

Linear Maps  $\equiv$  Matrices.

Let  $L: \mathbb{R}^n \rightarrow \mathbb{R}^m$  be a linear map.

Let  $S = \{\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n\}$  be a basis of  $\mathbb{R}^n$ .

the matrix  $m \times n$  is defined as

$$A_L = \begin{bmatrix} \uparrow & \uparrow & \dots & \uparrow \\ L(\vec{v}_1) & L(\vec{v}_2) & \dots & L(\vec{v}_n) \\ \downarrow & \downarrow & \dots & \downarrow \\ & & & \vdots \end{bmatrix} \quad \underline{m \times n,}$$

$m$  bit vector.

Let  $\vec{v} \in \mathbb{R}^n$  with  $\vec{v} = \alpha_1 \vec{v}_1 + \alpha_2 \vec{v}_2 + \dots + \alpha_n \vec{v}_n$

$$\begin{aligned} \text{Then } L(\vec{v}) &= L(\alpha_1 \vec{v}_1 + \alpha_2 \vec{v}_2 + \dots + \alpha_n \vec{v}_n) \\ &= \alpha_1 L(\vec{v}_1) + \alpha_2 L(\vec{v}_2) + \dots + \alpha_n L(\vec{v}_n) \end{aligned}$$

Now,

$$\begin{aligned} A_L \begin{bmatrix} \alpha_1 \\ \alpha_2 \\ \vdots \\ \alpha_n \end{bmatrix} &= \begin{bmatrix} L(\vec{v}_1) & L(\vec{v}_2) & \dots & L(\vec{v}_n) \\ \downarrow & \downarrow & \dots & \downarrow \end{bmatrix} \begin{bmatrix} \alpha_1 \\ \alpha_2 \\ \vdots \\ \alpha_n \end{bmatrix} \\ &= \begin{bmatrix} \alpha_1 L(\vec{v}_1) + \alpha_2 L(\vec{v}_2) + \dots + \alpha_n L(\vec{v}_n) \\ \vdots \end{bmatrix} \rightarrow \underline{L(\vec{v})} \quad \underline{m \times 1} \end{aligned}$$

Ex:

$$L: \mathbb{R}^3 \rightarrow \mathbb{R}^4 \text{ as}$$

$$L((1,0,0)) = (1,0,0,0)$$

$$L((0,1,0)) = (0,1,0,0)$$

$$L((0,0,1)) = (0,0,1,0)$$

$S = \{(1,0,0), (0,1,0), (0,0,1)\}$  is a basis of  $\mathbb{R}^3$

$S' = \{(1,0,0,0), (0,1,0,0), (0,0,1,0), (0,0,0,1)\}$  is a basis of  $\mathbb{R}^4$ .

What is

$$L((3,2,1))?$$

$$\rightarrow 3L((1,0,0)) + 2L((0,1,0)) + 1L((0,0,1))$$

$$\begin{aligned} L((3,2,1)) &= 3(1,0,0,0) + 2(0,1,0,0) + 1(0,0,1,0) \\ &= (3,2,1,0) \end{aligned}$$

$$A_2 = \begin{bmatrix} L((1,0,0)) & L((0,1,0)) & L((0,0,1)) \\ \downarrow & \downarrow & \downarrow \end{bmatrix}_{4 \times 3}$$

$$= \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix}_{4 \times 3}$$

$$A_2 \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 3 \\ 2 \\ 1 \\ 0 \end{bmatrix}_{4 \times 1}$$

For reverse direction

Matrix given  $\xrightarrow{\text{Convert into Linear map}}$

$$A = \begin{bmatrix} A^1 & A^2 & \dots & A^n \end{bmatrix}_{m \times n}, \text{ where } A^i \text{ is } i\text{th column}$$

Let  $S = \{\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n\}$  be a basis of  $\mathbb{R}^n$ .  
Define a linear map  $L_A$  as.

$$L_A(\vec{v}_1) = A^1$$

$$L_A(\vec{v}_2) = A^2$$

$\vdots$

$$L_A(\vec{v}_n) = A^n$$

We claim that this is the linear map corresponding to given matrix  $A$ .

