



# Euclidian Norm, Inequalities and Angle

---

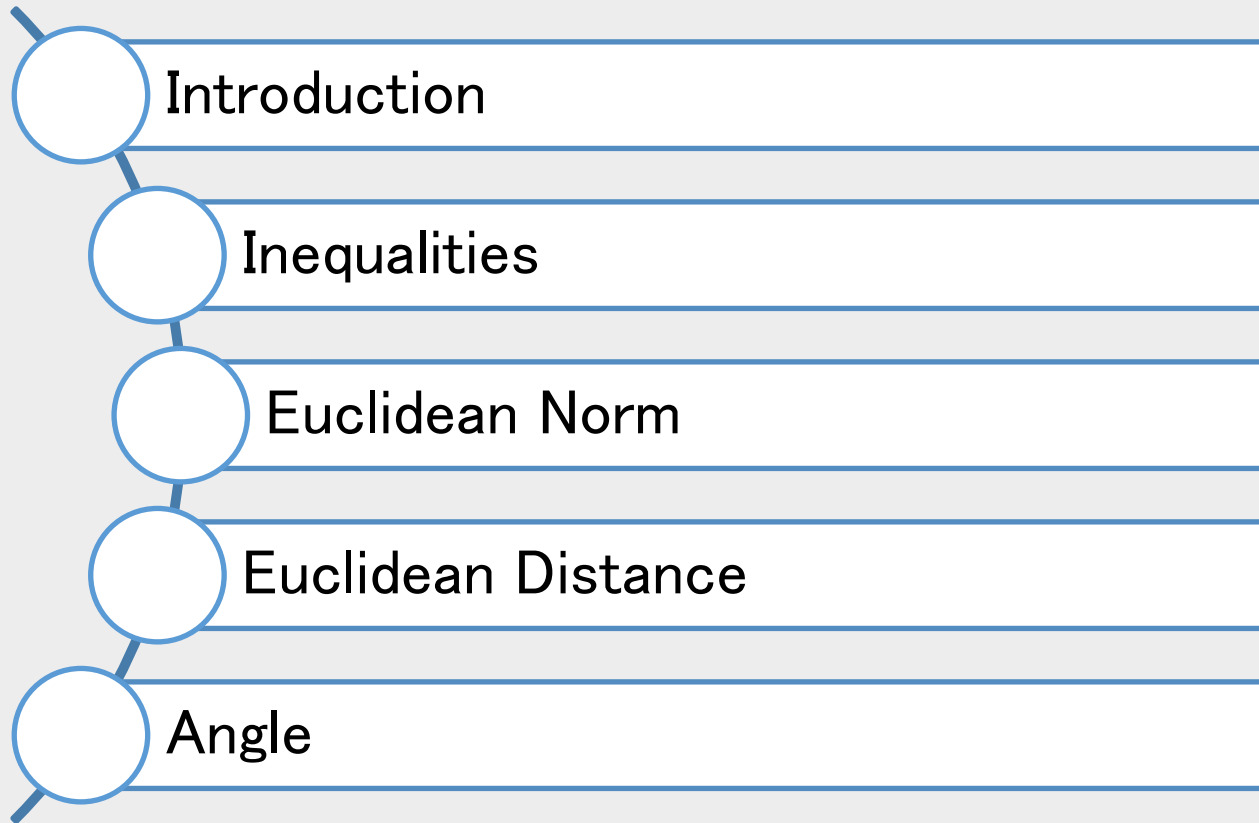
## Linear Algebra

Department of Computer Engineering

Sharif University of Technology

Hamid R. Rabiee [rabiee@sharif.edu](mailto:rabiee@sharif.edu)

Maryam Ramezani [maryam.ramezani@sharif.edu](mailto:maryam.ramezani@sharif.edu)



# Introduction

---



- ❑ Machine learning uses vectors, matrices, and tensors as the basic units of representation
- ❑ Two reasons to use norms:
  1. To estimate how **big** a vector/matrix/tensor is
    - How big is the difference between two tensors is
  2. To estimate how **close** one tensor is to another
    - How close is one image to another



## Definition

- Euclidean Norm (2-norm,  $l_2$  norm, length)

$$||x|| = \sqrt{x_1^2 + x_2^2 + \dots + x_n^2} = \sqrt{x^T x}$$

- A vector whose length is 1 is called a **unit vector**
- **Normalizing**: divide a non-zero vector by its length which is a unit vector in the same direction of original vector
- It is a nonnegative scalar
- In  $\mathbb{R}^2$  follows from the Pythagorean Theorem.
- What about  $\mathbb{R}^3$ ?
- What is the shape of  $||x||_2 = 1$ ?

