# readme

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Things i keep forgetting

## 1 Norms

#### $\operatorname{def}$

- 1. Positivity  $||x|| \ge 0$
- 2. Positive definiteness  $||x|| = 0 \iff x = 0$
- 3. Homogeneity  $\|\alpha x\| = |\alpha| \|x\|$  for arbitrary scalar  $\alpha$
- 4. Triangle inequality  $||x + y|| \le ||x|| + ||y||$

Note: not sure if this holds for ever norm

The different matrix ones (Norms on  $A \in \mathbb{R}^{m \times n}$ )

$$||A||_1 = \max_{1 \le j \le n} \sum_{i=1}^m |a_{ij}|$$

$$||A||_2 = \sqrt{\lambda_{\max}(A^T A)}$$

Frobenius norm, sometimes also called the Euclidean norm

$$\|\mathbf{A}\|_F \equiv \sqrt{\sum_{i=1}^m \sum_{j=1}^n |a_{ij}|^2}$$

$$||A||_{\infty} = \max_{1 \le i \le m} \sum_{j=1}^{n} |a_{ij}|$$

Vector norms (Norms on  $\mathbb{R}^n$ )

$$|\mathbf{x}|_p \equiv \left(\sum_i |x_i|^p\right)^{1/p}$$

special case:

$$|\mathbf{x}|_{\infty} \equiv \max_{i} |x_{i}|$$

Tips: pretty sure think  $\|\cdot\|$  usually just refers to the 2-norm.

Scalar norm (Norm on C[a, b])

$$||f||_{p} = \left(\int_{a}^{b} |f(\tau)|^{p} d\tau\right)^{\frac{1}{p}}, \quad p \in [1, \infty]$$

$$||f||_{\infty} = \sup_{a \le t \le b} |f(t)|$$

$$,$$

$$\mathcal{L}_{p} - \text{ norms}$$

$$(1)$$

 $C[0,\infty), \mathscr{L}_p$  is a Banach space

 $f \in \mathcal{L}_p \Leftrightarrow ||f||_p$  is bounded, i.e.  $\exists c : ||f||_p \le c$ 

## 2 Tensor rank

$\operatorname{rank}$	object
0	scalar
1	vector
2	matrix (/Dyad)
> 3	tensor

Also sometimes triad, tetrad are used to refer to tensors of rank 3 and 4 respectively. Some refer to the rank of a tensor as its order or its degree.

#### 3 SVD

Example: 
$$A = \begin{bmatrix} 0 & 1 & 1 \\ \sqrt{2} & 2 & 0 \\ 0 & 1 & 1 \end{bmatrix}$$

The SVD is defined as

$$A = P\Sigma Q^T$$

#### Method

Computing:

$$AA^{T} = \begin{bmatrix} 2 & 2 & 2 \\ 2 & 6 & 2 \\ 2 & 2 & 2 \end{bmatrix}$$
$$-\lambda^{3} + 10\lambda^{2} - 16\lambda = -\lambda (\lambda^{2} - 10\lambda + 16)$$
$$= -\lambda(\lambda - 8)(\lambda - 2)$$
 (2)

Eigenvals of  $AA^T$  are  $\lambda = 8, \lambda = 2, \lambda = 0$ , thus the singular values are  $\sigma_1 = 2\sqrt{2}, \sigma_2 = \sqrt{2}$  ( and  $\sigma_3 = 0$ ).

Giving out the matrix

$$\Sigma = 0_{3x3} + \sigma = \begin{bmatrix} 2\sqrt{2} & 0 & 0 \\ 0 & \sqrt{2} & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

Finding the eigenvectors  $(A - \lambda I)\mathbf{x} = \mathbf{0}$ , we get respetively to the egienvector who is described before:  $p_1 = \left(\frac{1}{\sqrt{6}}, \frac{2}{\sqrt{6}}, \frac{1}{\sqrt{6}}\right)$ ,  $p_2 = \left(-\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, -\frac{1}{\sqrt{3}}\right)$  and  $p_3 = \left(\frac{1}{\sqrt{2}}, 0, -\frac{1}{\sqrt{2}}\right)$  (note: normalised vectors).

