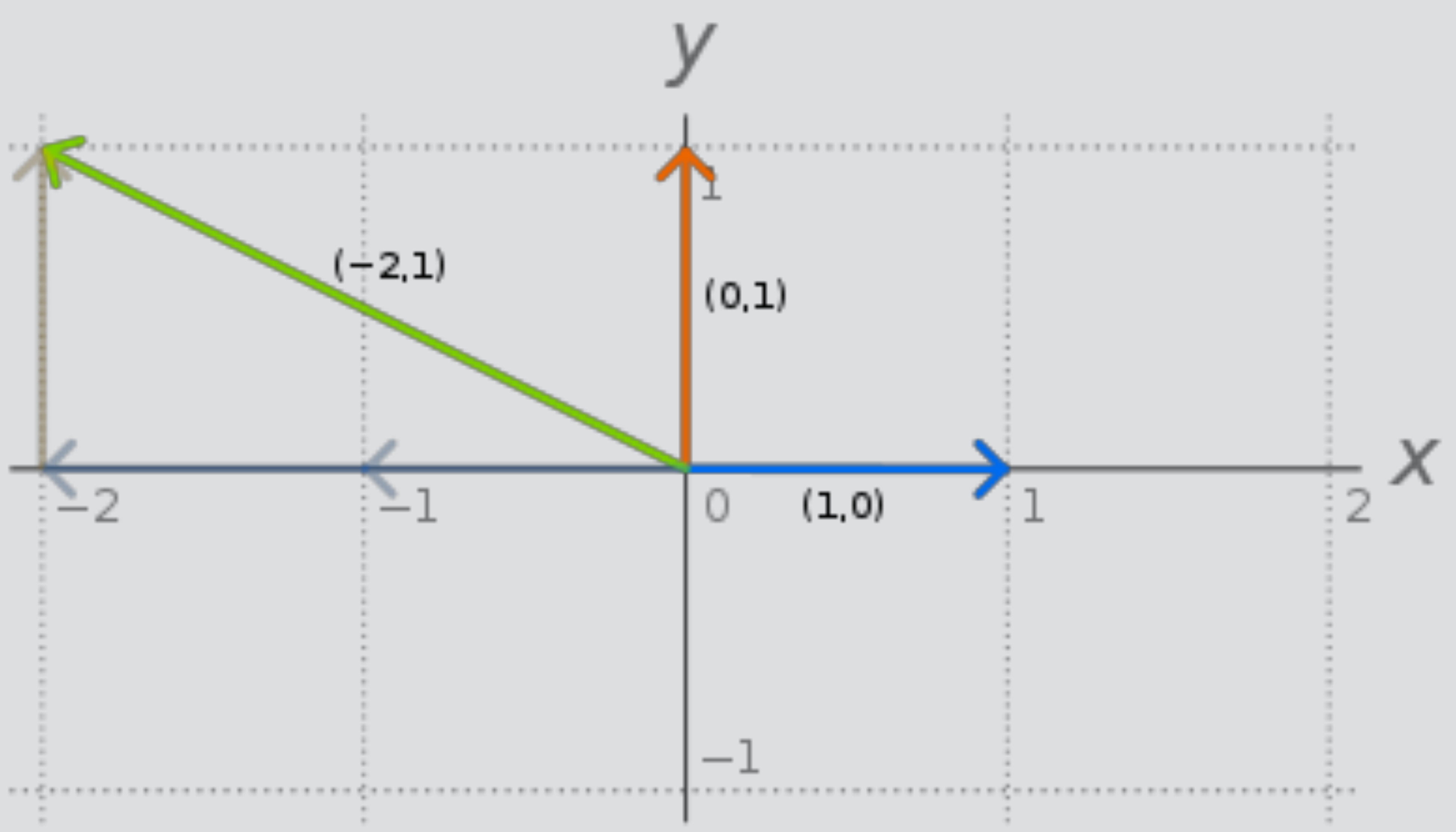
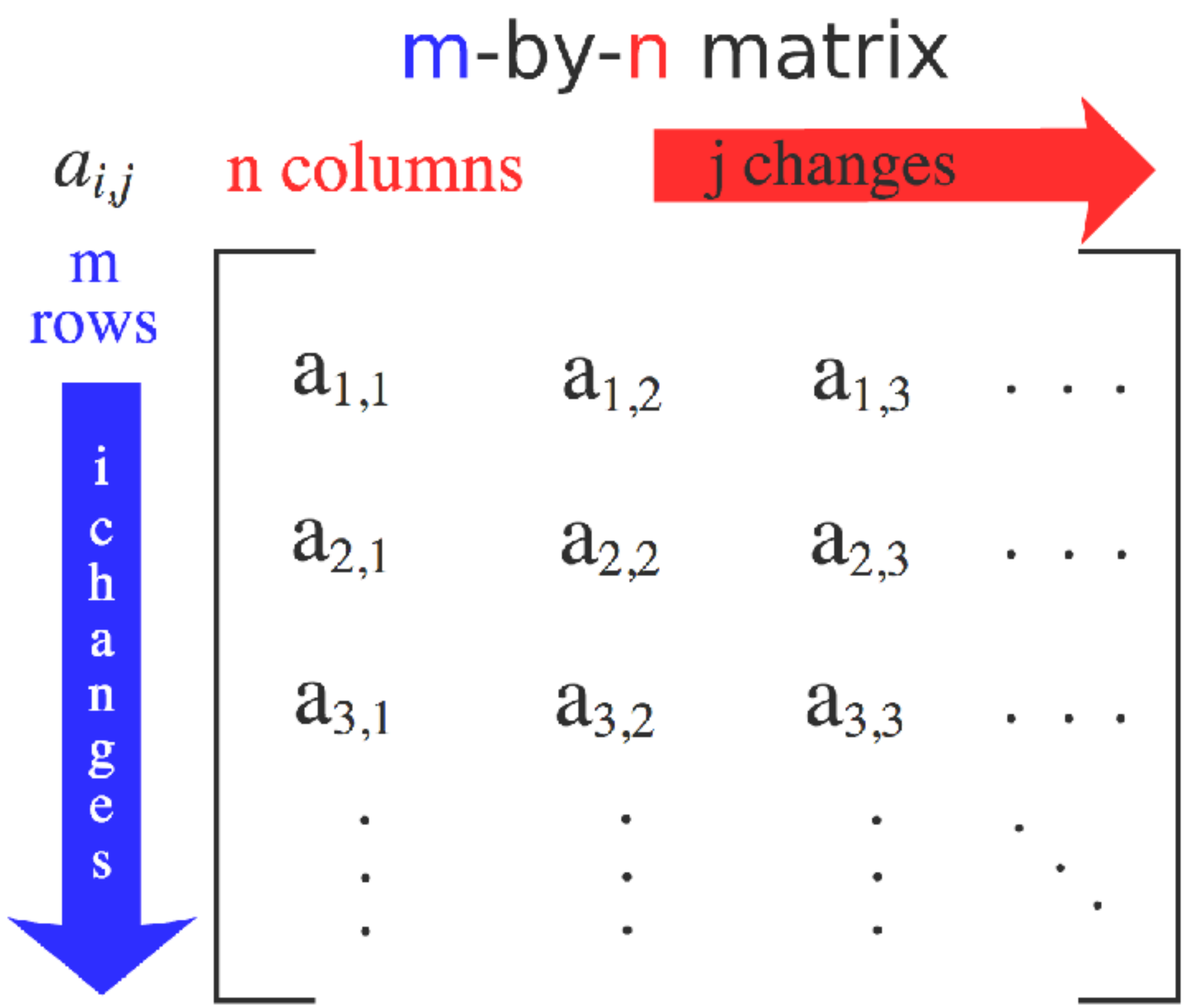
# Linear Algebra Foundations Part 1