# Inequalities

---



## Definition

Mean-square (MS) value of  $n$ -vector  $x$  is:

$$\frac{x_1^2 + x_2^2 + \dots + x_n^2}{n} = \frac{\|x\|^2}{n}$$

Root-mean-square value (RMS)

$$rms(x) = \sqrt{\frac{x_1^2 + x_2^2 + \dots + x_n^2}{n}} = \frac{\|x\|}{\sqrt{n}}$$

The RMS value of a vector  $x$  is useful when comparing norms of vectors with different dimensions.  $rms(x)$  gives “typical” value of  $|x_i|$

## Example

$rms(1) = 1$  (independent of  $n$ )

if all the entries of a vector are the same, ( $a$ ) then the RMS value of the vector is  $|a|$



## Theorem

Suppose that  $k$  of the numbers  $|x_1|, |x_2|, \dots, |x_n|$  are  $\geq a$  then  $k$  of the numbers  $x_1^2, x_2^2, \dots, x_n^2$  are  $\geq a^2$

So  $\|x\|^2 = x_1^2 + x_2^2 + \dots + x_n^2 \geq ka^2$  so we have  $k \leq \frac{\|x\|^2}{a^2}$

Number of  $x_i$  with  $|x_i| \geq a$  is no more than  $\frac{\|x\|^2}{a^2}$

## Question

- What happens when  $\frac{\|x\|^2}{a^2} \geq n$  ?
- No entry of a vector can be larger in magnitude than the norm of the vector. (why?)





## Important

Chebyshev inequality is easier to interpret in terms of the RMS value of a vector.

$$\frac{k}{n} \leq \left( \frac{rms(x)}{a} \right)^2$$

## Example

How many entries of  $x$  can have value more than  $5rms(x)$  ?

## Important

The Chebyshev inequality partially justifies the idea that the *RMS* value of a vector gives an idea of the size of a typical entry: It states that not too many of the entries of a vector can be much bigger (in absolute value) than its *RMS* value



## Theorem

- ❑ For  $n$ -vector  $x$ ,  $avg(x) = 1^T \left( \frac{x}{n} \right)$
- ❑ De-meanned vector is  $\tilde{x} = x - avg(x)1$  (so,  $avg(\tilde{x}) = 0$ )
- ❑ Standard deviation of  $x$  is:

$$std(x) = rms(\tilde{x}) = \frac{\left| x - \left( \frac{1^T x}{n} \right) 1 \right|}{\sqrt{n}}$$

- ❑  $Std(x)$  gives “typical” amount  $x_i$  vary from  $avg(x)$
- ❑  $Std(x) = 0$  only if  $x = \alpha 1$  for some  $\alpha$
- ❑ A basic formula

$$rms(x)^2 = avg(x)^2 + std(x)^2$$



## Theorem

$x$  is an  $n$  – *vector* with mean  $avg(x)$ , standard deviation  $std(x)$

Rough idea: most entries of  $x$  are not too far from the mean

By Chebyshev inequality, fraction of entries of  $x$  with  $|x_i - avg(x)| \geq \alpha std(x)$  is no more than

$$\frac{1}{\alpha^2} \text{ (for } \alpha > 1 \text{)}$$

❖ The fraction of entries of  $x$  within  $\theta$  standard deviations of  $avg(x)$  is at least  $(1 - \frac{1}{\theta^2})$  for  $\theta > 1$



## Definition

$$z = \frac{1}{std(x)} (x - avg(x)1).$$

- ❑ It has *mean*  $(\mu) = 0$  and *std*  $(\sigma) = 1$
- ❑ Its entries are sometimes called the z-scores associated with the original entries of  $x$ .
- ❑ The standardized values for a vector give a simple way to interpret the original values in the vectors.



## Theorem

For two  $n$ -vectors  $a$  and  $b$ ,  $|a^T b| \leq ||a|| ||b||$

Written out:

$$|a_1 b_1 + \dots + a_n b_n| \leq (a_1^2 + \dots + a_n^2)^{\frac{1}{2}} (b_1^2 + \dots + b_n^2)^{\frac{1}{2}}$$

It is clearly true if either  $a$  or  $b$  is 0.

