

# Statistical Operations and Matrices (I)

Matrix Algebra 4 Statistical Learning

Gaston Sanchez

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# Vector-Matrix Notation for Statistical Operations

# Motivation

I want to discuss how we can use vector-matrix notation to represent some basic statistical operations and summaries.

First we need to quickly review some concepts around inner products.

# Inner Product

The inner product of two vectors  $\mathbf{x}$  and  $\mathbf{y}$ —of the same size—is defined as:

$$\langle \mathbf{x}, \mathbf{y} \rangle = \mathbf{x}^T \mathbf{y} = \sum_i x_i y_i$$

basically the inner product consists of the element-by-element product of  $\mathbf{x}$  and  $\mathbf{y}$ , and then adding everything up. The result is not another vector but a single number, a scalar.

# Inner Product

We can also write the inner product  $\langle \mathbf{x}, \mathbf{y} \rangle$  in vector notation as:

$$\mathbf{x}^T \mathbf{y} = (x_1 \dots x_n) \begin{pmatrix} y_1 \\ \vdots \\ y_n \end{pmatrix} = \sum_{i=1}^n x_i y_i$$

# Inner Product

Keep in mind that inner products can be generalized to any type of metric  $\mathbf{M}$  matrix:

$$\langle \mathbf{x}, \mathbf{y} \rangle_M = \mathbf{x}^T \mathbf{M} \mathbf{y}$$

# Inner Product

Having an inner space endowed with an inner product, we can derive other concepts such as:

- ▶ **Length** of a vector (and *norms* in general)
- ▶ **Distance** between points
- ▶ **Angle** between vectors
- ▶ **Projection** of vectors

# Length

Another important usage of the inner product is that it allows us to define the **length** of a vector  $\mathbf{x}$  denoted by:

$$\|\mathbf{x}\| = \sqrt{\mathbf{x}^T \mathbf{x}}$$

which is typically known as the (Euclidean) **norm** of a vector.  
(There are actually other types of norms)



# Length

The inner product of a vector with itself is equal to its squared norm:  $\mathbf{x}^T \mathbf{x} = \|\mathbf{x}\|^2$

$$\|\mathbf{x}\|^2 = \sum_{i=1}^n x_i^2$$

# Distance

The square (Euclidean) distance between two vectors  $\mathbf{x}$  and  $\mathbf{y}$  can be obtained as:

$$d^2(\mathbf{x}, \mathbf{y}) = \|\mathbf{x} - \mathbf{y}\|^2 = (\mathbf{x} - \mathbf{y})^T (\mathbf{x} - \mathbf{y})$$

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$$d(\mathbf{x}, \mathbf{y}) = \|\mathbf{x} - \mathbf{y}\| = \sqrt{(\mathbf{x} - \mathbf{y})^T (\mathbf{x} - \mathbf{y})}$$

# Angle between Vectors

The **angle**  $\theta$  between two nonzero vectors  $\mathbf{x}, \mathbf{y}$  can also be expressed using inner products:

$$\cos(\theta) = \frac{\mathbf{x}^T \mathbf{y}}{\sqrt{\mathbf{x}^T \mathbf{x}} \sqrt{\mathbf{y}^T \mathbf{y}}} = \frac{\mathbf{x}^T \mathbf{y}}{\|\mathbf{x}\| \|\mathbf{y}\|}$$

# Angle

Equivalently, we can reexpress the formula of the inner product using

$$\mathbf{x}^T \mathbf{y} = \|\mathbf{x}\| \|\mathbf{y}\| \cos(\theta)$$

# Orthogonality

Besides calculating lengths of vectors and angles between vectors, an inner product allows us to know whether two vectors are orthogonal.

In a two dimensional space, orthogonality is equivalent to perpendicularity; so if two vectors are perpendicular to each other—the angle between them is a 90 degree angle—they are orthogonal.

Two vectors  $\mathbf{x}$  and  $\mathbf{y}$  are orthogonal if their inner product is zero:

$$\mathbf{x}^T \mathbf{y} = 0 \quad \Longleftrightarrow \quad \mathbf{x} \perp \mathbf{y}$$

# Projection

The last aspect I want to touch related with the inner product is the so-called projections. More specifically: orthogonal projection of a vector  $\mathbf{y}$  onto another vector  $\mathbf{x}$ .

The basic notion of projection requires two ingredients: two vectors,  $\mathbf{x}$  and  $\mathbf{y}$ . To obtain the projection of  $\mathbf{y}$  onto  $\mathbf{x}$ , we need to express  $\mathbf{x}$  in unit norm.

# Unit Vector

Recall that a **unit vector** is a vector of length 1, sometimes also called a *direction* or *unitary* vector.

In other words, if  $\mathbf{v}$  is a unit vector, this means that  $\|\mathbf{v}\| = 1$ .

Given a non-zero vector  $\mathbf{v}$ , how do we get a unit vector?



# Unit Vector

Given a non-zero vector  $\mathbf{v}$ , you can get a unit vector  $\mathbf{u}$  by dividing  $\mathbf{v}$  by its norm, that is:

$$\mathbf{u} = \frac{\mathbf{v}}{\|\mathbf{v}\|} = \frac{\mathbf{v}}{\sqrt{\mathbf{v}^T \mathbf{v}}}$$

Some say that we “normalize  $\mathbf{v}$ ”

# Projection

Having two nonzero vectors  $\mathbf{x}$  and  $\mathbf{y}$ , we can project  $\mathbf{y}$  on  $\mathbf{x}$ , denoted by  $\hat{\mathbf{y}}$  as:

$$\hat{\mathbf{y}} = \mathbf{x} \left( \frac{\mathbf{y}^\top \mathbf{x}}{\mathbf{x}^\top \mathbf{x}} \right)$$

Note that the term in parenthesis is just a scalar.