CS 3113

# Matrix refresher.

# A matrix.


m-by-n matrix
$a_{i,j}$
n columns
j changes
m rows
i changes
$a_{1,1}$ $a_{1,2}$ $a_{1,3}$ . . .
$a_{2,1}$ $a_{2,2}$ $a_{2,3}$ . . .
$a_{3,1}$ $a_{3,2}$ $a_{3,3}$ . . .

A 2x3 matrix.

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

A 3x3 matrix.

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

# Matrix operations.

# Matrix addition.

To add two matrices, add their corresponding entries.

$$\begin{bmatrix} A & B & C \\ D & E & F \\ G & H & I \end{bmatrix} + \begin{bmatrix} J & K & L \\ M & N & O \\ P & Q & R \end{bmatrix} = \begin{bmatrix} A+J & B+K & C+L \\ D+M & E+N & F+O \\ G+P & H+Q & I+R \end{bmatrix}$$

# Matrix subtraction.

To subtract two matrices, subtract their corresponding entries.

$$\begin{bmatrix} A & B & C \\ D & E & F \\ G & H & I \end{bmatrix} - \begin{bmatrix} J & K & L \\ M & N & O \\ P & Q & R \end{bmatrix} = \begin{bmatrix} A-J & B-K & C-L \\ D-M & E-N & F-O \\ G-P & H-Q & I-R \end{bmatrix}$$

Matrix addition and subtraction can only happen
with matrices that are the same size!

# Transpose of a matrix.

Transpose of a matrix is a matrix whose columns are the rows of the original matrix (and its rows are the columns).

$$\begin{bmatrix} A & B & C \\ D & E & F \end{bmatrix} \qquad \begin{bmatrix} A & D \\ B & E \\ C & F \end{bmatrix}$$

$$M \qquad\qquad M^T$$

# Matrix/scalar multiplication.

Multiply each entry of the matrix by the scalar.

$$S \times \begin{bmatrix} A & B & C \\ D & E & F \\ G & H & I \end{bmatrix} = \begin{bmatrix} S \times A & S \times B & S \times C \\ S \times D & S \times E & S \times F \\ S \times G & S \times H & S \times I \end{bmatrix}$$

# Matrix/matrix multiplication.

You can only multiply two matrices
if the number of columns of the first matrix
equals the number of rows of the second.

$$\begin{bmatrix} A & B & C \\ D & E & F \end{bmatrix} \begin{bmatrix} J & K \\ M & N \\ P & Q \end{bmatrix} = ?$$

It results in a matrix that is number of rows of first matrix by number of columns of second matrix.

$$\begin{bmatrix} A & B & C \\ D & E & F \end{bmatrix} \begin{bmatrix} J & K \\ M & N \\ P & Q \end{bmatrix} = \begin{bmatrix} ? & ? \\ ? & ? \end{bmatrix}$$

# For each row, find dot product with each column.

$$\begin{bmatrix} A & B & C \\ D & E & F \end{bmatrix} \begin{bmatrix} J & K \\ M & N \\ P & Q \end{bmatrix} =$$

$$\begin{bmatrix} A \times J + B \times M + C \times P & \\ & \end{bmatrix}$$

For each row, find dot product with each column.

$$\begin{bmatrix} A & B & C \\ D & E & F \end{bmatrix} \begin{bmatrix} J & K \\ M & N \\ P & Q \end{bmatrix} =$$

$$\begin{bmatrix} A x J + B x M + C x P & A x K + B x N + C x Q \\ & \end{bmatrix}$$

For each row, find dot product with each column.

$$\begin{bmatrix} A & B & C \\ D & E & F \end{bmatrix} \begin{bmatrix} J & K \\ M & N \\ P & Q \end{bmatrix} =$$

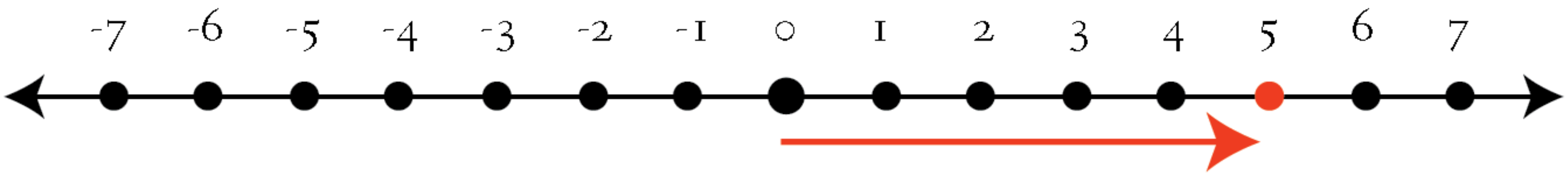
$$\begin{bmatrix} A \times J + B \times M + C \times P & A \times K + B \times N + C \times Q \\ D \times J + E \times M + F \times P & \end{bmatrix}$$

For each row, find dot product with each column.

