
Linear Algebra

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Lecture Overview

- Elements in linear algebra
- Linear system
- Linear combination, vector equation,
Four views of matrix multiplication
- Linear independence, span, and subspace
- Linear transformation
- Least squares
- Eigendecomposition
- Singular value decomposition

Over-determined Linear Systems (#equations >> #variables)

- Recall a linear system:

Person ID	Weight	Height	Is_smoking	Life-span
1	60kg	5.5ft	Yes (=1)	66
2	65kg	5.0ft	No (=0)	74
3	55kg	6.0ft	Yes (=1)	78



$$60x_1 + 5.5x_2 + 1 \cdot x_3 = 66$$

$$65x_1 + 5.0x_2 + 0 \cdot x_3 = 74$$

$$55x_1 + 6.0x_2 + 1 \cdot x_3 = 78$$

- Recall a linear system:
- What if we have much more data examples?

Person ID	Weight	Height	Is_smoking	Life-span
1	60kg	5.5ft	Yes (=1)	66
2	65kg	5.0ft	No (=0)	74
3	55kg	6.0ft	Yes (=1)	78
⋮	⋮	⋮	⋮	⋮



- Matrix equation: $\begin{bmatrix} 60 & 5.5 & 1 \\ 65 & 5.0 & 0 \\ 55 & 6.0 & 1 \\ \vdots & \vdots & \vdots \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 66 \\ 74 \\ 78 \\ \vdots \end{bmatrix}$

$m \gg n$: more equations than variables
➔ Usually no solution exists

Vector Equation Perspective

- Vector equation form:
$$\begin{bmatrix} 60 \\ 65 \\ 55 \\ \vdots \end{bmatrix} x_1 + \begin{bmatrix} 5.5 \\ 5.0 \\ 6.0 \\ \vdots \end{bmatrix} x_2 + \begin{bmatrix} 1 \\ 0 \\ 1 \\ \vdots \end{bmatrix} x_3 = \begin{bmatrix} 66 \\ 74 \\ 78 \\ \vdots \end{bmatrix}$$
$$\mathbf{a}_1 x_1 + \mathbf{a}_2 x_2 + \mathbf{a}_3 x_3 = \mathbf{b}$$
- Compared to the original space \mathbb{R}^n , where $\mathbf{a}_1, \mathbf{a}_2, \mathbf{a}_3, \mathbf{b} \in \mathbb{R}^n$, $\text{Span}\{\mathbf{a}_1, \mathbf{a}_2, \mathbf{a}_3\}$ will be a thin hyperplane, so it is likely that $\mathbf{b} \notin \text{Span}\{\mathbf{a}_1, \mathbf{a}_2, \mathbf{a}_3\}$
➡ No solution exists.



Motivation for Least Squares

- Even if no solution exists, we want to **approximately obtain the solution** for an over-determined system.
- Then, how can we define the **best approximate solution** for our purpose?



Inner Product

- Given $\mathbf{u}, \mathbf{v} \in \mathbb{R}^n$, we can consider \mathbf{u} and \mathbf{v} as $n \times 1$ matrices.
- The transpose \mathbf{u}^T is a $1 \times n$ matrix, and the matrix product $\mathbf{u}^T \mathbf{v}$ is a 1×1 matrix, which we write as a scalar without brackets.
- The number $\mathbf{u}^T \mathbf{v}$ is called the **inner product** or **dot product** of \mathbf{u} and \mathbf{v} , and it is written as $\mathbf{u} \cdot \mathbf{v}$.

