

Norm of vector

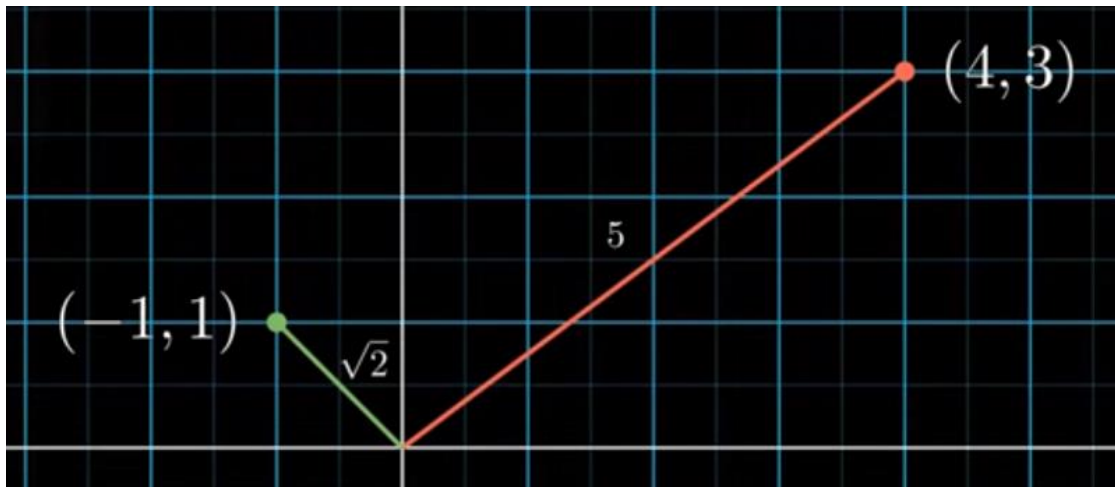
Definition and purpose

In mathematics, a **norm** is a function from a real or complex vector space to the nonnegative real numbers that behaves in certain ways like the **distance from the origin**:

- it commutes with scaling
- obeys a form of the triangle inequality $p(x + y) \leq p(x) + p(y)$
- and is zero only at the origin

For example, if we want to measure two vectors/points from the 2-D coordinate system, we may want to use the Euclidean Distance (also called l_2 norm), which is written as

$$l_2 \text{ norm} / \text{Euclidean Distance} = \left(\sum_{i=1}^k |X_i|^2 \right)^{\frac{1}{2}}$$



To generalize, we change 2 into a variable n , so the equation becomes

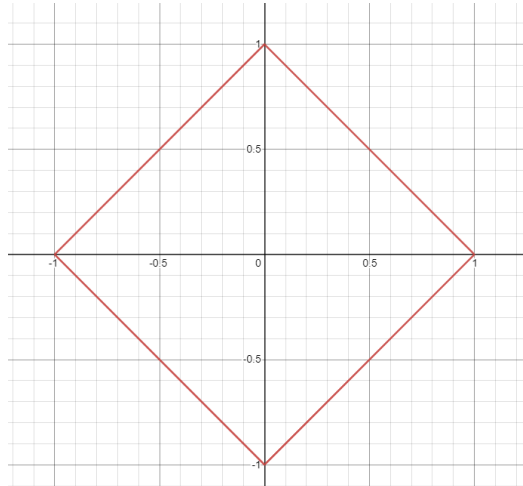
$$l_n \text{ norm} / \text{Generalized Norm} = \left(\sum_{i=1}^k |X_i|^n \right)^{\frac{1}{n}}$$

If we set $n = 1$, we get the Manhattan distance

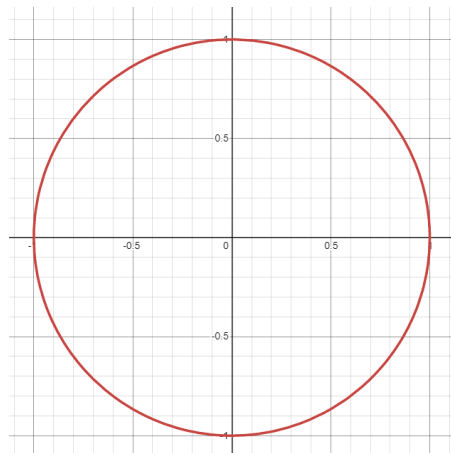
$$l_1 \text{ norm} / \text{Manhattan distance} = \left(\sum_{i=1}^k |X_i|^1 \right)^{\frac{1}{1}}$$

