MATRIX ALGEBRA

CLPS 2908 | Lecture 3 | January 29, 2019

0 Background

- · Matrix, sing.; matrices, pl.
- Origin: solving simultaneous equations in arrays
 - Chinese text from 200?BC (yield bundles \rightarrow area)
 - Determinant (16th/17th century, explicitly Gauss 1801)
 - Term matrix: 1850 by James Joseph Sylvester
- Rise to prominence in 20th century
 - Olga Taussky-Todd (1906-1995)
 - · Correcting Hilbert's math errors
 - · Analyzing airplane vibrations using matrix theory
 - "How I became a torchbearer for matrix theory," *American Mathematical Monthly*, 95, 1988.

http://www-history.mcs.st-and.ac.uk/history/HistTopics/Matrices_and_determinants.html http://www.sosmath.com/matrix/matrix.html

1 Basics

2011 Tue, Aug 2 Wed, Aug 3 Thu, Aug 4 Fri, Aug 5 Sat, Aug 6 Sun, Aug 7 What are matrices? all-day 9 AM > Calendars, tables, EXCEL files, data files TABLE 3 PERCENTAGE OF "YES" RESPONSES FOR TRYING TO GET TAILS AND GETTING TAILS INTENTIONALLY WITH MANIPULATED COMPONENTS OF INTENTIONALITY (STUDY 3) Components present Trying (%) Intentionally (%) Desire 21 0 Belief 31 0 Desire + belief 81 76 Desire + belief + skill В 0 1 2

1 Basics

- More formally, matrices are:

 Any array of numbers [...] in rows and columns

 Dimensionality = numbers of rows and columns:

 x × c, n × p

 1 2 3
 3 4
 5 6
 6
- Elements of a matrix **A**: α_{ij} (i = 1...r, j = 1...c)

3

Vectors are matrices with r = 1 or c = 1

 Column vector, row vector
 Scalar = single number (1 x 1 matrix)

 Vectors are matrices with r = 1 or c = 1

 1
 ...[4 1 2]

2 Special Matrices

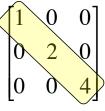
Square matrix

$$r = c$$

Diagonal matrix
 off-diagonal elements
 are 0

· Identity matrix, I

$$\begin{bmatrix} 1 & 3 \\ 4 & 5 \end{bmatrix}$$



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

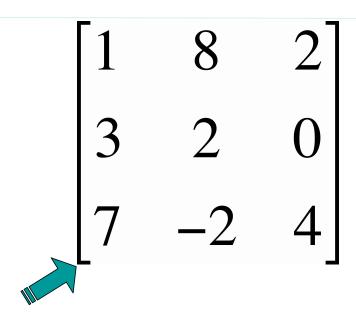
Main diagonal:

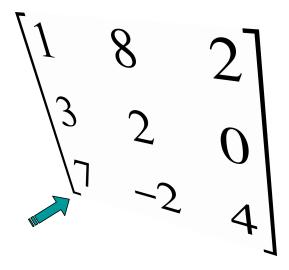
$$a_{i=j}$$

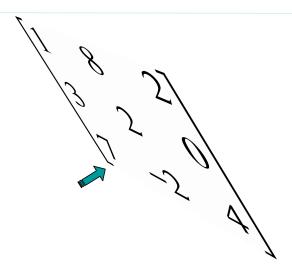
3 Transpose

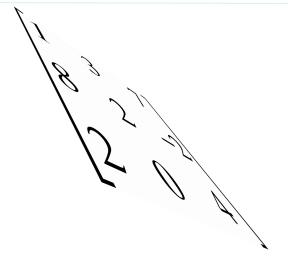
(= flip r and c)

Transposing, Animated









$$\begin{bmatrix} 1 & 3 & 3 \\ 8 & 2 & -2 \\ 2 & 0 & 4 \end{bmatrix}$$

4 Matrix Operations: +, -

· Addition, subtraction

- Requires matrices of equal dimensionality

Scalars

 cannot be added or subtracted unless they are "expanded" to the appropriate dimensionality

$$\begin{bmatrix} 2 & 5 \\ 1 & 4 \end{bmatrix} + \begin{bmatrix} 2 & 5 \\ 1 & 4 \end{bmatrix} + \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} 3 & 6 \\ 2 & 5 \end{bmatrix}$$

4 Matrix Operations: ×

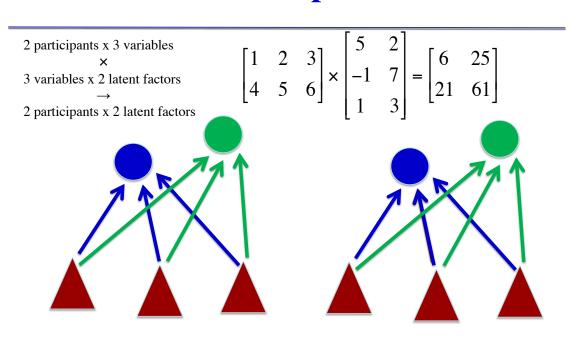
- Scalar multiplication: $6 \times 5 = 35$
- Scalar by matrix multiplication: k × A

