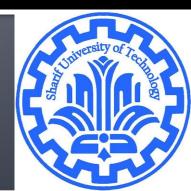
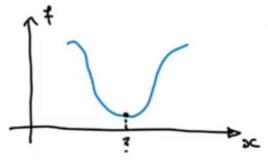
Vector, Matrix, Tensor Derivatives

CE40282-1: Linear Algebra Hamid R. Rabiee and Maryam Ramezani Sharif University of Technology

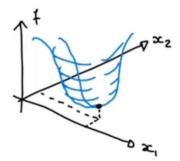


Motivation

- Machine Learning training requires one to evaluate how one vector changes with respect to another
 - How output changes with respect to parameters
- How do we find minimum of a scalar function?



How do we find minimum of two variables?



Good Resource

- http://en.wikipedia.org/wiki/Matrix_calculus
- https://www.math.uwaterloo.ca/~hwolkowi/matrixcookbook.pdf
- http://www.kamperh.com/notes/kamper_matrixcalculus13.pdf

Tensor

Multi-dimensional array of numbers

```
w = torch.empty(3)
x = torch.empty(2,3)
y = torch.empty(2,3,4)
z = torch.empty(2,3,2,3)
Scalar Vector Matrix Rank-3 Tensor
(rank 0) (rank 1) (rank 2) (rank 3)
```

Definitions

• Derivative of a scalar function $f: \mathbb{R}^N \to \mathbb{R}$ with respect to vector $\mathbf{x} \in \mathbb{R}^N$:

$$\frac{\partial f(\mathbf{x})}{\partial \mathbf{x}} \triangleq \begin{bmatrix} \frac{\partial f(\mathbf{x})}{\partial x_1} \\ \frac{\partial f(\mathbf{x})}{\partial x_2} \\ \vdots \\ \frac{\partial f(\mathbf{x})}{\partial x_N} \end{bmatrix}$$

• Derivative of a vector function $f: \mathbb{R}^N \to \mathbb{R}^M$ with respect to vector $\mathbf{x} \in \mathbb{R}^N$:

$$\frac{\partial \boldsymbol{f}(\mathbf{x})}{\partial \mathbf{x}} \triangleq \begin{bmatrix} \frac{\partial \boldsymbol{f}(\mathbf{x})}{\partial x_1} \\ \frac{\partial \boldsymbol{f}(\mathbf{x})}{\partial x_2} \\ \vdots \\ \frac{\partial \boldsymbol{f}(\mathbf{x})}{\partial x_N} \end{bmatrix} = \begin{bmatrix} \frac{\partial f_1(\mathbf{x})}{\partial x_1} & \frac{\partial f_2(\mathbf{x})}{\partial x_1} & \dots & \frac{\partial f_M(\mathbf{x})}{\partial x_1} \\ \frac{\partial f_1(\mathbf{x})}{\partial x_2} & \frac{\partial f_2(\mathbf{x})}{\partial x_2} & \dots & \frac{\partial f_M(\mathbf{x})}{\partial x_2} \\ \vdots & \vdots & \vdots & \vdots \\ \frac{\partial f_1(\mathbf{x})}{\partial x_N} & \frac{\partial f_2(\mathbf{x})}{\partial x_N} & \dots & \frac{\partial f_M(\mathbf{x})}{\partial x_N} \end{bmatrix}$$

Definitions

• Derivative of a scalar function $f: \mathbb{R}^{M \times N} \to \mathbb{R}$ with respect to matrix $\mathbf{X} \in \mathbb{R}^{M \times N}$:

$$\frac{\partial f(\mathbf{X})}{\partial \mathbf{X}} \triangleq \begin{bmatrix} \frac{\partial f(\mathbf{X})}{\partial X_{1,1}} & \frac{\partial f(\mathbf{X})}{\partial X_{1,2}} & \cdots & \frac{\partial f(\mathbf{X})}{\partial X_{1,N}} \\ \frac{\partial f(\mathbf{X})}{\partial X_{2,1}} & \frac{\partial f(\mathbf{X})}{\partial X_{2,2}} & \cdots & \frac{\partial f(\mathbf{X})}{\partial X_{2,N}} \\ \vdots & \vdots & \vdots & \vdots \\ \frac{\partial f(\mathbf{X})}{\partial X_{M,1}} & \frac{\partial f(\mathbf{X})}{\partial X_{M,2}} & \cdots & \frac{\partial f(\mathbf{X})}{\partial X_{M,N}} \end{bmatrix}$$

• Using the above definitions, we can generalise the chain rule. Given $\mathbf{u} = h(\mathbf{x})$ (i.e. \mathbf{u} is a function of \mathbf{x}) and \mathbf{g} is a vector function of \mathbf{u} , the vector-by-vector chain rule states:

$$\frac{\partial \mathbf{g}(\mathbf{u})}{\partial \mathbf{x}} = \frac{\partial \mathbf{u}}{\partial \mathbf{x}} \frac{\partial \mathbf{g}(\mathbf{u})}{\partial \mathbf{u}}$$