$$P = \begin{bmatrix} p_1^T p_2^T p_3^T \end{bmatrix} = \begin{bmatrix} \frac{1}{\sqrt{6}} & -\frac{1}{\sqrt{3}} & \frac{1}{\sqrt{2}} \\ \frac{2}{\sqrt{6}} & \frac{1}{\sqrt{3}} & 0 \\ \frac{1}{\sqrt{6}} & -\frac{1}{\sqrt{3}} & -\frac{1}{\sqrt{2}} \end{bmatrix}$$
$$A^T A = \begin{bmatrix} 2 & 2\sqrt{2} & 0 \\ 2\sqrt{2} & 6 & 2 \\ 0 & 2 & 2 \end{bmatrix}$$

With the eigenvals  $\lambda = 8, \lambda = 2, \lambda = 0$  with eigenvectors  $q_1 = \left(\frac{1}{\sqrt{6}}, \frac{3}{\sqrt{12}}, \frac{1}{\sqrt{12}}\right), q_2 = \left(\frac{1}{\sqrt{3}}, 0, -\frac{2}{\sqrt{6}}\right)$  and  $q_3 = \left(\frac{1}{\sqrt{2}}, -\frac{1}{2}, \frac{1}{2}\right)$ . (Acually can also use the the formula  $p_i = \frac{1}{\sigma_i} A^T p_i$  to get the various  $q_i$ .

$$Q = \left[ q_1^T q_2^T q_3^T \right] \begin{bmatrix} \frac{1}{\sqrt{6}} & \frac{1}{\sqrt{3}} & \frac{1}{\sqrt{2}} \\ \frac{3}{\sqrt{12}} & 0 & -\frac{1}{2} \\ \frac{1}{\sqrt{12}} & -\frac{2}{\sqrt{6}} & \frac{1}{2} \end{bmatrix}$$

We have then the SVD defined as

$$A = P\Sigma Q^T$$

# 4 Covar

## 5 change of basis

#### eigenvalue decomposition

$$A = \left[ \begin{array}{rrr} 4 & 0 & 1 \\ 2 & 3 & 2 \\ 1 & 0 & 4 \end{array} \right]$$

$$\lambda = 5$$
 NUL $(A - 5I) = \text{SPAN} \left\{ \begin{bmatrix} 1\\2\\1 \end{bmatrix} \right\}$ 
 $\lambda = 3$  NUL $(A - 3I) = \text{SPAN} \left\{ \begin{bmatrix} 0\\1\\0 \end{bmatrix}, \begin{bmatrix} -1\\0\\1 \end{bmatrix} \right\}$ 

$$D = \begin{bmatrix} 5 & 0 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 3 \end{bmatrix} P = \begin{bmatrix} 1 & 0 & -1 \\ 2 & 1 & 0 \\ 1 & 0 & 1 \end{bmatrix}$$

OK, good

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

#### jordan

$$A = \left[ \begin{array}{rrr} 1 & 1 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{array} \right]$$

$$\lambda = 1$$
 NUL $(A - 1I) = \text{SPAN} \left\{ \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ -1 \end{bmatrix} \right\}$ 

2 eigenvectors? :-d (for some reason we are calling these vectors the first and third)

$$\left[\begin{array}{ccc} \lambda & 1 & ? \\ 0 & \lambda & ? \\ 0 & 0 & ? \end{array}\right]$$

$$AV_1 = \lambda V_1$$
$$AV_2 = V_1 + \lambda V_2$$

$$AV_2 - \lambda V_2 = V_1$$
$$(A - \lambda I)V_2 = V_1$$

 $V_1$  is given what is  $V_2$ ? let  $V_1 = [1, 0, 0]^T$ 

$$(A - 1I)V_2 = V_1$$

$$\begin{bmatrix} 0 & 1 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} V_2 = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

$$V_2 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} + x \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} + y \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix}$$
 (3)