- For $\mathbf{u} = \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix}, \mathbf{v} = \begin{bmatrix} 1 \\ 3 \\ 5 \end{bmatrix}, \mathbf{u} \cdot \mathbf{v} = \mathbf{u}^T \mathbf{v} = \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 3 \\ 5 \end{bmatrix} = [14]$

$$(1 \times 3)(3 \times 1) = 1 \times 1$$



Properties of Inner Product

- **Theorem:** Let \mathbf{u} , \mathbf{v} , and \mathbf{w} be vectors in \mathbb{R}^n , and let c be a scalar. Then
 - a) $\mathbf{u} \cdot \mathbf{v} = \mathbf{v} \cdot \mathbf{u}$
 - b) $(\mathbf{u} + \mathbf{v}) \cdot \mathbf{w} = \mathbf{u} \cdot \mathbf{w} + \mathbf{v} \cdot \mathbf{w}$
 - c) $(c\mathbf{u}) \cdot \mathbf{v} = c(\mathbf{u} \cdot \mathbf{v}) = \mathbf{u} \cdot (c\mathbf{v})$
 - d) $\mathbf{u} \cdot \mathbf{u} \geq 0$, and $\mathbf{u} \cdot \mathbf{u} = 0$ if and only if $\mathbf{u} = \mathbf{0}$
- Properties (b) and (c) can be combined to produce the following useful rule:
$$(c_1\mathbf{u}_1 + \cdots + c_p\mathbf{u}_p) \cdot \mathbf{w} = c_1(\mathbf{u}_1 \cdot \mathbf{w}) + \cdots + c_p(\mathbf{u}_p \cdot \mathbf{w})$$



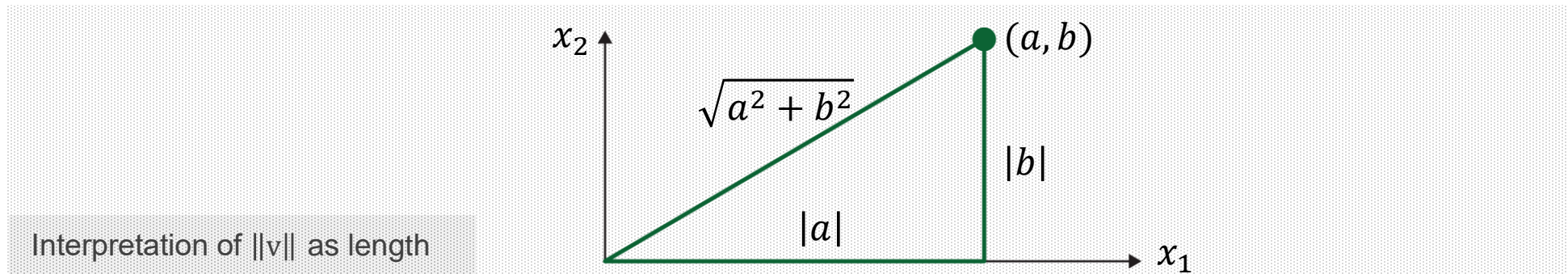
Vector Norm

- For $\mathbf{v} \in \mathbb{R}^n$, with entries v_1, \dots, v_n , the square root of $\mathbf{v} \cdot \mathbf{v}$ is defined because $\mathbf{v} \cdot \mathbf{v}$ is nonnegative.
- **Definition:** The **length** (or **norm**) of \mathbf{v} is the non-negative scalar $\|\mathbf{v}\|$ defined as the square root of $\mathbf{v} \cdot \mathbf{v}$:

$$\|\mathbf{v}\| = \sqrt{\mathbf{v} \cdot \mathbf{v}} = \sqrt{v_1^2 + v_2^2 + \dots + v_n^2} \text{ and } \|\mathbf{v}\|^2 = \mathbf{v} \cdot \mathbf{v}$$

Geometric Meaning of Vector Norm

- Suppose $\mathbf{v} \in \mathbb{R}^2$, say, $\mathbf{v} = \begin{bmatrix} a \\ b \end{bmatrix}$.
- $\|\mathbf{v}\|$ is the length of the line segment from the origin to \mathbf{v} .
- This follows from Pythagorean Theorem applied to a triangle such as the one shown in the following figure:



- For any scalar c , the length $c\mathbf{v}$ is $|c|$ times the length of \mathbf{v} .
That is,

$$\|c\mathbf{v}\| = |c|\|\mathbf{v}\|$$



Unit Vector

- A vector whose length is 1 is called a **unit vector**.
- **Normalizing** a vector: Given a nonzero vector \mathbf{v} , if we divide it by its length, we obtain a unit vector $\mathbf{u} = \frac{1}{\|\mathbf{v}\|} \mathbf{v}$.
- \mathbf{u} is in the same direction as \mathbf{v} , but its length is 1.