- Matrix by matrix multiplication A × B

 - 2. Multiply rows of A with columns of B and add up

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \times \begin{bmatrix} 5 \\ 7 \\ 3 \end{bmatrix} = \begin{bmatrix} 6 & 25 \\ 21 & 61 \end{bmatrix}$$
$$\begin{bmatrix} 1 \times 5 + 2 \times (-1) + 3 \times 1 = 6 \\ 4 \times 2 + 5 \times 7 + 6 \times 3 = 61 \end{bmatrix}$$
$$2 \times 3$$
$$3 \times 2$$
$$2 \times 2$$

Example



4 Matrix Operations: ×

 The dimensions of the new matrix are a strict function of the dimensions of the multiplied matrices:

$$\begin{bmatrix}
1 & 2 & 3 \\
4 & 5 & 6
\end{bmatrix} \times \begin{bmatrix}
5 & 2 \\
-1 & 7 \\
1 & 3
\end{bmatrix} = \begin{bmatrix}
6 & 25 \\
21 & 61
\end{bmatrix}$$
The inside dimensions are "swallowed up"

- Because of the $r \times c$ matching, $\mathbf{A} \times \mathbf{B} \neq \mathbf{B} \times \mathbf{A}$ if $r \neq c$
- But $(\mathbf{A} \times \mathbf{B}) \times \mathbf{C} = \mathbf{A} \times (\mathbf{B} \times \mathbf{C})$
- Vectors can be dimensionally reduced or expanded:

$$v \times w = k$$
 $w \times v = Z$
1x3 3x1 1x1 3x1 1x3 3x3

Practice

-
$$A(1x4) \times B(4x2) \checkmark$$

- **C**(3x2) × **A** (1x4)
$$\boxtimes$$

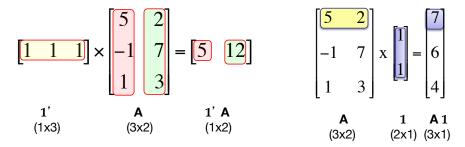
-
$$B(4x2) \times C'$$
, $B \times B'$, or $B' \times A'$ And A' and A' A always possible

$$\begin{bmatrix} 1 & 3 & -2 \\ -4 & 2 & 5 \end{bmatrix} \times \begin{bmatrix} 0 & 2 \\ -1 & 5 \\ 3 & -2 \end{bmatrix} = \begin{bmatrix} -9 & 21 \\ 13 & -8 \end{bmatrix}$$

Summing matrix columns/rows

Why? Means, variance...

- · How?
- We know: Matrix multiplication = row x column cross-multiplication and adding up.



- Summing Rows = pRe-multiplying with 1'
- Summing c**O**lumns = p**O**st-multiplying with 1

Weighting matrix columns/rows

 If a multiplying vector has elements other than 1, the target elements are differentially weighted before being added up.

$$\begin{bmatrix}
1 & 2 & 3
\end{bmatrix} \times \begin{bmatrix}
5 & 2 \\
-1 & 7 \\
1 & 3
\end{bmatrix} = \begin{bmatrix}
6 & 25
\end{bmatrix}
\begin{bmatrix}
5 & 2 \\
-1 & 7 \\
1 & 3
\end{bmatrix} \times \begin{bmatrix}
1 \\
2
\end{bmatrix} = \begin{bmatrix}
9 \\
13 \\
7
\end{bmatrix}$$

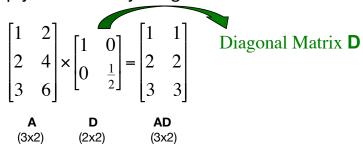
$$\begin{bmatrix}
w' & \mathbf{A} & w & \mathbf{A}w \\
(1x3) & (3x2) & (1x2)
\end{bmatrix}$$

$$\begin{bmatrix}
\mathbf{A} & w & \mathbf{A}w \\
(3x2) & (2x1) & (3x1)
\end{bmatrix}$$

- Apply weights to **R**ows = p**R**e-multiply with w'
- Apply weights to columns = post-multiply with w

Rescaling

- How can we *rescale* a matrix's column (or row) elements while maintaining the matrix's overall dimensionality?
- Goal: Multiply elements by weight but don 't sum.



- (Differentially) rescale cOlumns = pOst-multiply w/ D
- (Differentially) rescale Rows = pRe-multiply with D