So, assume  $\alpha = ||a||$  and  $\beta = ||b||$  are non-zero

We have

$$\begin{aligned} 0 &\leq ||\beta a - \alpha b||^2 \\ &= ||\beta a||^2 - 2(\beta a)^T(\alpha b) + ||\alpha b||^2 \\ &= \beta^2 ||a||^2 - 2\beta\alpha(a^T b) + \alpha^2 ||b||^2 \\ &= 2||a||^2 ||b||^2 - 2||a|| ||b|| (a^T b) \end{aligned}$$

Divide by  $2||a|| ||b||$  to get  $a^T b \leq ||a|| ||b||$

Apply to  $-a, b$  to get other half of Cauchy–Schwartz inequality.

Cauchy–Schwarz inequality holds with equality when one of the vectors is a multiple of the other  
If and only if  $a$  and  $b$  are linear dependent



- ❑ **Norm:**  $2n$  flops
  - ❑  $O(n)$
- ❑ **RMS:**  $2n$  flops
  - ❑  $O(n)$
- ❑ **Distance:**  $3n$  flops
  - ❑  $O(n)$
- ❑ **Angle:**  $6n$  flops
  - ❑  $O(n)$
- ❑ **Standardizing:**  $5n$  flops
  - ❑  $O(n)$
- ❑ **Correlation Coefficient:**  $10n$  flops
  - ❑  $O(n)$

❑ **Standard Deviation:**  $4n$  flops

❑  $O(n)$

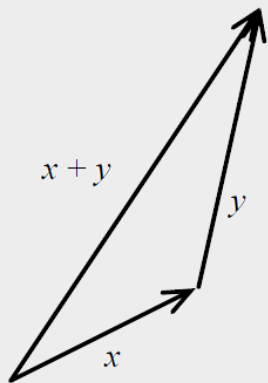
❑ Can reduce to  $3n$  flops.

$$\text{std}(x)^2 = \text{rms}^2 - \text{avg}(x)^2$$

## Theorem

Consider a triangle in two or three dimensions:

$$||x + y|| \leq ||x|| + ||y||$$



Verification of triangle inequality:

$$\begin{aligned} ||x + y||^2 &= ||x||^2 + ||y||^2 + 2 x^T y \\ &\leq ||x||^2 + ||y||^2 + 2 ||x|| ||y|| \\ &= (||x|| + ||y||)^2 \\ \Rightarrow ||x + y|| &\leq ||x|| + ||y|| \end{aligned}$$

Cauchy-Schwartz Inequality

# Euclidean Norm

---





## Important Properties:

1. Absolute Homogeneity / Linearity:

$$||\alpha x|| = |\alpha| ||x||$$

2. Subadditivity / Triangle Inequality:

$$||x + y|| \leq ||x|| + ||y||$$

3. Positive definiteness / Point separating:

$$\text{if } ||x|| = 0 \text{ then } x = 0$$

(from 1 & 3): For every  $x$ ,  $||x|| = 0$  iff  $x = 0$

4. Non-negativity:

$$||x|| \geq 0$$



## Theorem

If  $x$  and  $y$  are vectors:

$$||x + y|| = \sqrt{||x||^2 + 2 x^T y + ||y||^2}$$

Proof:

$$\begin{aligned} ||x + y||^2 &= (x + y)^T (x + y) \\ &= x^T x + x^T y + y^T x + y^T y \\ &= ||x||^2 + 2 x^T y + ||y||^2 \end{aligned}$$



## Theorem

Take any inner product  $\langle \cdot, \cdot \rangle$  and define  $f(x) = \sqrt{\langle x, x \rangle}$ . Then  $f$  is a norm.

## Proof

## Note

Every inner product gives rise to a norm, but not every norm comes from an inner product. (Think about norm 2 and norm max)



## Important

Suppose  $a, b, c$  are vectors:

$$\left\| \begin{bmatrix} a \\ b \\ c \end{bmatrix} \right\|^2 = a^T a + b^T b + c^T c = \|a\|^2 + \|b\|^2 + \|c\|^2$$

So, we have

$$\left\| \begin{bmatrix} a \\ b \\ c \end{bmatrix} \right\| = \sqrt{\|a\|^2 + \|b\|^2 + \|c\|^2} = \left\| \begin{bmatrix} \|a\| \\ \|b\| \\ \|c\| \end{bmatrix} \right\|$$

(Parse RHS very carefully!)