$$\begin{bmatrix} A & B & C \\ D & E & F \end{bmatrix} \begin{bmatrix} J & K \\ M & N \\ P & Q \end{bmatrix} =$$

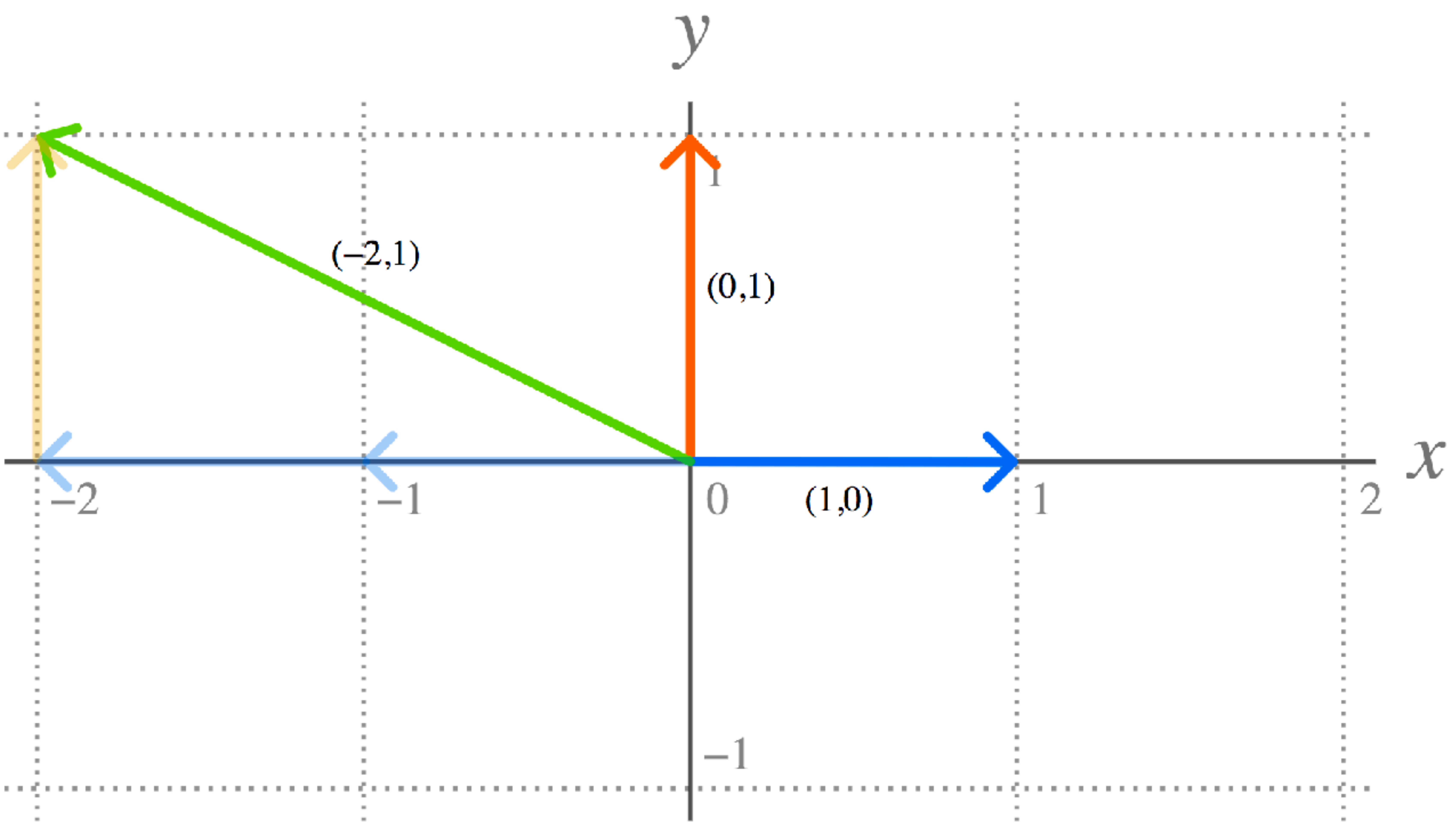
$$\begin{bmatrix} AxJ + BxM + CxP & AxK + BxN + CxQ \\ DxJ + ExM + FxP & DxK + ExN + FxQ \end{bmatrix}$$