Distance between Vectors in \mathbb{R}^n

- **Definition:** For \mathbf{u} and \mathbf{v} in \mathbb{R}^n , the **distance between \mathbf{u} and \mathbf{v}** , written as $\text{dist}(\mathbf{u}, \mathbf{v})$, is the length of the vector $\mathbf{u} - \mathbf{v}$. That is,
$$\text{dist}(\mathbf{u}, \mathbf{v}) = \|\mathbf{u} - \mathbf{v}\|$$

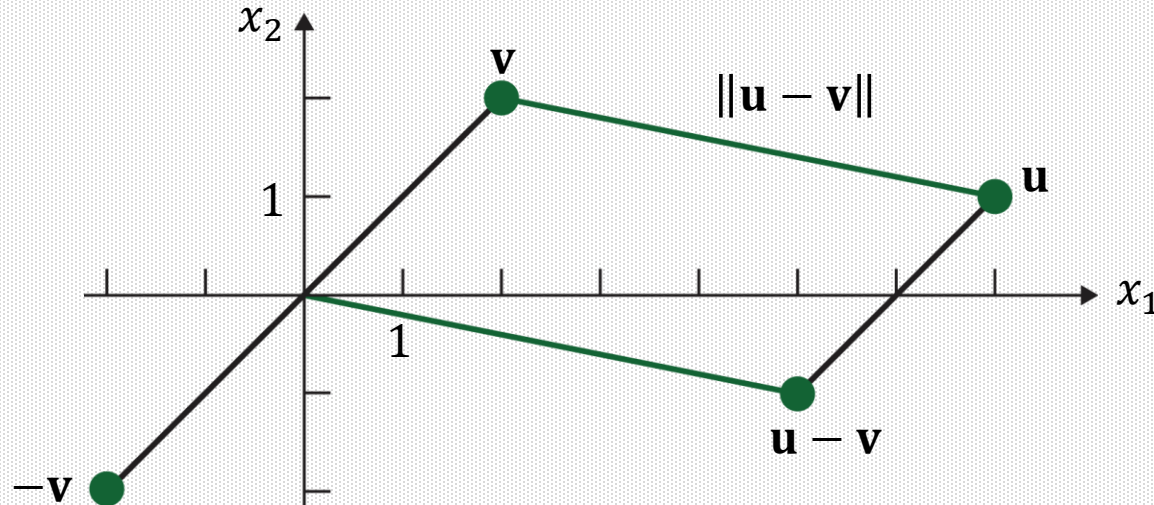
- **Example:** Compute the distance between the vector $\mathbf{u} = \begin{bmatrix} 6 \\ 1 \end{bmatrix}$ and $\mathbf{v} = \begin{bmatrix} 3 \\ 2 \end{bmatrix}$.

- **Solution:** Calculate $\mathbf{u} - \mathbf{v} = \begin{bmatrix} 6 \\ 1 \end{bmatrix} - \begin{bmatrix} 3 \\ 2 \end{bmatrix} = \begin{bmatrix} 3 \\ -1 \end{bmatrix}$

$$\|\mathbf{u} - \mathbf{v}\| = \sqrt{3^2 + (-1)^2} = \sqrt{10}$$

Distance between Vectors in \mathbb{R}^n

- The distance from \mathbf{u} to \mathbf{v} is the same as the distance from $\mathbf{u} - \mathbf{v}$ to 0 .