# Projection

Note that

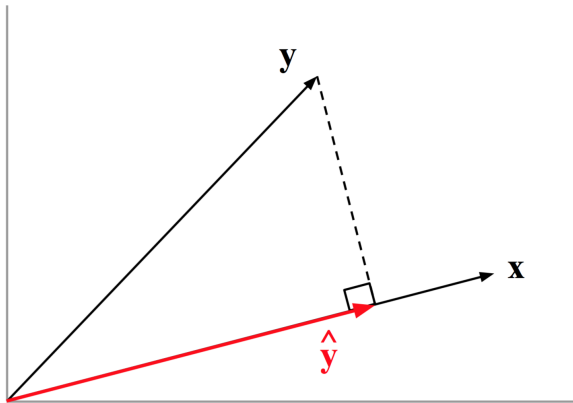
$$\hat{\mathbf{y}} = \mathbf{x} \left( \frac{\mathbf{y}^T \mathbf{x}}{\mathbf{x}^T \mathbf{x}} \right) = \mathbf{x} \left( \frac{\mathbf{x}^T \mathbf{y}}{\mathbf{x}^T \mathbf{x}} \right)$$

can also be written as:

$$\hat{\mathbf{y}} = \mathbf{x}(\mathbf{x}^T \mathbf{x})^{-1} \mathbf{x}^T \mathbf{y}$$

Does it look familiar?

# Orthogonal Projection



# Projection

We can actually express  $\hat{\mathbf{y}}$  as  $a\mathbf{x}$ . This means that a projection implies multiplying  $\mathbf{x}$  by some number  $a$ , such that  $\hat{\mathbf{y}} = a\mathbf{x}$  is a stretched or shrinked version of  $\mathbf{x}$ .

# Inner Products ... So what?

We'll see in a moment how many statistical summaries can be represented with inner products.

# Review of Some Statistical Operations

# Statistical Summaries

I want to review basic statistical summaries and see how we can express them in vector-matrix notation:

- ▶ Sum of values
- ▶ Sum of squared values
- ▶ Mean
- ▶ Variance



# Sum of Values

Consider a variable  $X \in \mathbb{R}^n$  represented with a vector  $\mathbf{x} = (x_1, x_2, \dots, x_n)$

A common operation consists of adding the elements of the vector

$$\sum_{i=1}^n x_i$$

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This sum can be expressed in vector notation as:

$$\sum_{i=1}^n x_i = \mathbf{x}^\top \mathbf{1} = \mathbf{1}^\top \mathbf{x}$$

where  $\mathbf{1}$  is a vector of  $n$  elements equal to 1

# Mean

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Using vector notation the mean is expressed as:

$$\bar{x} = \frac{1}{n} \mathbf{x}^T \mathbf{1}$$

# Sum of Square dValues

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Using vector notation this sum can be written as an inner product:

$$\sum_{i=1}^n x_i^2 = \mathbf{x}^T \mathbf{x} = \|\mathbf{x}\|^2$$

# Variance

The variance of  $X$  (in its population version)

$$\text{var}(X) = \frac{1}{n} \sum_{i=1}^n (x_i - \bar{x})^2$$

- ▶ Let  $\bar{\mathbf{x}}$  be an  $n$ -element vector constant of  $\bar{x}$  values
- ▶ Let  $\tilde{\mathbf{x}} = \mathbf{x} - \bar{\mathbf{x}}$

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The variance can be expressed as:

$$\text{var}(X) = \frac{1}{n} \tilde{\mathbf{x}}^T \tilde{\mathbf{x}}$$



# Variance

If you consider the “sample” variance

$$\text{var}(X) = \frac{1}{n-1} \sum_{i=1}^n (x_i - \bar{x})^2$$

Then:

$$\text{var}(X) = \frac{1}{n-1} \tilde{\mathbf{x}}^T \tilde{\mathbf{x}}$$

# Variance

- ▶ I will sometimes consider  $\mathbf{x}$  to be mean-centered.
- ▶ This means that  $\bar{x}$  has already been subtracted from each element  $x_i$

In this case the variance can be compactly expressed as:

$$\text{var}(X) = \frac{1}{n} \mathbf{x}^\top \mathbf{x}$$

# Covariance

Consider two variables  $X$  and  $Y$ . The covariance  $cov(X, Y)$

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Assuming that  $X$  and  $Y$  are mean-centered, and represented by  $\mathbf{x}$  and  $\mathbf{y}$ , respectively, the covariance can be expressed as:

$$cov(\mathbf{x}, \mathbf{y}) = \frac{1}{n} \mathbf{x}^T \mathbf{y}$$

# Correlation

Consider two variables  $X$  and  $Y$ . The correlation  $cor(X, Y)$

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Assuming that  $X$  and  $Y$  are mean-centered, and represented by  $\mathbf{x}$  and  $\mathbf{y}$ , respectively, the covariance can be expressed as:

$$cor(\mathbf{x}, \mathbf{y}) = \frac{\mathbf{x}^\top \mathbf{y}}{\sqrt{\mathbf{x}^\top \mathbf{x}} \sqrt{\mathbf{y}^\top \mathbf{y}}} = \frac{\mathbf{x}^\top \mathbf{y}}{\|\mathbf{x}\| \|\mathbf{y}\|}$$

# Correlation: Geometric Interpretation

What does it mean geometrically:

$$\text{cor}(\mathbf{x}, \mathbf{y}) = \frac{\mathbf{x}^\top \mathbf{y}}{\|\mathbf{x}\| \|\mathbf{y}\|}$$

Hint: recall the angle between two vectors.

You can think of the correlation between two variables as the cosine of the angle between two vectors.