# Vectors


-7
-6
-5
-4
-3
-2
-1
0
1
2
3
4
5
6
7

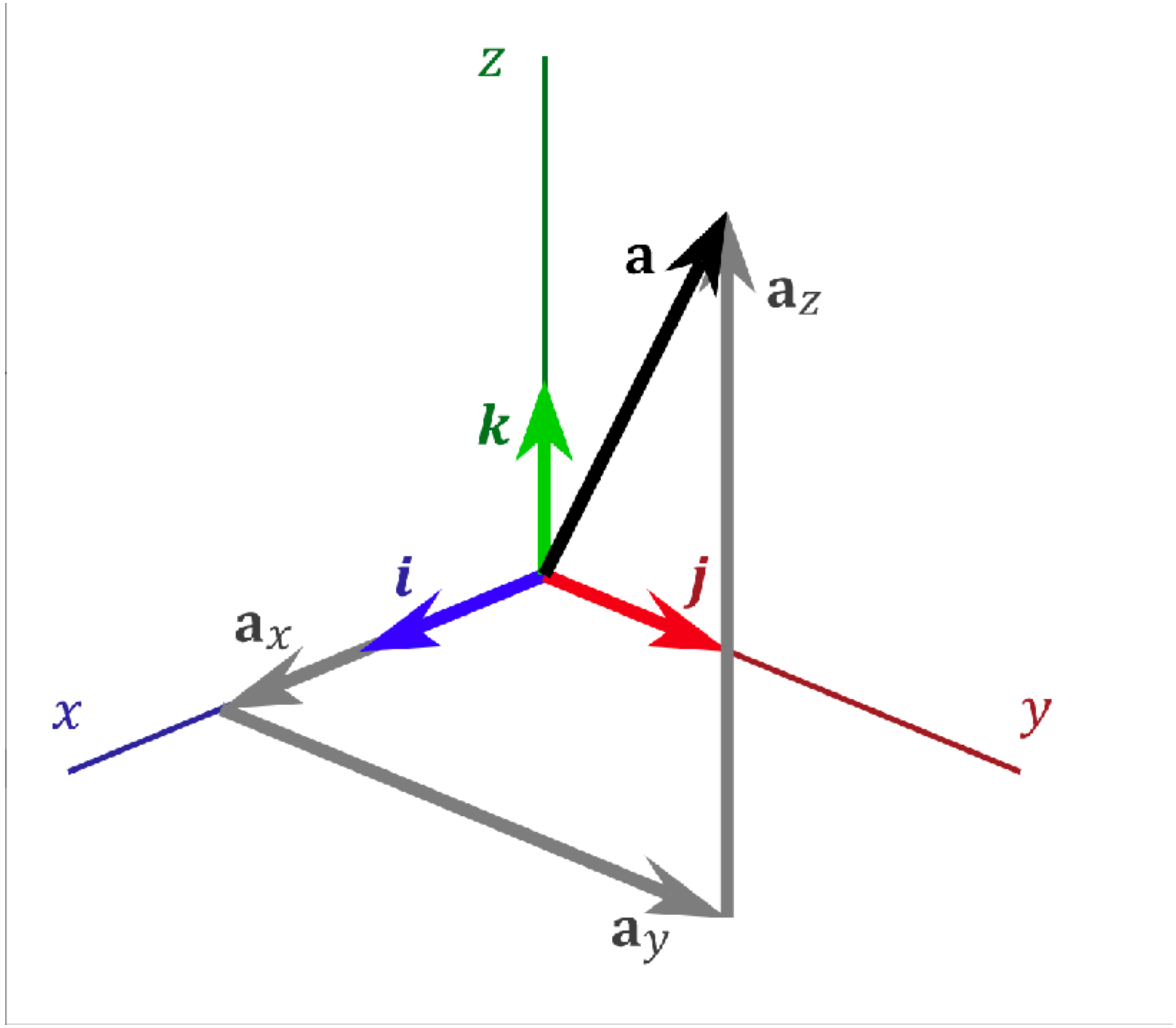
# Basis Vectors

# Vectors in N dimensions



y
x
(−2,1)
(0,1)
(1,0)
−2
−1
0
1
2
1
−1

# Basis vectors.



$$\vec{v} = \sum_i c_i \vec{b}_i .$$

$$\vec{v} = \sum_i c_i \vec{b}_i = \begin{bmatrix} \vec{b}_1 & \vec{b}_2 & \vec{b}_3 \end{bmatrix} \begin{bmatrix} c_1 \\ c_2 \\ c_3 \end{bmatrix} .$$