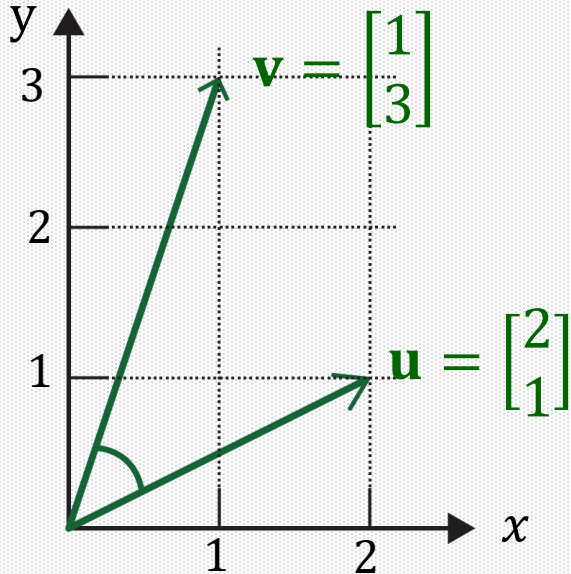
The distance between \mathbf{u} and \mathbf{v} is the length of $\mathbf{u} - \mathbf{v}$

Inner Product and Angle Between Vectors

- Inner product between \mathbf{u} and \mathbf{v} can be rewritten using their norms and angle:

$$\mathbf{u} \cdot \mathbf{v} = \|\mathbf{u}\| \|\mathbf{v}\| \cos \theta$$

- **Example:**



$$\mathbf{u} \cdot \mathbf{v} = \begin{bmatrix} 2 \\ 1 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 3 \end{bmatrix} = \begin{bmatrix} 2 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 3 \end{bmatrix} = 5$$

$$\|\mathbf{u}\| = \sqrt{2^2 + 1^2} = \sqrt{5} \quad \|\mathbf{v}\| = \sqrt{1^2 + 3^2} = \sqrt{10}$$

$$\mathbf{u} \cdot \mathbf{v} = 5 = \|\mathbf{u}\| \|\mathbf{v}\| \cos \theta = \sqrt{5} \cdot \sqrt{10} \cos \theta$$

$$\Rightarrow \cos \theta = \frac{5}{\sqrt{50}} = \frac{1}{\sqrt{2}}$$

$$\Rightarrow \theta = 45^\circ$$

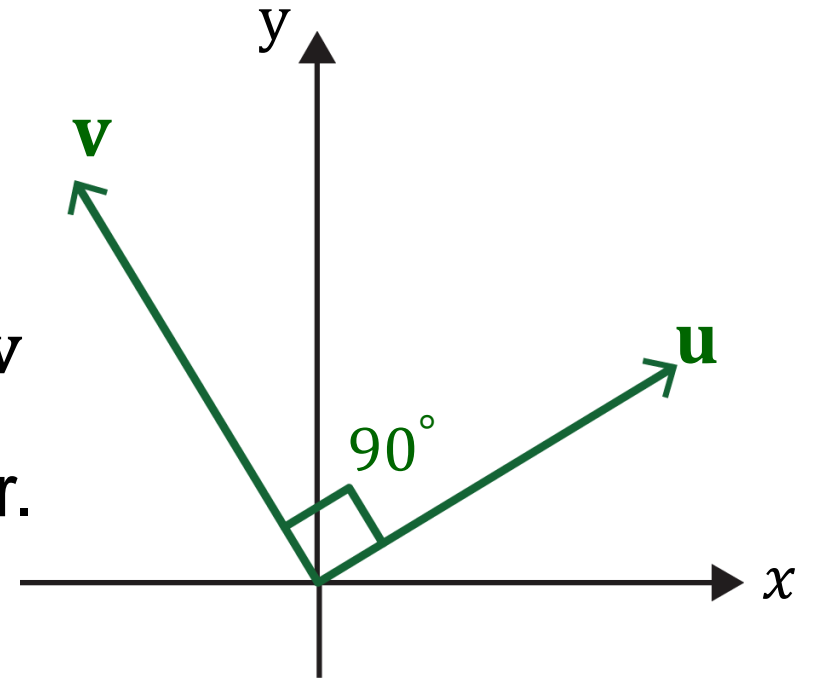
Orthogonal Vectors

- **Definition:** $\mathbf{u} \in \mathbb{R}^n$ and $\mathbf{v} \in \mathbb{R}^n$ are **orthogonal** (to each other) if $\mathbf{u} \cdot \mathbf{v} = 0$

That is,

$$\mathbf{u} \cdot \mathbf{v} = \|\mathbf{u}\| \|\mathbf{v}\| \cos \theta = 0.$$

- ➡ $\cos \theta = 0$ for nonzero vectors \mathbf{u} and \mathbf{v}
- ➡ $\theta = 90^\circ$ ($\mathbf{u} \perp \mathbf{v}$).
- ➡ \mathbf{u} and \mathbf{v} are perpendicular each other.





