

Lab 2: Linear Algebra and basic Torch

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Note: Please read the instructions mentioned in the questions carefully. We have provided boilerplate code for each question. Please ensure that you make changes in the areas marked with TODO.

1 LU Decomposition

LU decomposition refers to the factorization of square matrix A into two factors, a unit in lower triangular matrix L and an upper triangular matrix U , $A = LU$.

Linear equations We can represent linear equation with matrix form $Ax = b$ where we want to solve the equation for x given A and B . Firstly we need to decompose matrix A to $A = LU$ with LU decomposition. After that our linear equations turns to $LUx = B$. We can insert substitution $y = Ux$ and get equation $Ly = B$. Now we can easily solve this equation with forward substitution and find the y . After finding y we solve $Ux = y$ with backward substitution and in the end we find the missing x . You may assume that the system of linear equations admit an unique solution.

Your task in this question is to obtain the matrices L and U for a given square matrix $A \in \mathbb{R}^{n \times n}$.

Complete the function `LU_decomposition` in the script.

Function Signature: `def LU_decomposition(A: np.array):`

This returns two matrices L, U which are of same shape as A .

2 Simple Torch

Using the PyTorch library, write Python scripts to achieve the tasks listed below. To install the PyTorch library, you can use the following command:

```
pip3 install torch --extra-index-url https://download.pytorch.org/whl/cpu
```

Tasks:

1. Create and return a torch matrix A of shape $50 \times 40 \times 5$ containing random numbers in the range $[0,1)$.
2. You are given a matrix B of datatype `float32`. Return this matrix after converting its datatype to `int32`

3. Generate a random matrix C of shape 3×100 . Permute the rows of the matrix to generate a new matrix D , such that the 1st row becomes the 2nd row, the 2nd row becomes the 3rd row and the 3rd row becomes the 1st. Return both C and D .
4. Generate a random matrix E of shape 20×10 . Compute the sum along each row of this matrix in a new vector F . Return both E and F
5. You are given three matrices, $G1, G2, G3$, each of shape 10×10 . Generate a new matrix H of shape $10 \times 10 \times 3$ by combining the given matrices. Return H

3 Vectorization

In this problem, we will implement a function to compute the pairwise L_2 similarity between each pair of points in a set.

Let $X \in \mathbb{R}^{n \times d}$ where n is the number of points in the set and d is the number of dimensions of a point in the set. Then, the similarity between two points x and y is defined as

$$d(x, y) = \sum_{i=1}^d (x_i - y_i)^2$$

1. Find a vectorized expression for the similarity between two points \mathbf{x} and \mathbf{y} where $\mathbf{x}, \mathbf{y} \in \mathbb{R}^d$. Also complete the function `d(x, y)` which return the similarity between the two points.
2. Complete the function `pairwise_similarity_looped` using for loops to obtain a matrix K of size $n \times n$ where $K[i, j]$ represents the similarity between the points $X[i]$ and $X[j]$
3. Note that vectorized operations can make the above computations blazingly fast. Complete the function `pairwise_similarity_vec` to obtain the same matrix as above in a vectorized manner.

We will be checking the execution time of the functions rigorously, so make sure that `pairwise_similarity_vec` has no for loop. The main function is provided. You can manipulate the hyperparameters N (number of points) and D (dimension of each point) to observe the difference between the execution times of the functions.

4 Submission instructions

Complete the functions in `assignment.py`. Keep the file in a folder named `<ROLL_NUMBER>_L1` and compress it to a tar file named `<ROLL_NUMBER>_L1.tar.gz` using the command

```
tar -zcvf <ROLL_NUMBER>_L1.tar.gz <ROLL_NUMBER>_L1
```

Submit the tar file on Moodle. The directory structure should be -

```
<ROLL_NUMBER>_L1
```

```
| - - - - assignment.py
```

Replace ROLL_NUMBER with your own roll number. If your Roll number has alphabets, they should be in “*small*” letters.