# Basis vectors as matrices

# Transformation matrices

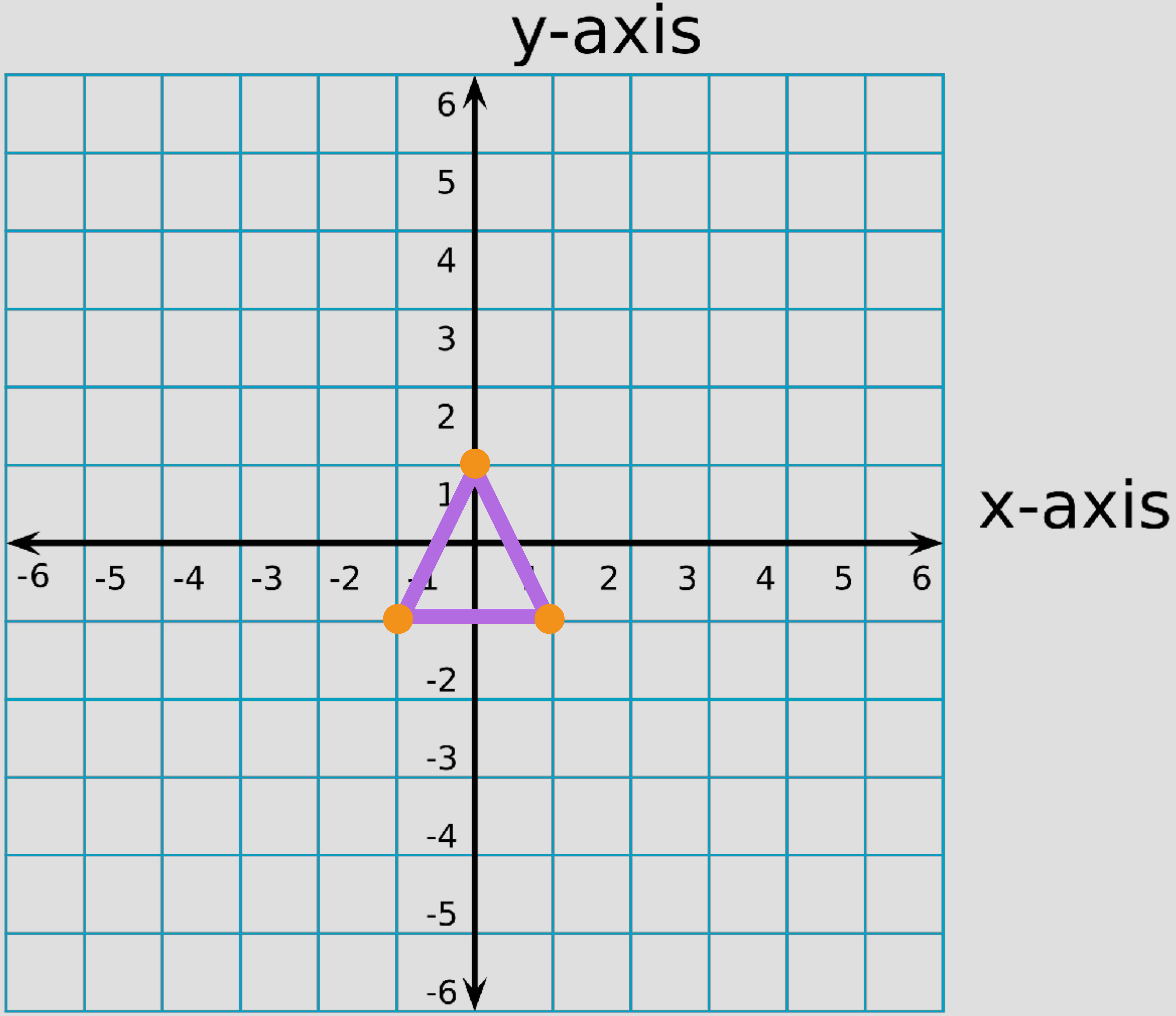
# Linear transformations

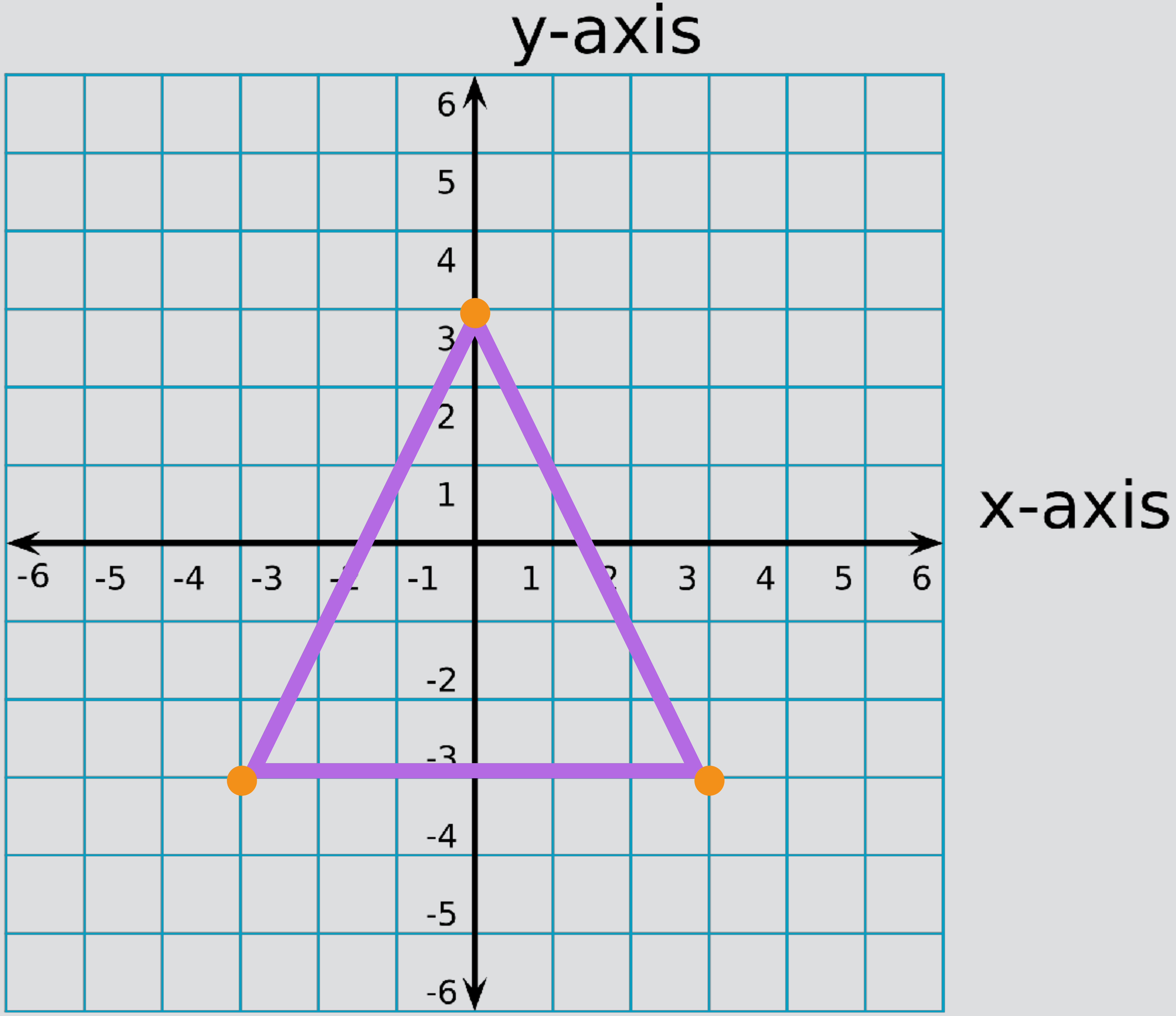
# Scale

# Scale

$$\begin{bmatrix} A & B \\ C & D \end{bmatrix}\begin{bmatrix} X \\ Y \end{bmatrix} = \begin{bmatrix} AX + BY \\ CX + DY \end{bmatrix}$$

$$\begin{bmatrix} sx & 0 \\ 0 & sy \end{bmatrix}\begin{bmatrix} X \\ Y \end{bmatrix} = \begin{bmatrix} sxX + 0Y \\ 0X + syY \end{bmatrix}$$


