

# Linear Algebra review

2019. 6

## References:

- Steven Skiena, The Data Science Design Manual, Springer, 2017
- Zico Kolter, CMU-388/688 Practical Data Science: Matrices, vectors, and linear algebra (review summary), 2018

# Matrices and Linear Algebra

- The most critical part of your data science project is **reducing all the information** you can find **into one or more data matrices**, ideally as large as possible.
  - Rows: examples, samples, or indices
  - Columns: distinct features or attributes
- Linear algebra: mathematics of matrices
  - Many machine learning algorithms are best understood through linear algebra

# Matrices and Vectors

- A vector is a 1D array of values
  - By default, we use column vectors.

$$x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$$

- A matrix is a 2D array of values
  - “Higher dimensional matrices” are called **tensors**.

$$A = \begin{bmatrix} A_{11} & A_{12} & \cdots & A_{1n} \\ A_{21} & A_{22} & \cdots & A_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ A_{m1} & A_{m2} & \cdots & A_{mn} \end{bmatrix}$$

We use  $A_{ij}$  to denote the entry in row  $i$  and column  $j$

# Row and column ordering

- Matrices can be laid out in memory by row or by column

$$A = \begin{bmatrix} 100 & 80 \\ 60 & 80 \\ 100 & 100 \end{bmatrix}$$

- Row major ordering: 100, 80, 60, 80, 100, 100
  - Column major ordering: 100, 60, 100, 80, 80, 100
- Row major ordering is default for C 2D arrays (and default for Numpy), column major is default for FORTRAN (since a lot of numerical methods are written in FORTRAN, also the standard for most numerical code)

# What Can $n \times m$ Matrices Represent?

- **Data**: rows are objects, columns features.
- **Geometric point sets**: rows are points, columns are dimensions
- **Systems of Equations**: rows are equations, columns are coefficients for each variable.
- **Graphs/Networks**:  $M[i,j]$  denotes the number of edges from vertex  $i$  to vertex  $j$ .
- **Vectors**: any row, column or  $d \times 1$  matrix
- **Images**: pixel  $(x,y)$

# Matrix multiplication/ Dot products

- The product  $A*B$  is defined by:  $C_{i,j} = \sum_{k=1}^k A_{i,k} \cdot B_{k,j}$
- $A*B$  must share inner dimensions to multiply.
- Each element of the product matrix is a dot product of row/column vectors.

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \times \begin{bmatrix} 7 & 8 \\ 9 & 10 \\ 11 & 12 \end{bmatrix} = \begin{bmatrix} 58 & \\ & \end{bmatrix}$$

- It is associative, but not commutative.
- Multiplication by the identity commutes:  $I A = A I = A$

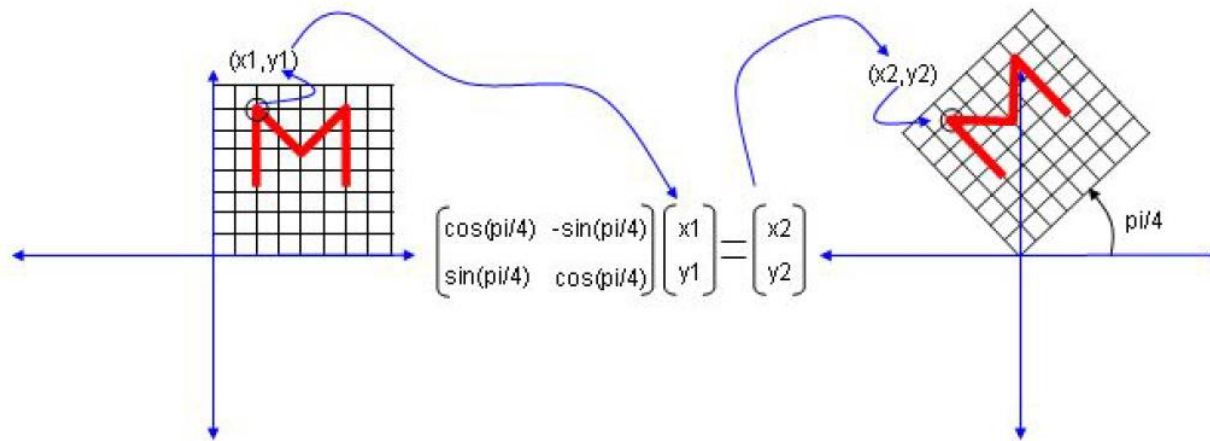
# Interpreting Matrix Multiplication

- Multiplication by permutation matrices rearrange rows/columns:

$$P = \begin{pmatrix} 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \end{pmatrix} \quad M = \begin{pmatrix} m_{11} & m_{12} & m_{13} & m_{14} \\ m_{21} & m_{22} & m_{23} & m_{24} \\ m_{31} & m_{32} & m_{33} & m_{34} \\ m_{41} & m_{42} & m_{43} & m_{44} \end{pmatrix}$$

$$PM = \begin{pmatrix} m_{31} & m_{32} & m_{33} & m_{34} \\ m_{11} & m_{12} & m_{13} & m_{14} \\ m_{41} & m_{42} & m_{43} & m_{44} \\ m_{21} & m_{22} & m_{23} & m_{24} \end{pmatrix}$$

- Rotating point in space:



# Matrix Inversion

- $A^{-1}$  is the multiplicative inverse of  $A$ , if  $A * A^{-1} = I$ , where  $I$  is the identity matrix.

$$A^{-1} = \begin{bmatrix} a & b \\ c & d \end{bmatrix}^{-1} = \frac{1}{ad - bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}.$$

- If matrix  $A$  has an inverse, it can be computed by solving a linear system using Gaussian elimination.

$$\begin{aligned} [A \quad I] &= \begin{bmatrix} 0 & 1 & 2 & 1 & 0 & 0 \\ 1 & 0 & 3 & 0 & 1 & 0 \\ 4 & -3 & 8 & 0 & 0 & 1 \end{bmatrix} \sim \begin{bmatrix} 1 & 0 & 3 & 0 & 1 & 0 \\ 0 & 1 & 2 & 1 & 0 & 0 \\ 0 & -3 & -4 & 0 & -4 & 1 \end{bmatrix} \\ &\sim \begin{bmatrix} 1 & 0 & 3 & 0 & 1 & 0 \\ 0 & 1 & 2 & 1 & 0 & 0 \\ 0 & 0 & 2 & 3 & -4 & 1 \end{bmatrix} \sim \begin{bmatrix} 1 & 0 & 0 & -9/2 & 7 & -3/2 \\ 0 & 1 & 0 & -2 & 4 & -1 \\ 0 & 0 & 1 & 3/2 & -2 & 1/2 \end{bmatrix} \\ A^{-1} &= \begin{bmatrix} -9/2 & 7 & -3/2 \\ -2 & 4 & -1 \\ 3/2 & -2 & 1/2 \end{bmatrix} \end{aligned}$$



# Matrix Inversion and Linear Systems

- Multiplying both sides of  $Ax = b$  by the inverse of  $A$  yields:  $(A^{-1} A)x = A^{-1} b$ , or  $x = A^{-1} b$
- Thus solving linear equations is equivalent to matrix inversion.

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 1 & 3 & 5 \\ 2 & 5 & 1 \\ 2 & 3 & 8 \end{bmatrix}^{-1} \begin{bmatrix} 10 \\ 8 \\ 3 \end{bmatrix} = \frac{1}{25} \begin{bmatrix} -232 \\ 129 \\ 19 \end{bmatrix} = \begin{bmatrix} -9.28 \\ 5.16 \\ 0.76 \end{bmatrix}$$

- The inverse makes it cheap to evaluate many  $b$  vectors. However, Gaussian elimination is more numerically stable than inversion.