Let

$$V_2 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \tag{4}$$

$$V_3 = \begin{bmatrix} 0 \\ 1 \\ -1 \end{bmatrix} \tag{5}$$

$$A \quad \text{has the from} \begin{bmatrix} 1 & 1 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$
 (6)

$$P = \begin{bmatrix} V_1 & V_2 & V_3 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & -1 \end{bmatrix}$$
 (7)

then

$$A = PJP^{-1} \quad J = \begin{bmatrix} 1 & 1 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$
 (8)

#### 6 linear def

### 7 positive definite

A square matrix A is positive definite if there is a positive scalar such that

$$x^T A x \ge \alpha x^T x$$
, for all  $x \in \mathbf{R}^n$  (9)

It is positive semidefinite if

$$x^T A x \ge 0$$
, for all  $x \in \mathbb{R}^n$  (10)

We can recognize that a symmetric matrix is positive definite by computing its eigenvalues and verifying that they are all positive, or by performing a Cholesky factorization.

## 8 rotation things

3D point as 3-vector

$$\mathbf{X} = \left[ \begin{array}{c} X \\ Y \\ Z \end{array} \right]$$

3D point using affine homogeneous

$$\left[\begin{array}{c} \mathbf{X} \\ 1 \end{array}\right] = \left[\begin{array}{c} X \\ Y \\ Z \\ 1 \end{array}\right]$$

Inverse of rotation matrix

$$X' = RX + t$$

$$X' - t = RX$$

$$R^{\top}(X' - t) = X$$

$$R^{\top}X' - R^{\top}t = X$$
(11)

This gives in homogenius

$$\left[\begin{array}{cc} \mathbf{R}^{\top} & -\mathbf{R}^{\top} \mathbf{t} \\ \mathbf{0}^{\top} & 1 \end{array}\right] \left[\begin{array}{c} \mathbf{X}' \\ 1 \end{array}\right] = \left[\begin{array}{c} \mathbf{X} \\ 1 \end{array}\right]$$

#### Rodrigues rotation

rotation matrix in vector form

$$\theta \leftarrow norm(r)$$

$$r \leftarrow r/\theta$$

$$R = \cos \theta I + (1 - \cos \theta)rr^{T} + \sin \theta \begin{bmatrix} 0 & -r_{z} & r_{y} \\ r_{z} & 0 & -r_{x} \\ -r_{y} & r_{x} & 0 \end{bmatrix}$$

$$(12)$$

Inverse transformation can be also done easily, since

$$\sin\theta \begin{bmatrix} 0 & -r_z & r_y \\ r_z & 0 & -r_x \\ -r_y & r_x & 0 \end{bmatrix} = \frac{R - R^T}{2}$$
 (13)

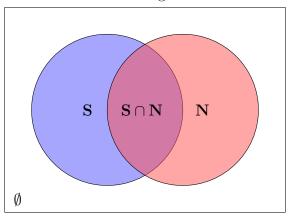
A rotation vector is a convenient and most compact representation of a rotation matrix (since any rotation matrix has just 3 degrees of freedom)

# 9 Logic

# Necessity and sufficiency

S	N	$S \Rightarrow N$	$S \Leftarrow N$	$S \Leftrightarrow N$
T	T	T	T	T
T	F	F	T	F
F	T	T	F	F
$\overline{F}$	F	T	T	T

Venn diagram



# Classification: True vs. False and Positive vs. Negative Confusion matrix

Example based off one story from Aesop's Fables:

True Positive (TP): Reality: A wolf threatened. Shepherd said: "Wolf." Outcome: Shepherd is a hero.	False Positive (FP): Reality: No wolf threatened. Shepherd said: "Wolf." Outcome: Villagers are angry at shepherd for waking them up.
False Negative (FN):	True Negative (TN):
Reality: A wolf threatened.	Reality: No wolf threatened.
Shepherd said: "No wolf."	Shepherd said: "No wolf."
Outcome: The wolf ate all the sheep.	Outcome: Everyone is fine.