Summary So Far

- Linear transformation
 - Properties of linear transformation
 - Standard matrix
 - One-to-one
 - Onto
- Vector norm, distance, and inner product
- Intro to least squares

Back to Over-Determined System

- Let's start with the original problem:

Person ID	Weight	Height	Is_smoking	Life-span
1	60kg	5.5ft	Yes (=1)	66
2	65kg	5.0ft	No (=0)	74
3	55kg	6.0ft	Yes (=1)	78

$$\begin{matrix} & \mathbf{A} & & \mathbf{x} & = & \mathbf{b} \end{matrix} \quad \rightarrow \quad \begin{bmatrix} 60 & 5.5 & 1 \\ 65 & 5.0 & 0 \\ 55 & 6.0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 66 \\ 74 \\ 78 \end{bmatrix}$$

- Using the inverse matrix, the solution is $\mathbf{x} = \begin{bmatrix} -0.4 \\ 20 \\ -20 \end{bmatrix}$

Back to Over-Determined System

- Let's add one more example:

Person ID	Weight	Height	Is_smoking	Life-span
1	60kg	5.5ft	Yes (=1)	66
2	65kg	5.0ft	No (=0)	74
3	55kg	6.0ft	Yes (=1)	78
4	50kg	5.0ft	Yes (=1)	72

$$\begin{matrix} & \mathbf{A} & & \mathbf{x} & = & \mathbf{b} \\ \rightarrow & \begin{bmatrix} 60 & 5.5 & 1 \\ 65 & 5.0 & 0 \\ 55 & 6.0 & 1 \\ 50 & 5.0 & 0 \end{bmatrix} & & \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} & = & \begin{bmatrix} 66 \\ 74 \\ 78 \\ 72 \end{bmatrix} \\ & & & \begin{bmatrix} -0.4 \\ 20 \\ -20 \end{bmatrix} & &
 \end{matrix}$$

- Now, let's use the previous solution $\mathbf{x} = \begin{bmatrix} -0.4 \\ 20 \\ -20 \end{bmatrix}$

$$\begin{matrix} & \mathbf{A} & & \mathbf{x} & & \neq \mathbf{b} & & (\mathbf{b} - \mathbf{Ax}) \\ \begin{bmatrix} 60 & 5.5 & 1 \\ 65 & 5.0 & 0 \\ 55 & 6.0 & 1 \\ 50 & 5.0 & 1 \end{bmatrix} & & \begin{bmatrix} -0.4 \\ 20 \\ -20 \end{bmatrix} & = & \begin{bmatrix} 66 \\ 74 \\ 78 \\ 60 \end{bmatrix} & \neq & \begin{bmatrix} 66 \\ 74 \\ 78 \\ 72 \end{bmatrix} & \left| \begin{array}{c} 0 \\ 0 \\ 0 \\ -12 \end{array} \right.
 \end{matrix}$$

Back to Over-Determined System

- How about using slightly different solution $\mathbf{x} = \begin{bmatrix} -0.12 \\ 16 \\ -9.5 \end{bmatrix}$?

A	\mathbf{x}	$\neq \mathbf{b}$	Errors $(\mathbf{b} - A\mathbf{x})$
$\begin{bmatrix} 60 & 5.5 & 1 \\ 65 & 5.0 & 0 \\ 55 & 6.0 & 1 \\ 50 & 5.0 & 1 \end{bmatrix}$	$\begin{bmatrix} -0.12 \\ 16 \\ -9.5 \end{bmatrix}$	$\begin{bmatrix} 71.3 \\ 72.2 \\ 79.9 \\ 64.5 \end{bmatrix} \neq \begin{bmatrix} 66 \\ 74 \\ 78 \\ 72 \end{bmatrix}$	$\begin{bmatrix} -5.3 \\ 1.8 \\ -1.9 \\ 7.5 \end{bmatrix}$

Which One is Better Solution?