# Some definitions/properties

Transpose of matrix multiplication,  $A \in \mathbb{R}^{m \times n}, B \in \mathbb{R}^{n \times p}$   
$$(AB)^T = B^T A^T$$

Inverse of product,  $A \in \mathbb{R}^{n \times n}, B \in \mathbb{R}^{n \times n}$  both square and invertible  
$$(AB)^{-1} = B^{-1} A^{-1}$$

Inner product: for  $x, y \in \mathbb{R}^n$ , special case of matrix multiplication

$$x^T y \in \mathbb{R} = \sum_{i=1}^n x_i y_i$$

Vector norms: for  $x \in \mathbb{R}^n$ , we use  $\|x\|_2$  to denote Euclidean norm

$$\|x\|_2 = (x^T x)^{\frac{1}{2}}$$

# Valid linear algebra expressions

Assume  $A \in \mathbb{R}^{n \times n}$ ,  $B \in \mathbb{R}^{n \times m}$ ,  $C \in \mathbb{R}^{m \times n}$ ,  $x \in \mathbb{R}^n$  with  $m > n$ .  
Which of the following are valid linear algebra expressions?

1.  $A + B$
2.  $A + BC$
3.  $(AB)^{-1}$
4.  $(ABC)^{-1}$
5.  $CBx$
6.  $Ax + Cx$

# Matrix Rank

- Systems are underdetermined if rows can be expressed as linear combinations of other rows.
- The **rank** of a matrix is a measure of the number of linearly independent rows.
- An  $n \times n$  matrix should be rank  $n$  for all operations to be properly defined on it.
- Some rows of the image may not be linearly independent, so it is not full rank. Adding small amounts of random noise increases rank without serious image distortion.

# Factoring Matrices

- Many important machine learning algorithms can be viewed as factoring a matrix. Suppose  $n*m$  matrix  $A$  can be expressed as the product  $B*C$ , i.e an  $n*k$  matrix times a  $k*m$  matrix.
- (ex) factoring Word-Document Matrices
  - If  $A$  is a document/word co-occurrence matrix, and  $A=BC$ , where  $B$  is  $d*k$  and  $C$  is  $k*w$ :
  - $B, C$  are compressed feature vectors for docs and words

$$\begin{bmatrix} \cdot & \cdot & \cdots & \cdot \\ \vdots & \vdots & & \vdots \\ \cdot & \cdot & \cdots & \cdot \end{bmatrix} \approx \begin{bmatrix} \cdot & \cdot & \cdots & \cdot \\ \vdots & \vdots & & \vdots \\ \cdot & \cdot & \cdots & \cdot \end{bmatrix} \begin{bmatrix} \cdot & \cdot & \cdots & \cdot \\ \vdots & \vdots & & \vdots \\ \cdot & \cdot & \cdots & \cdot \end{bmatrix}$$

# LU Decomposition

- $A = LU$ 
  - Factoring a matrix  $M$  representing lower and upper triangular matrices  $L$  and  $U$  prove useful in solving linear systems.
  - The determinant of  $M$  is the product of the main diagonal elements of  $U$ .

$$\begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix} = \begin{bmatrix} l_{11} & 0 & 0 \\ l_{21} & l_{22} & 0 \\ l_{31} & l_{32} & l_{33} \end{bmatrix} \begin{bmatrix} u_{11} & u_{12} & u_{13} \\ 0 & u_{22} & u_{23} \\ 0 & 0 & u_{33} \end{bmatrix}$$

# Eigenvalues and Eigenvectors

- Multiplying a vector  $x$  by a matrix  $A$  can have the same effect as multiplying it by a scalar  $\lambda$ .
  - $Av = \lambda v$  ( $x$ : eigenvector,  $\lambda$ : eigenvalue)
  - Thus the eigenvalue-eigenvector pair  $(\lambda, v)$  must encode a lot of information about matrix  $A$ !

$$\begin{bmatrix} -5 & 2 \\ 2 & -2 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 2 \end{bmatrix} = -1 \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

$$\begin{bmatrix} -5 & 2 \\ 2 & -2 \end{bmatrix} \cdot \begin{bmatrix} 2 \\ -1 \end{bmatrix} = -6 \begin{bmatrix} 2 \\ -1 \end{bmatrix}$$

- The  $n$  distinct eigenvalues of a rank  $n$  matrix can be found by factoring its characteristic equation.

$$\det(A - \lambda I) = \begin{vmatrix} -\lambda & 1 & 1 \\ 1 & -\lambda & 1 \\ 1 & 1 & -\lambda \end{vmatrix} = -\lambda^3 + 3\lambda + 2 = (\lambda - 2)(\lambda + 1)^2 \quad \lambda_1 = 2, \lambda_{2,3} = -1$$