Usage

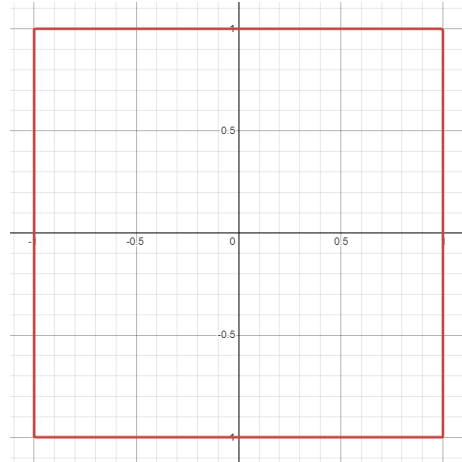
It can be utilized as a constraint. For example, if we consider the 2-D space, with $l_1 \text{ norm} \leq 1$, it looks like



For $l_2 \text{ norm} \leq 1$, it looks like



For $l_\infty \text{ norm} \leq 1$, it looks like

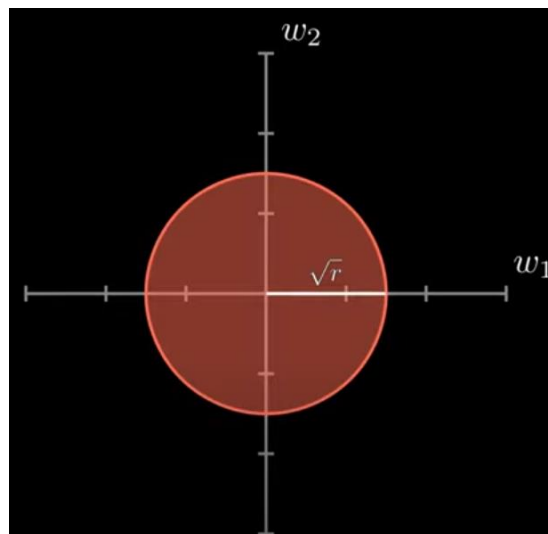


This property has been widely used in multiple theorems. Recall the definition of the Mean Squared Error

$$\text{Mean Squared Error} = \frac{1}{m} \sum_{i=1}^m (Y_i - \hat{Y}_i)^2 = \frac{1}{m} [l_2 \text{ norm}(Y - \hat{Y})]^2$$

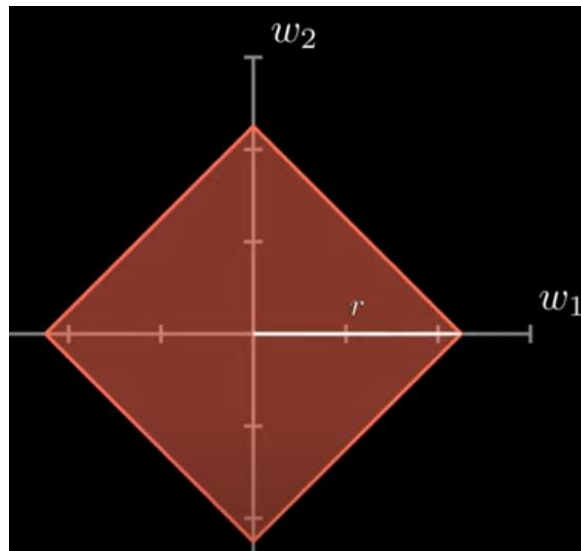
For Ridge Regression Constraint

$$\sum_{i=1}^k w_i^2 \leq r, \text{ equal to } l_2 \text{ norm}(w) \leq \sqrt{r}$$



For Lasso Regression Constraint

$$\sum_{i=1}^k |w_i| \leq r, \text{ equal to } l_1 \text{ norm}(w) \leq r$$



Norm of Matrix

Definition and purpose

The norm of a matrix is a **real number** which is a **measure of the magnitude of the matrix**.