y-axis
x-axis
6
5
4
3
2
1
-2
-3
-4
-5
-6
-6
-5
-4
-3
-2
2
3
4
5
6


y-axis
x-axis
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-4
-3
-2
-1
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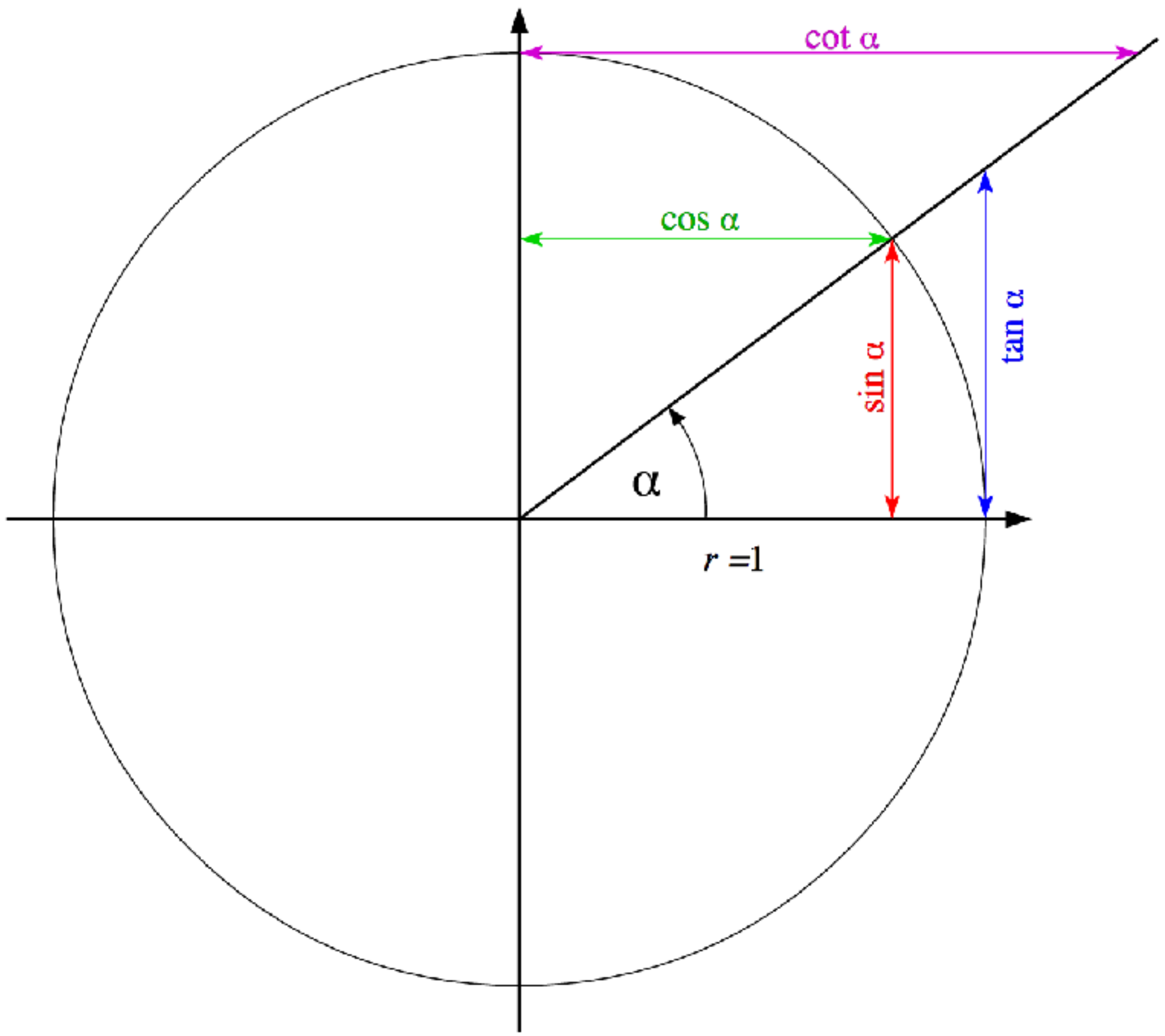
3
4
5
6

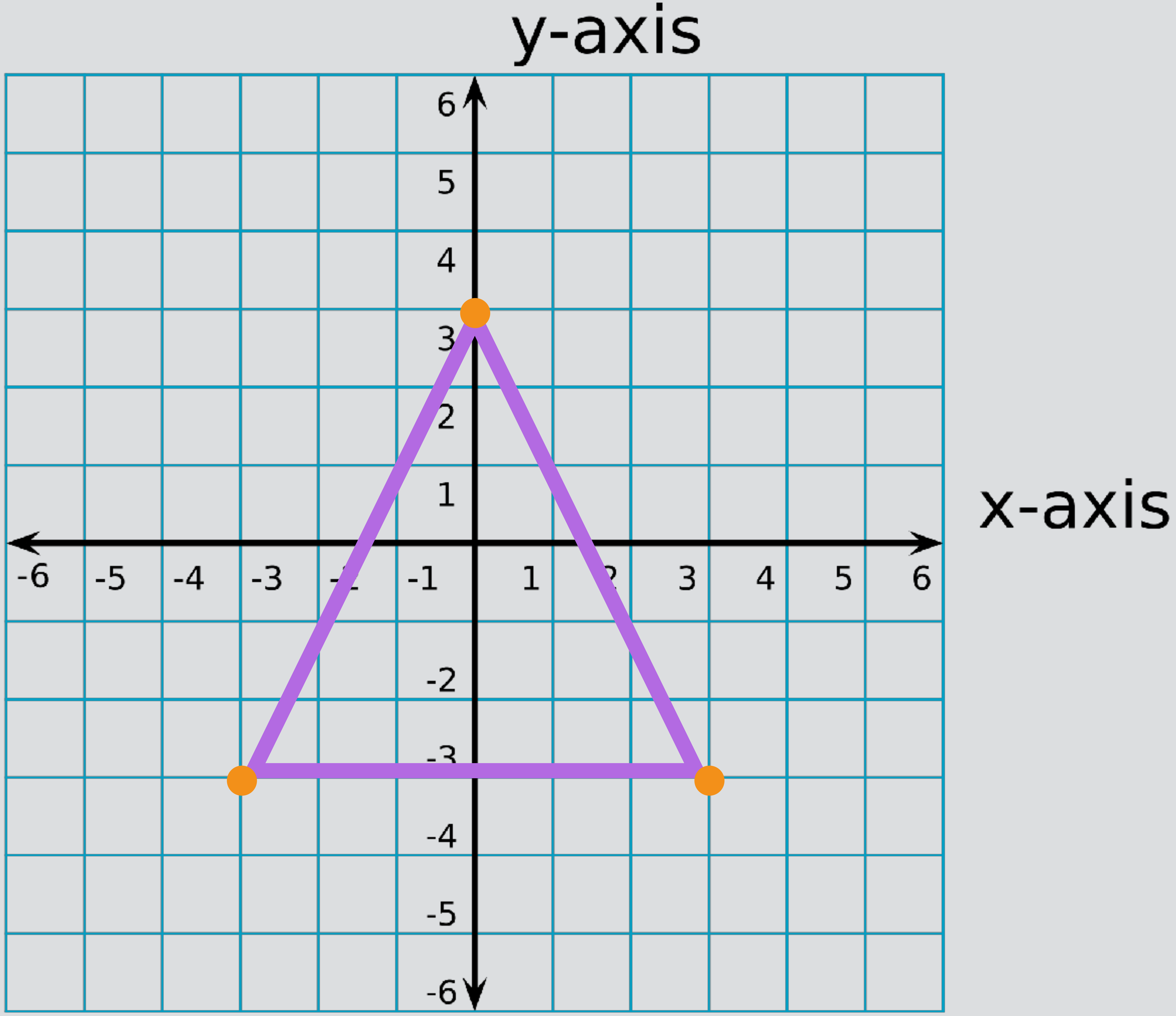
# Rotation

# Rotation

$$\begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix} \begin{bmatrix} X \\ Y \end{bmatrix} = \begin{bmatrix} \cos\theta X + -\sin\theta Y \\ \sin\theta X + \cos\theta Y \end{bmatrix}$$




$$\begin{bmatrix} \cos\theta X + -\sin\theta Y \\ \sin\theta X + \cos\theta Y \end{bmatrix}$$