# Computing Eigenvectors

- The vector associated with a given eigenvalue can be computed by solving a linear system:

– (ex)

$$-\lambda_1 * v_{1,1} + v_{1,2} = 0$$

$$-2 * v_{1,1} + (-3 - \lambda_1) * v_{1,2} = 0$$

$$\mathbf{A} \cdot \mathbf{v}_1 = \lambda_1 \cdot \mathbf{v}_1$$

$$(\mathbf{A} - \lambda_1) \cdot \mathbf{v}_1 = 0$$

$$\begin{bmatrix} -\lambda_1 & 1 \\ -2 & -3 - \lambda_1 \end{bmatrix} \cdot \mathbf{v}_1 = 0$$

- Another approach uses  $\mathbf{v}' = (\mathbf{A} * \mathbf{v}) / \lambda$  to compute approximations to  $\mathbf{v}$  until it converges.



# Eigenvalue Decomposition

[고유값 분해 (eigenvalue decomposition)]

$$A = PDP^{-1} = PDP^T$$

$$= (\mathbf{v}_1 \ \mathbf{v}_2 \ \cdots \ \mathbf{v}_n) \begin{pmatrix} \lambda_1 & 0 & 0 & 0 \\ 0 & \lambda_2 & 0 & 0 \\ 0 & 0 & \ddots & \vdots \\ 0 & 0 & \cdots & \lambda_n \end{pmatrix} (\mathbf{v}_1 \ \mathbf{v}_2 \ \cdots \ \mathbf{v}_n)^{-1}$$

$A$ :  $n \times n$  정방행렬 (n by n square matrix)

$\lambda_i$ : 고유값 (eigenvalue)

$\mathbf{v}_i$ : 고유값  $\lambda_i$ 에 대응하는 고유벡터 (eigenvector)

$P$ : 고유벡터  $\mathbf{v}_i$ 로 이루어진 행렬

$D$ : 고유값  $\lambda_i$ 로 이루어진 대각행렬 (*diagonal matrix*)

[R 분석과 프로그래밍] <http://rfriend.tistory.com>

- Larger eigenvalues correspond to more important vector products.

# Singular Value Decomposition

특이값 분해 (singular value decomposition)

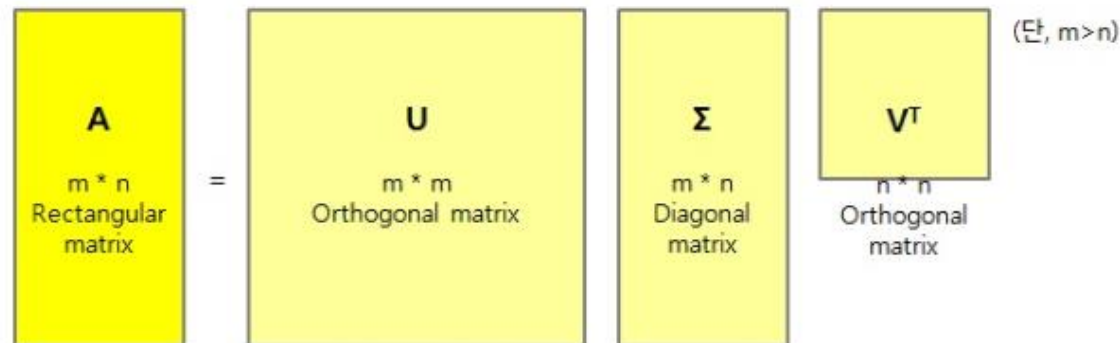
$$A = U \Sigma V^T$$

$A$ :  $m \times n$  직사각행렬 (m by n rectangular matrix)

$U$ :  $A$ 의 left singular vector로 이루어진  $m \times m$  직교행렬 (orthogonal matrix)

$\Sigma$ : 주대각성분이  $\sqrt{\lambda_i}$ 로 이루어진  $m \times n$  직사각대각행렬 (diagonal matrix)

$V$ :  $A$ 의 right singular vector로 이루어진  $n \times n$  직교행렬 (orthogonal matrix)

