

$$\Rightarrow \begin{vmatrix} 3 \begin{pmatrix} 2 & 9 & 4 \\ 7 & 5 & 3 \end{pmatrix} = \begin{pmatrix} 6 & 27 & 12 \\ 21 & 15 & 9 \end{pmatrix}$$

Matrix Arithmetic

Element-wise Multiplication (Hadamard Product)

$$A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \quad B = \begin{bmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{bmatrix}$$

$$\rightarrow A \circ B = \begin{bmatrix} a_{11}b_{11} & a_{12}b_{12} \\ a_{21}b_{21} & a_{22}b_{22} \end{bmatrix}$$

Inner Product (Dot Product)

$$A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \quad B = \begin{bmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{bmatrix}$$

$$\rightarrow A \cdot B = \begin{bmatrix} a_{11}b_{11} + a_{12}b_{21} & a_{11}b_{12} + a_{12}b_{22} \\ a_{21}b_{11} + a_{22}b_{21} & a_{21}b_{12} + a_{22}b_{22} \end{bmatrix}$$

Matrix Arithmetic

$$\begin{pmatrix} 1 & 0 \\ 2 & 3 \end{pmatrix} \times \begin{pmatrix} 2 & 1 \\ 3 & 1 \end{pmatrix} = \begin{bmatrix} (1 \times 2) + (0 \times 3) & (1 \times 1) + (0 \times 1) \\ (2 \times 2) + (3 \times 3) & (2 \times 1) + (3 \times 1) \end{bmatrix} = \begin{pmatrix} 2 & 1 \\ 13 & 5 \end{pmatrix}$$

$$A \qquad B \qquad B \qquad \Box$$

Note:

$$\begin{bmatrix} a \\ b \end{bmatrix} \begin{bmatrix} c & d \end{bmatrix} = \begin{bmatrix} ac & ad \\ bc & bd \end{bmatrix}$$

Matrix Arithmetic Example

고기를 x_{2} 그램, 콩을 x_{3} 그램, 쌀을 x_{2} 그램 샀습니다. 합계는 얼마일까요? 또한, 총 몇 칼로리 일까요?

$$y_{\rm E} = a_{\rm E_{\rm Z}} x_{\rm Z} + a_{\rm E_{\rm Z}} x_{\rm Z} + a_{\rm E_{\rm Z}} x_{\rm Z}$$

 $y_{\rm Z} = a_{\rm Z_{\rm Z}} x_{\rm Z} + a_{\rm Z_{\rm Z}} x_{\rm Z} + a_{\rm Z_{\rm Z}} x_{\rm Z}$

$$\begin{pmatrix} y_{\mathrm{E}} \\ y_{\mathrm{Z}} \end{pmatrix} = \begin{pmatrix} a_{\mathrm{E}_{\mathrm{Z}}} & a_{\mathrm{E}_{\mathrm{Z}}} & a_{\mathrm{E}_{\mathrm{Z}}} \\ a_{\mathrm{Z}_{\mathrm{Z}}} & a_{\mathrm{Z}_{\mathrm{Z}}} & a_{\mathrm{Z}_{\mathrm{Z}}} \end{pmatrix} \begin{pmatrix} x_{\mathrm{Z}} \\ x_{\mathrm{Z}} \\ x_{\mathrm{Z}} \\ x_{\mathrm{Z}} \end{pmatrix}$$

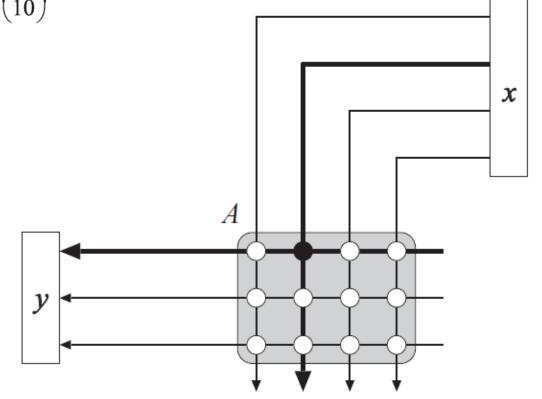
Matrix Arithmetic Example

$$\begin{pmatrix} a_{11} & \cdots & a_{1n} \\ \vdots & & \vdots \\ a_{m1} & \cdots & a_{mn} \end{pmatrix} \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} a_{11}x_1 + \cdots + a_{1n}x_n \\ \vdots \\ a_{m1}x_1 + \cdots + a_{mn}x_n \end{pmatrix}$$

■ 행렬과 벡터의 곱은 벡터

$$y = Ax$$

- 행렬의 Column 수가 입력의 차원 수와 일치
- 행렬의 Row 수가 출력의 차원 수와 일치
- a_{mn} 은 m번째 출력에 n번째 입력이 기여하는 정도를 의미함



Special Matrices

Zero Matrix

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$$

Square Matrix

$$\begin{bmatrix} 3 & 0 & 0 \\ 0 & 4 & 0 \\ 0 & 0 & 5 \end{bmatrix}, \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Diagonal Matrix

$$diag \begin{bmatrix} a_1 & 0 & 0 & 0 & 0 \\ 0 & a_2 & 0 & 0 & 0 \\ 0 & 0 & a_3 & 0 & 0 \\ 0 & 0 & 0 & a_4 & 0 \\ 0 & 0 & 0 & 0 & a_5 \end{bmatrix} = diag (a_1, a_2, a_3, a_4, a_5)$$

Identity Matrix

$$I = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Upper/Lower Triangular Matrix

$$\begin{bmatrix} a & f & e \\ 0 & b & d \\ 0 & 0 & c \end{bmatrix}, \begin{bmatrix} a & 0 & 0 \\ d & b & 0 \\ e & f & c \end{bmatrix}$$