Consider, a vector

$$\vec{v} = \alpha_1 \vec{v}_1 + \alpha_2 \vec{v}_2 + \dots + \alpha_n \vec{v}_n \in \mathbb{R}^n$$

$$L_A(\vec{v}) = A \begin{bmatrix} \alpha_1 \\ \alpha_2 \\ \vdots \\ \alpha_n \end{bmatrix} = \begin{bmatrix} \alpha_1 A^1 + \alpha_2 A^2 + \dots + \alpha_n A^n \\ \vdots \end{bmatrix} = \begin{bmatrix} \cdot \\ \cdot \\ \cdot \\ \cdot \end{bmatrix}_{m \times 1}$$

Norm

Assigning a scalar (real number) to a vector

A norm on a vector space  $V$  over  $\mathbb{R}$  is a function  $\|\cdot\|: V \rightarrow \mathbb{R}$ ,  $\vec{v} \mapsto \|\vec{v}\|$ , which assigns each vector its length  $\|\vec{v}\|$  such that for any  $\vec{v}, \vec{w} \in V$  &  $\alpha \in \mathbb{R}$  should satisfy below 3 properties—

- (1)  $\|\alpha \vec{v}\| = |\alpha| \|\vec{v}\|$
- (2)  $\|\vec{u} + \vec{v}\| \leq \|\vec{u}\| + \|\vec{v}\|$  (triangle inequality)
- (3)  $\|\vec{v}\| \geq 0$  for all  $\vec{v} \in V$  &  $\|\vec{v}\| = 0$  if and only if  $\vec{v} = \vec{0}$  (positive definite property)

Ex 1:

Manhattan Norm on  $\mathbb{R}^n$  is defined as

for any  $\vec{v} \in \mathbb{R}^n$ ,

$$\|\vec{v}\| = \sum_{i=1}^n |\vec{v}_i| \quad \vec{v}_i \rightarrow i\text{th element of vector } \vec{v}$$

Let  $n=5$ ,

$$\begin{aligned} \|(3, 2, 1, 0, -5)\| &= |3| + |2| + |1| + |0| + |-5| \\ &= 3 + 2 + 1 + 0 + 5 \\ &= \underline{11} \checkmark \end{aligned}$$

$$\Rightarrow \alpha \vec{v} = \alpha(3, 2, 1, 0, -5) = (3\alpha, 2\alpha, \alpha, 0, -5\alpha)$$

$$\begin{aligned} \|\alpha \vec{v}\| &= 3\alpha + 2\alpha + \alpha + 0 + 5\alpha \\ &= \underline{\alpha \|\vec{v}\|} \end{aligned}$$

Ex 2

Euclidean norm

For any  $\vec{v} \in \mathbb{R}^n$ .

$$\|\vec{v}\|_2 = \sqrt{\sum_{i=1}^n v_i^2} = \sqrt{\vec{v}^T \vec{v}}$$

Let  $n=5$ .  $\vec{v} = (3, 2, 1, 0, -5)$

$$\begin{aligned} \|\vec{v}\|_2 &= \sqrt{3^2 + 2^2 + 1^2 + 0^2 + (-5)^2} \\ &= \sqrt{35} \approx 6.2 \end{aligned}$$

## Inner product:

An inner product of a vector space  $V$  (over a field  $\mathbb{F}$ ) is an association which to any pair of vectors  $\vec{u}, \vec{v} \in V$  associates a scalar, denoted by  $\langle \vec{u}, \vec{v} \rangle$  satisfies the following properties.

- ①  $\langle \vec{u}, \vec{v} \rangle = \langle \vec{v}, \vec{u} \rangle \quad \forall u, v \in V$  (symmetric property)
- ②  $\langle \vec{u}, \vec{v} + \vec{w} \rangle = \langle \vec{u}, \vec{v} \rangle + \langle \vec{u}, \vec{w} \rangle$  for any  $\vec{u}, \vec{v}, \vec{w} \in V$ .
- ③  $\langle \alpha \vec{u}, \vec{v} \rangle = \alpha \langle \vec{u}, \vec{v} \rangle$  and  
 $\langle \vec{u}, \alpha \vec{v} \rangle = \alpha \langle \vec{u}, \vec{v} \rangle$  where  $\alpha \in \mathbb{R}$  &  
 $u, v \in V$

→ these two properties are called bilinearity.

## positive definite inner product

We say  $\langle \cdot, \cdot \rangle$  is a positive definite inner product if for every  $\vec{v} \in V$  ①  $\langle \vec{v}, \vec{v} \rangle \geq 0$  &

②  $\langle \vec{v}, \vec{v} \rangle = 0$  if & only if  $\vec{v} = \vec{0}$ .

Ex:

$$\vec{v} = (1, 4, 3, 4, 5) \in \mathbb{R}^5$$

$$\vec{w} = (0, 1, 0, 1, 2) \in \mathbb{R}^5$$

$$\vec{v} \cdot \vec{w} = (0, 2, 0, 4, 10)$$

$$\Rightarrow \sum_{i=1}^n u_i w_i$$

$$\vec{u} \cdot (\vec{v} + \vec{w}) = (1, 1, 1, 1, 1) \cdot (1, 3, 3, 5, 7)$$

$$= (1, 3, 3, 5, 7)$$

$$\vec{u} \cdot \vec{v} = (1, 2, 3, 4, 5)$$

$$\vec{u} \cdot \vec{w} = (0, 1, 0, 1, 2)$$

$$\vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w} = (1, 3, 3, 5, 7)$$

dot product = valid inner product.