Scalar and vectors

Vectors and vectors

Matrices and vectors

Another View

Finding the Derivative

To find
$$f'(x)$$
, we use a four-step process:
Step 1. Find $f(x+h)$ $h = \begin{pmatrix} h \\ h \end{pmatrix}$ h
Step 2. Find $f(x+h) - f(x)$
Step 3. Find $\frac{f(x+h) - f(x)}{h}$

Example: find the derivation of quadratic form

Conclusion

$$\frac{\partial (\mathbf{u}(\mathbf{x}) + \mathbf{v}(\mathbf{x}))}{\partial \mathbf{x}} = \frac{\partial \mathbf{u}(\mathbf{x})}{\partial \mathbf{x}} + \frac{\partial \mathbf{v}(\mathbf{x})}{\partial \mathbf{x}}$$
$$\frac{\partial \mathbf{A}\mathbf{x}}{\partial \mathbf{x}} = \mathbf{A}^{\mathsf{T}}$$
$$\frac{\partial \mathbf{x}^{\mathsf{T}} \mathbf{a}}{\partial \mathbf{x}} = \mathbf{a}$$
$$\frac{\partial \mathbf{x}^{\mathsf{T}} \mathbf{A} \mathbf{x}}{\partial \mathbf{x}} = (\mathbf{A} + \mathbf{A}^{\mathsf{T}}) \mathbf{x}$$
$$\frac{\partial \mathbf{x}^{\mathsf{T}} \mathbf{A} \mathbf{x}}{\partial \mathbf{x}} = 2 \mathbf{A} \mathbf{x} \text{ if } \mathbf{A} \text{ is symmetric}$$
$$\frac{\partial |\mathbf{X}|}{\partial \mathbf{X}} = |\mathbf{X}| (\mathbf{X}^{-1})^{\mathsf{T}}$$
$$\frac{\partial \ln |\mathbf{X}|}{\partial \mathbf{X}} = (\mathbf{X}^{-1})^{\mathsf{T}}$$

Hint!

$$Ax = \begin{bmatrix} \alpha_1 & \alpha_2 \\ \alpha_3 & \alpha_4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$= \begin{bmatrix} \alpha_1x_1 + \alpha_2x_2 \\ \alpha_3x_1 + \alpha_4x_2 \end{bmatrix}$$

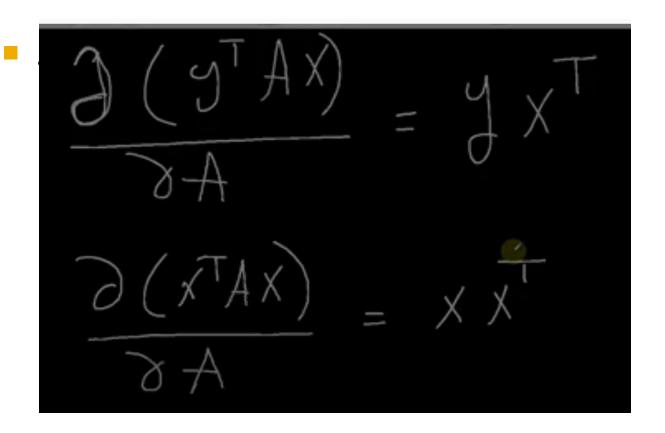
$$= \begin{bmatrix} \alpha_1x_1 + \alpha_2x_2 \\ 3x_1 \end{bmatrix}$$

$$= \begin{bmatrix} \alpha_1x_1 + \alpha_2x_2 \\ 3x_2 \end{bmatrix}$$

$$= \begin{bmatrix} \alpha_1 & \alpha_3 \\ 3x_2 \end{bmatrix}$$

$$= \begin{bmatrix} \alpha_1 & \alpha_3 \\ \alpha_2 & \alpha_4 \end{bmatrix} = A^T$$

Notes



Geometry:

https://www.youtube.com/watch?v=bohL918kXQk

Derivative of a vector with respect to a matrix

Derivative of a matrix with respect to a matrix

Conclusion

1. Derivative of a linear function:

$$\frac{\partial}{\partial \vec{x}} \vec{a} \cdot \vec{x} = \frac{\partial}{\partial \vec{x}} \vec{a}^{\top} \vec{x} = \frac{\partial}{\partial \vec{x}} \vec{x}^{\top} \vec{a} = \bar{a}$$

(If you think back to calculus, this is just like $\frac{d}{dx} ax = a$).

2. Derivative of a quadratic function: if A is symmetric, then

$$\frac{\partial}{\partial \vec{x}} \, \vec{x}^{\mathsf{T}} \! A \vec{x} = 2A \vec{x}$$

(Again, thinking back to calculus this is just like $\frac{d}{dx} ax^2 = 2ax$).

If you ever need it, the more general rule (for non-symmetric A) is:

$$\frac{\partial}{\partial \vec{x}} \vec{x}^{\mathsf{T}} A \vec{x} = (A + A^{\mathsf{T}}) \vec{x},$$

which of course is the same thing as $2A\vec{x}$ when A is symmetric.

Derivative of matrix inverse with respect to a scalar

Derivative of a Determinant with respect to a Matrix