A	x	\neq	b	Errors ($b - Ax$)
$\begin{bmatrix} 60 \\ 65 \\ 55 \\ 50 \end{bmatrix} \begin{bmatrix} 5.5 & 1 \\ 5.0 & 0 \\ 6.0 & 1 \\ 5.0 & 1 \end{bmatrix}$	$\begin{bmatrix} -0.12 \\ 16 \\ -9.5 \end{bmatrix}$	$=$	$\begin{bmatrix} 71.3 \\ 72.2 \\ 79.9 \\ 64.5 \end{bmatrix} \neq \begin{bmatrix} 66 \\ 74 \\ 78 \\ 72 \end{bmatrix}$	$\begin{bmatrix} -5.3 \\ 1.8 \\ -1.9 \\ 7.5 \end{bmatrix}$

$\begin{bmatrix} 60 \\ 65 \\ 55 \\ 50 \end{bmatrix} \begin{bmatrix} 5.5 & 1 \\ 5.0 & 0 \\ 6.0 & 1 \\ 5.0 & 1 \end{bmatrix}$	$\begin{bmatrix} -0.4 \\ 20 \\ -20 \end{bmatrix}$	$=$	$\begin{bmatrix} 66 \\ 74 \\ 78 \\ 60 \end{bmatrix} \neq \begin{bmatrix} 66 \\ 74 \\ 78 \\ 72 \end{bmatrix}$	$\begin{bmatrix} 0 \\ 0 \\ 0 \\ -12 \end{bmatrix}$
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Least Squares: Best Approximation Criterion

- Let's use the squared sum of errors:

					Errors	Sum of squared errors
A	\mathbf{x}	\neq	\mathbf{b}		$(\mathbf{b} - A\mathbf{x})$	
$\begin{bmatrix} 60 \\ 65 \\ 55 \\ 50 \end{bmatrix}$	$\begin{bmatrix} 5.5 \\ 5.0 \\ 6.0 \\ 5.0 \end{bmatrix}$	\neq	$\begin{bmatrix} 66 \\ 74 \\ 78 \\ 72 \end{bmatrix}$		$\begin{bmatrix} -5.3 \\ 1.8 \\ -1.9 \\ 7.5 \end{bmatrix}$	$\left((-5.3)^2 + 1.8^2 + (-1.9)^2 + 7.5^2 \right)^{0.5}$ $= 9.55$
						<i>Better solution</i>

$\begin{bmatrix} 60 \\ 65 \\ 55 \\ 50 \end{bmatrix}$	$\begin{bmatrix} 5.5 \\ 5.0 \\ 6.0 \\ 5.0 \end{bmatrix}$	$=$	$\begin{bmatrix} 66 \\ 74 \\ 78 \\ 60 \end{bmatrix}$	\neq	$\begin{bmatrix} 66 \\ 74 \\ 78 \\ 72 \end{bmatrix}$	$\begin{bmatrix} 0 \\ 0 \\ 0 \\ -12 \end{bmatrix}$	$(0^2 + 0^2 + 0^2 + (-12)^2)^{0.5}$ $= 12$
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Least Squares Problem

- Now, the sum of squared errors can be represented as $\|\mathbf{b} - A\mathbf{x}\|$.
- **Definition:** Given an overdetermined system $A\mathbf{x} \simeq \mathbf{b}$ where $A \in \mathbb{R}^{m \times n}$, $\mathbf{b} \in \mathbb{R}^n$, and $m \gg n$, a least squares solution $\hat{\mathbf{x}}$ is defined as

$$\hat{\mathbf{x}} = \arg \min_{\mathbf{x}} \|\mathbf{b} - A\mathbf{x}\|$$

- The most important aspect of the least-squares problem is that no matter what \mathbf{x} we select, the vector $A\mathbf{x}$ will necessarily be in the column space $\text{Col } A$.
- Thus, we seek for \mathbf{x} that makes $A\mathbf{x}$ as the closest point in $\text{Col } A$ to \mathbf{b} .