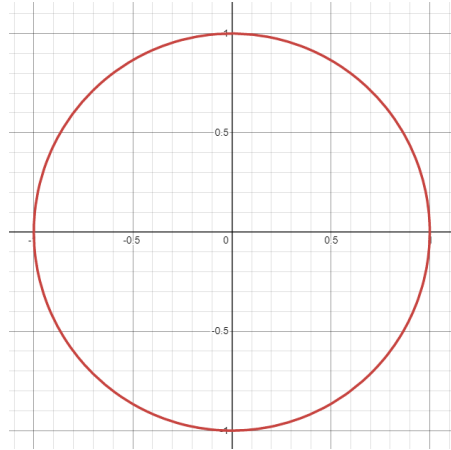
Recall that we use the norm of vectors to compare the “length” of vectors. We also want to come out with a metric to measure the “size” of matrices. E.g.

$$A = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}, B = \begin{bmatrix} 2 & 2 \\ 2 & 2 \end{bmatrix}$$

Because matrices are considered as linear transformations, so we define the norm of matrices as, with any given vector \vec{u} , it satisfies

$$\|A\|_2 = \text{Max}(A\vec{u})_2 \text{ with constraint } \|\vec{u}\|_2 = 1$$

Recall that, l_2 norm of vector = 1 means all vectors lies on the circle



So, the $\|A\|_2$ means, after the transformation, the largest change of l_2 norm of vectors which lies on this circle

The norm of matrices shares the following properties:

1. $\|A\| \geq 0$ for any square matrix A .
2. $\|A\| = 0$ if and only if the matrix $A = 0$
3. $\|kA\| = |k| \|A\|$ for any scalar k .
4. $\|A + B\| \leq \|A\| + \|B\|$.
5. $\|AB\| \leq \|A\| \|B\|$

Calculation

The l_1 norm

The l_1 norm of a square matrix is the maximum of the absolute column sums

$$\|A\|_1 = \max_{1 \leq j \leq n} \left(\sum_{i=1}^n |a_{ij}| \right)$$

Put simply, we **sum the absolute values down each column** and then take the **biggest answer**.

e.g.

$$A = \begin{bmatrix} 5 & -4 & 2 \\ -1 & 2 & 3 \\ -2 & 1 & 0 \end{bmatrix}$$

Then

$$\begin{aligned} \|A\|_1 &= \max(5 + 1 + 2, 4 + 2 + 1, 2 + 3 + 0) \\ &= \max(8, 7, 5) \\ &= 8 \end{aligned}$$

The infinity norm

The infinity-norm of a square matrix is the **maximum of the absolute row sums**.

$$||A||_{\infty} = \max_{1 \leq i \leq n} \left(\sum_{j=1}^n |a_{ij}| \right)$$

e.g.

$$A = \begin{bmatrix} 5 & -4 & 2 \\ -1 & 2 & 3 \\ -2 & 1 & 0 \end{bmatrix}$$

Then

$$\begin{aligned} ||A||_{\infty} &= \max(5 + 4 + 2, 1 + 2 + 3, 2 + 1 + 0) \\ &= \max(11, 6, 3) \\ &= 11 \end{aligned}$$

The l_2 (*Euclidean*) norm

The Euclidean norm of a square matrix is the **square root of the sum of all the squares of the elements**.

$$||A||_E = \sqrt{\sum_{i=1}^n \sum_{j=1}^n (a_{ij})^2}$$

e.g.

$$A = \begin{bmatrix} 5 & -4 & 2 \\ -1 & 2 & 3 \\ -2 & 1 & 0 \end{bmatrix}$$

Then

$$\begin{aligned} ||A||_E &= \sqrt{25 + 16 + 4 + 1 + 4 + 9 + 4 + 1 + 0} \\ &= \sqrt{64} \\ &= 8 \end{aligned}$$