y-axis
x-axis
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-4
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-2
-1
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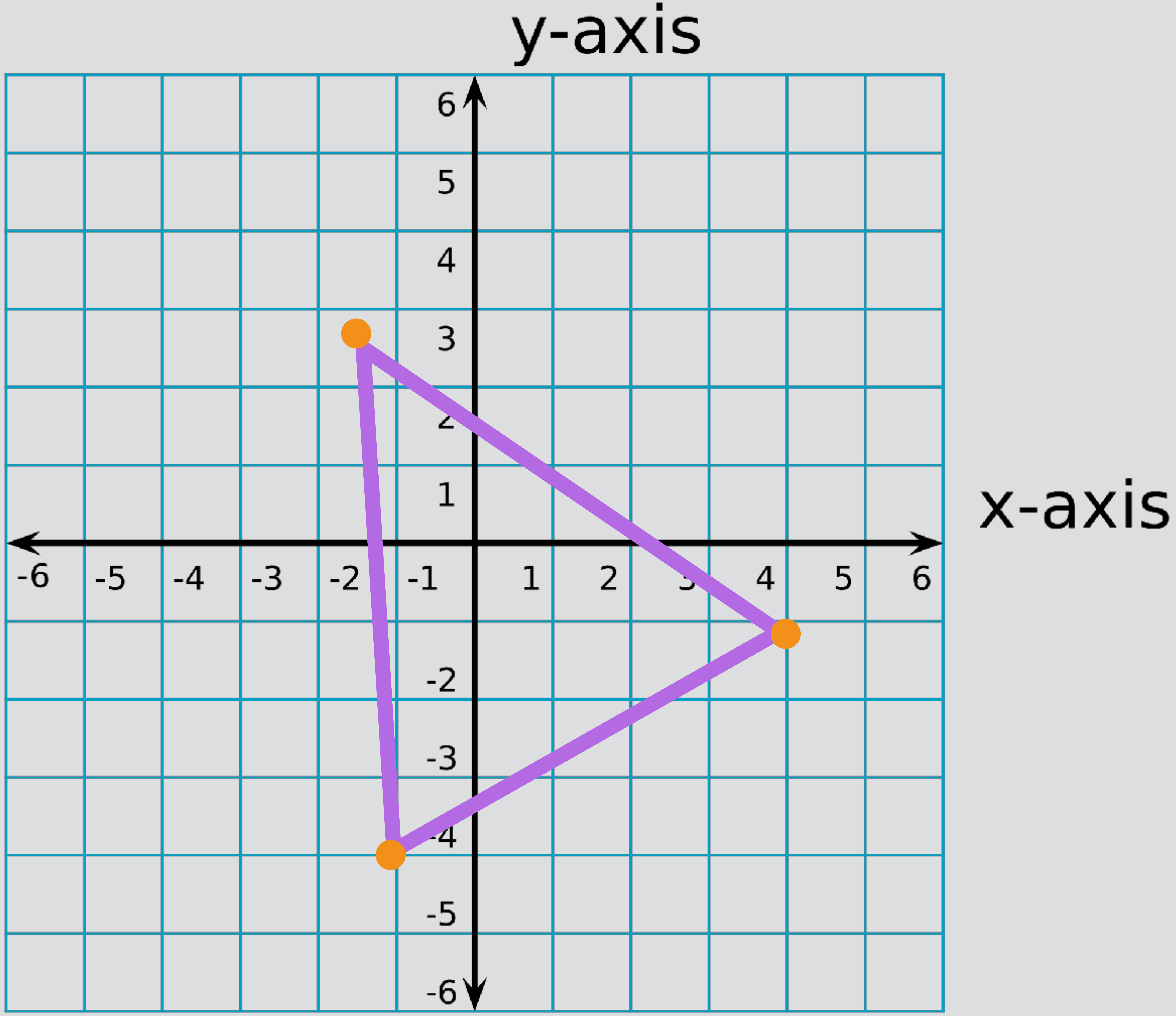

y-axis
x-axis
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-2
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-4
-5
-6
-6
-5
-4
-3
-2
-1
1
2
3
4
5
6