❖ The norm of a stacked vector is the norm of the vector formed from the norms of sub-vectors.

# Euclidean Distance

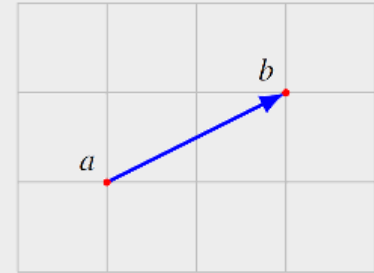
---



Distance between two  $n$ -vectors shows the vectors are “close” or “nearby” or “far”.

Distance:

$$\text{dist}(a, b) = \|a - b\|$$



RMS deviation between the two vectors:

$$\text{rms}(a - b) = \frac{\|a - b\|}{\sqrt{n}}$$



## Norm

(Normed Linear Space)

1.  $\|x - y\| \geq 0$
2.  $\|x - y\| = 0 \Rightarrow x = y$
3.  $\|\lambda(x - y)\| = |\lambda| \|x - y\|$

## Distance Function

(Metric Space)

1.  $\text{dist}(x, y) \geq 0$
2.  $\text{dist}(x, y) = 0 \Rightarrow x = y$
3.  $\text{dist}(x, y) = \text{dist}(y, x)$

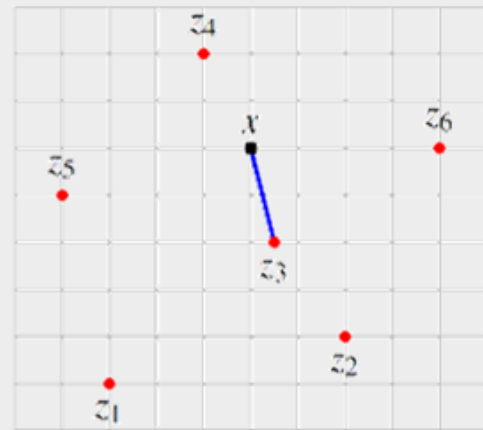
## Feature Distance and Nearest Neighbors:

*if  $x, y$  are feature vectors for two entities,  $\|x - y\|$  is the feature distance*

*if  $z_1, z_2, \dots, z_m$  is a list of vectors,  $z_j$  is the nearest neighbor of  $x$  if:*

$$\|x - z_j\| \leq \|x - z_i\|, \quad i = 1, 2, \dots, m$$

Number of flops and order?





# Angle

---



## Definition

Angle between two non-zero vectors  $a, b$  is defined as:

$$\angle(a, b) = \arccos\left(\frac{a^T b}{\|a\| \|b\|}\right)$$

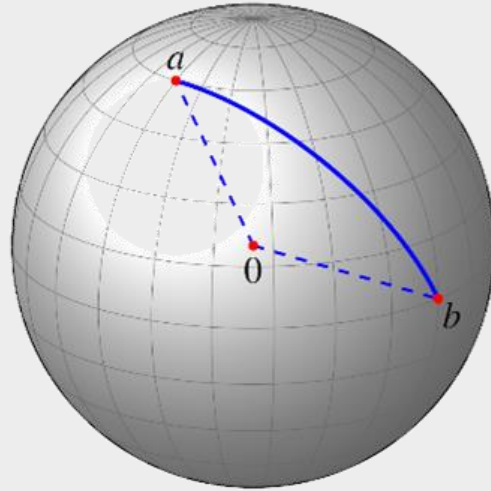
$\angle(a, b)$  is the number in  $[0, \pi]$  that satisfies:

$$a^T b = \|a\| \|b\| \cos(\angle(a, b))$$

Coincides with ordinary angle between vectors in 2D and 3D

## Spherical distance:

*if  $a, b$  are on sphere with radius  $R$ , distance along the sphere is  $R \angle(a, b)$*





- ❑ Chapter 1: Advanced Linear and Matrix Algebra, Nathaniel Johnston
- ❑ Chapter 6: Linear Algebra David Cherney
- ❑ Linear Algebra and Optimization for Machine Learning
- ❑ Introduction to Applied Linear Algebra Vectors, Matrices, and Least Squares