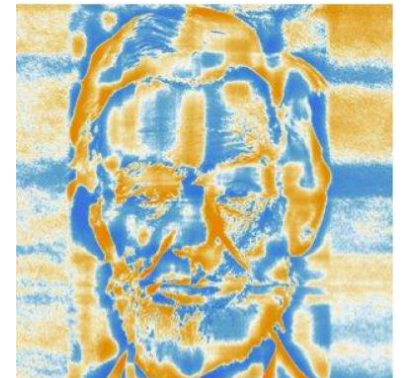
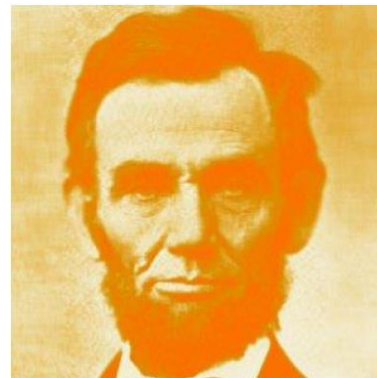
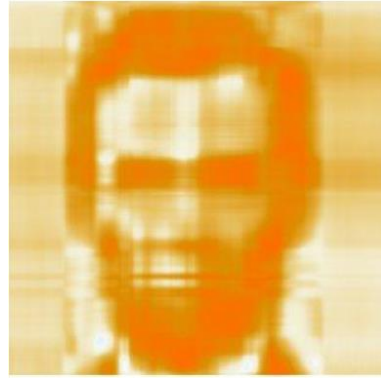
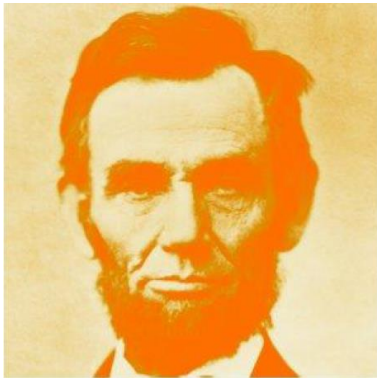


[R 분석과 프로그래밍] <http://rfriend.tistory.com>

- Retaining only the rows/column with large weights permits us to compress m features with relatively little loss.

# Reconstructing image from SVD

- Lincoln's face from 5 and 50 singular values, a substantial compression of the original matrix.
  - (a) original (b)  $k=5$  (c)  $k=50$  (d) error for  $k=50$



# Sparse matrices

- Many matrices are *sparse* (contain mostly zero entries, with only a few non-zero entries)
- Examples: matrices formed by real-world graphs, document-word count matrices (more on both of these later)
- Storing all these zeros in a standard matrix format can be a huge waste of computation and memory
- Sparse matrix libraries provide an efficient means for handling these sparse matrices, storing and operating only on non-zero entries
  - Note: this is important from the first (storage-based) perspective of matrices, the linear algebra is the same (mostly)

# Coordinate format

- There are several different ways of storing sparse matrices, each optimized for different operations
- Coordinate (COO) format: store each entry as a tuple (row-index, col-index, value)

$$A = \begin{bmatrix} 0 & 0 & 3 & 0 \\ 2 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \\ 4 & 0 & 1 & 0 \end{bmatrix}$$

$$\begin{aligned} \text{data} &= [2 \ 4 \ 1 \ 3 \ 1 \ 1] \\ \text{row-indices} &= [1 \ 3 \ 2 \ 0 \ 3 \ 1] \\ \text{col-indices} &= [0 \ 0 \ 1 \ 2 \ 2 \ 3] \end{aligned}$$

- A good format for constructing sparse matrices

# Compressed sparse column format

- Compressed sparse column (CSC) format

$$A = \begin{bmatrix} 0 & 0 & 3 & 0 \\ 2 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \\ 4 & 0 & 1 & 0 \end{bmatrix}$$

data = [2 4 1 3 1 1]  
row-indices = [1 3 2 0 3 1]  
~~col-indices = [0 0 1 2 2 3]~~

⇓

col-indices = [0 2 3 5 6]

- Ordering is important (always column-major ordering)*
- Faster for matrix multiplication, easier to access individual columns
- Very bad for modifying a matrix, to add one entry need to shift all data