## The 2 by 2 Real Pseudo Inverse

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This is a brief note on the math behind the direct PRESS statistic calculation<sup>1</sup> found in the RcppDynProg package<sup>2</sup>.

The actual 'C++' code<sup>3</sup> is a bit ugly and intimidating. That is because we are using a verbose scalar notation to represent matrix concepts. In matrix notation we are solving a linear system by inverting a two by two matrix.<sup>4</sup> We are in turn inverting the two by two matrix by exploiting the following well know rule of how to invert a two by two matrix.

If ad - bc is not zero then:

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

Throughout a, b, c, and d all real scalars.

This can be re-written as the following general relation.

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix} = (ad - bc) \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

The above can be directly checked just by applying the rules for multiplying matrices to the left two matrices. This has a particularly pleasant presentation if we recognize that ad - bc is the determinant of the left matrix and use the traditional vertical bar determinant notation.

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix} = \begin{vmatrix} a & b \\ c & d \end{vmatrix} \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

Now there is an issue of what to do when ad - bc is zero. For our implementation we apply Tikhonov regularization<sup>5</sup> which (barring the exact numeric coincidence of minus two times the expected value of the independent variable equaling our regularization constant) is going to be non-singular. For our actual

 $<sup>^{1} \</sup>texttt{http://www.win-vector.com/blog/2014/09/estimating-generalization-error-with-the-press-statistic/generalization-error-with-press-statistic/generalization-error-with-press-statistic/generalization-error-with-press-generalization-error-with-press$ 

<sup>&</sup>lt;sup>2</sup>https://github.com/WinVector/RcppDynProg

 $<sup>^3 \</sup>verb|https://github.com/WinVector/RcppDynProg/blob/master/src/xlin_fits.cpp|$ 

<sup>&</sup>lt;sup>4</sup>Yes, there are the usual admonitions that one should not invert a matrix to solve a linear system, but for systems this small they do not apply.

<sup>5</sup>https://en.wikipedia.org/wiki/Tikhonov\_regularization

application, we could simply switch degenerate situations to the out-of sample mean implementation  $^6$ .

But, for fun, let's play with the math a bit.

There is an additional lesser known algebraic relation for two by two matrices.

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} a & c \\ b & d \end{pmatrix} \begin{pmatrix} a & b \\ c & d \end{pmatrix} = (a^2 + b^2 + c^2 + d^2) \begin{pmatrix} a & b \\ c & d \end{pmatrix} + (ad - bc) \begin{pmatrix} -d & c \\ b & -a \end{pmatrix}$$

Or (using transpose, matrix squared Frobenius norm, and determinant notation):

**Theorem 1** For any real 2 by 2 matrix  $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$  we have:

. The superscript "top" denoting the transpose operation, the  $||.||_2^2$  denoting sum of squares norm, and the single |.| denoting determinant.

This means, if ad - bc is zero then:

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} a & b \\ c & d \end{pmatrix}^{\top} \begin{pmatrix} a & b \\ c & d \end{pmatrix} = \begin{pmatrix} a & b \\ c & d \end{pmatrix}_{2}^{2} \begin{pmatrix} a & b \\ c & d \end{pmatrix}$$

Once we [confirm the above relation<sup>7</sup> we can also confirm that if  $a^2 + b^2 + c^2 + d^2$  is not zero, then the following matrix:

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix}^{+} = \frac{1}{a^2 + b^2 + c^2 + d^2} \begin{pmatrix} a & c \\ b & d \end{pmatrix}$$

satisfies all of the conditions for being the Moore-Penrose inverse  $^8$  (or pseudoinverse) of our original matrix. The superscript-plus denoting the Moore-Penrose inverse operation.

Or in transpose notation:

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix}^+ = \frac{1}{a^2 + b^2 + c^2 + d^2} \begin{pmatrix} a & b \\ c & d \end{pmatrix}^\top$$

This is called the pseudo-inverse because it acts like an inverse, even for non-invertible matrices. For  $A^+$  to be a More-Penrose inverse we must confirm it obeys the following relations:

<sup>&</sup>lt;sup>6</sup>https://github.com/WinVector/RcppDynProg/blob/master/src/const\_costs.cpp

 $<sup>^{7}{</sup>m https://github.com/WinVector/RcppDynProg/blob/master/extras/PseudoInverse.ipvnb}$ 

<sup>&</sup>lt;sup>8</sup>https://en.wikipedia.org/wiki/MoorePenrose\_inverse

$$AA^{+}A = A$$
  
 $A^{+}AA^{+} = A^{+}$   
 $(AA^{+})^{\top} = AA^{+}$   
 $(A^{+}A)^{\top} = A^{+}A$ 

Theorem 1 lets us check the first relation, the other follow quickly as our  $A^+$  is a simple scalar multiple of the transpose.<sup>9</sup>

All of the above check relations would be true for a classic inverse. We can think of  $A^+$  as almost canceling a single A to the left or the A to the right.

**Theorem 2** For any real 2 by 2 matrix  $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$ 

The Moore-Penrose inverse is:

• When ad - bc is not zero:

$$\frac{1}{ad - bc} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix}$$

• When ad - bc is zero and  $a^2 + b^2 + c^2 + d^2$  is not zero:

$$\frac{1}{a^2 + b^2 + c^2 + d^2} \begin{pmatrix} a & c \\ b & d \end{pmatrix}$$

• Otherwise:

$$\begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$$

For general matrices the situation is much more complicated. The wealth of symmetries and relations is really kind of neat.

<sup>&</sup>lt;sup>9</sup>With the same scaling for both  $A^+$  and  $(A^\top)^+$ .