# Homogeneous coordinates

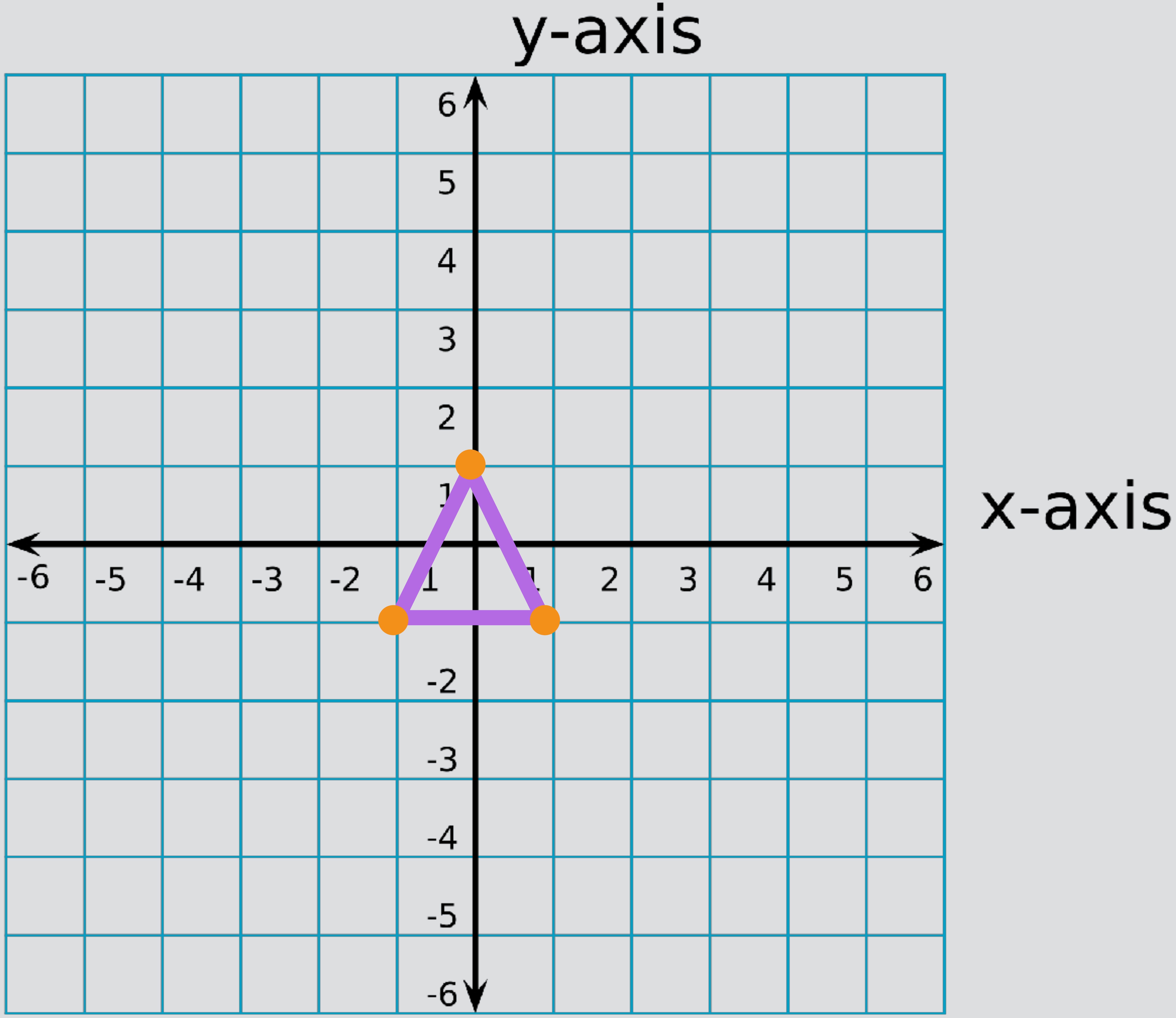
# Affine transformations

An affine transformation matrix combines a linear transformation matrix with a translation using homogeneous coordinates.

# 2D Affine Identity

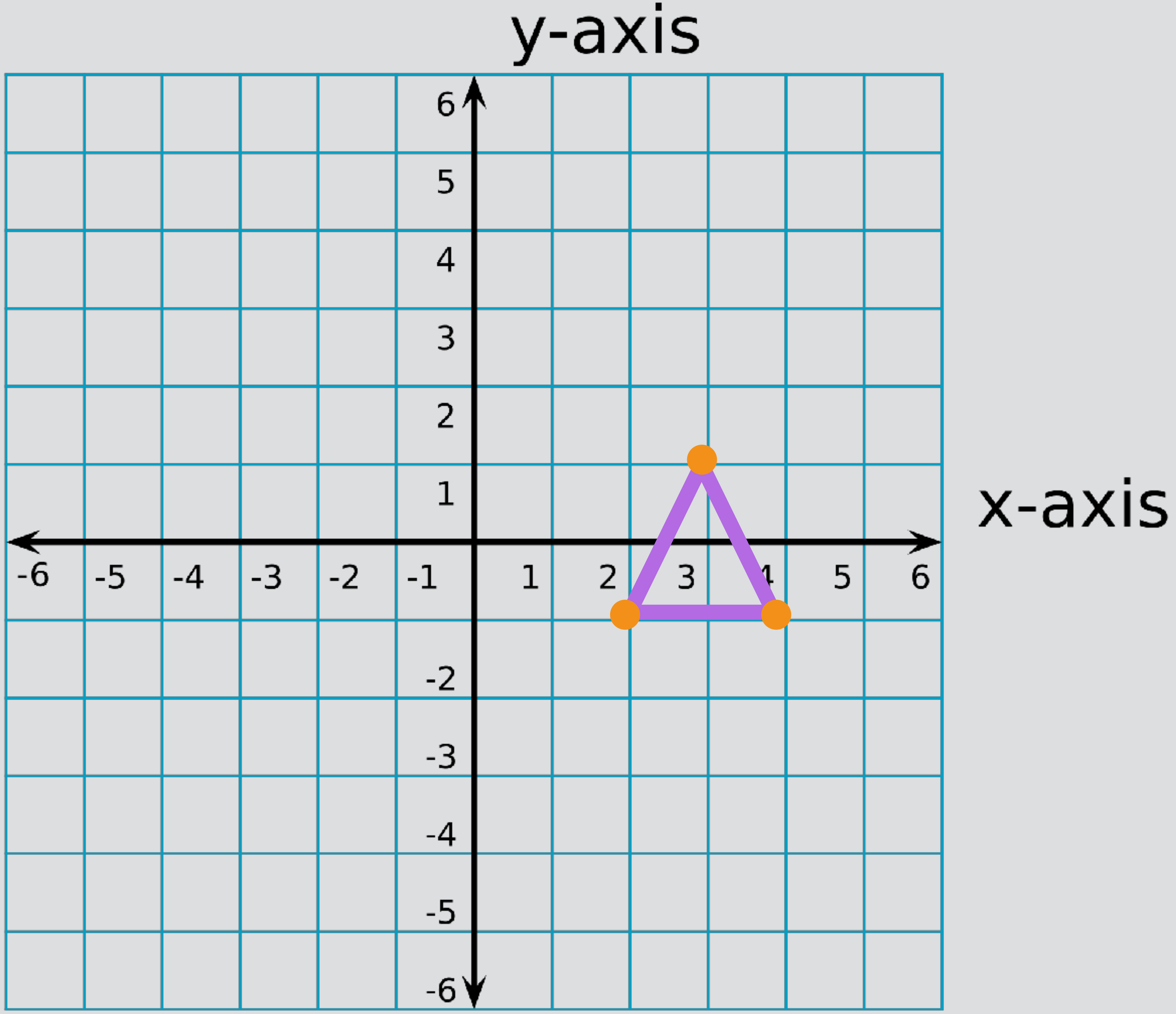
Linear part

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} X \\ Y \\ 1 \end{bmatrix}$$



# 2D Translation

$$\begin{bmatrix} 1 & 0 & T_x \\ 0 & 1 & T_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} X \\ Y \\ 1 \end{bmatrix}$$



The 3D affine transformation matrix.

**Identity** matrix.

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

## **Scale** matrix.

$$\begin{bmatrix} Sx & 0 & 0 & 0 \\ 0 & Sy & 0 & 0 \\ 0 & 0 & Sz & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Z-axis **rotation** matrix.

$$\begin{bmatrix} \cos\theta & -\sin\theta & 0 & 0 \\ \sin\theta & \cos\theta & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# **Translate** matrix.

$$\begin{bmatrix} 1 & 0 & 0 & Tx \\ 0 & 1 & 0 & Ty \\ 0 & 0 & 1 & Tz \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Building a single matrix.