

# MAL 7: λ.A in ML

Linear equations:

Ex:

Ex: (Plane equation)

A system of Linear Equations

A collection of one or more linear equations involving the same variables:

Ex:

$$2x_1 + 3x_2 + x_3 = 3$$

$$7x_2 - 4x_3 = 10$$

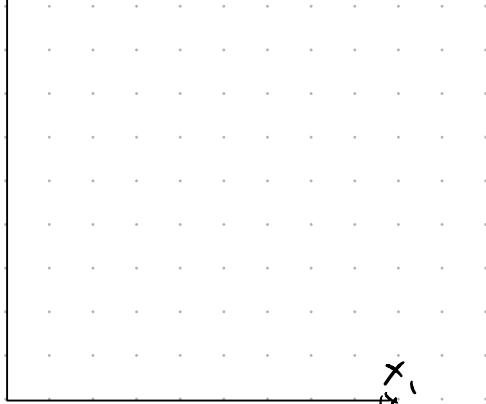
$$x_3 = 1$$

Solution set:

A solution of a linear system is a list of numbers  $s_1, s_2, s_3 \dots$  that satisfies the system, i.e. makes the system "true".

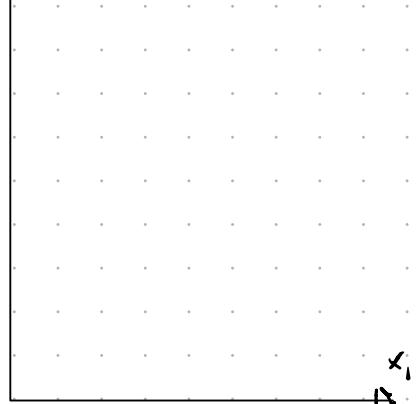
1. No Solution

$\Delta x_2$



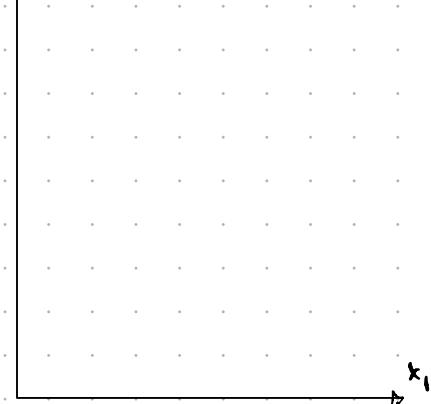
2. One solution

$\Delta x_2$



3. Inf. many sol.

$\Delta x_2$



## The Matrix:

Consider the system:

$$2x_1 + 3x_2 + x_3 = 3$$

$$7x_2 - 4x_3 = 10$$

$$x_3 = 1$$

We can "code" this system into two types of matrices:

Coefficient Matrix

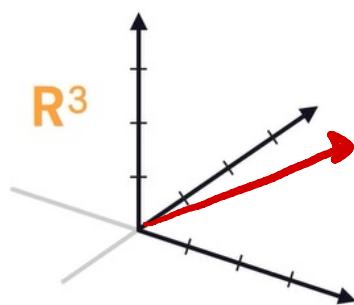
Just think of a Matrix as a 2-D array.

## The Vector:

- A vector is a 1-D array of  $n$  numbers
- Vector Space: The totality of all vectors with  $n$  entries is an  $n$ -dimensional vector space

$$\vec{v} = \begin{bmatrix} -3 \\ 0.7 \\ 2 \end{bmatrix}$$

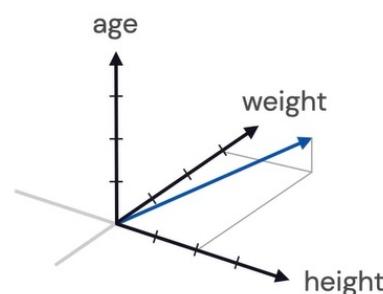
"3-dimensional space" consists of all vectors with 3 entries:



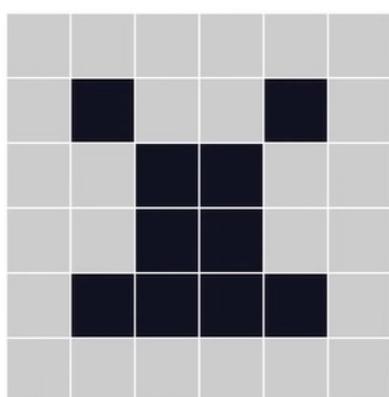
$$\begin{bmatrix} * \\ * \\ * \end{bmatrix}$$

- A feature vector is a vector whose entries represent the features of some object:

$$P = \begin{bmatrix} 167 \\ 60 \\ 23 \end{bmatrix} \begin{matrix} \text{height} \\ \text{weight} \\ \text{age} \end{matrix}$$



## Image5:



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

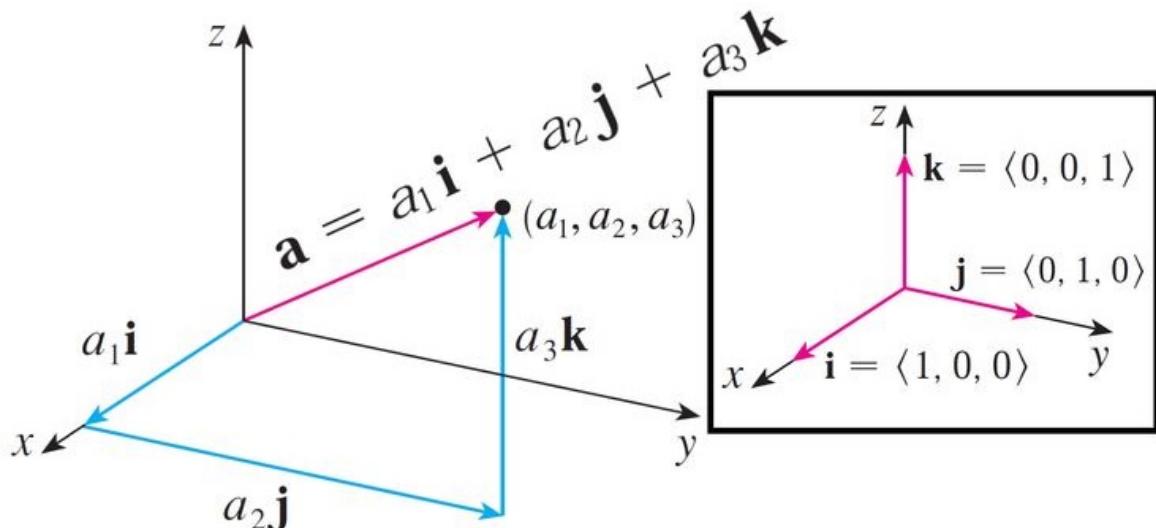


$$\begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 0 \\ 1 \\ 1 \\ 0 \\ \vdots \end{bmatrix}$$

## One hot-encoding:

$$\text{apple} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix} \quad \text{cat} = \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix} \quad \text{house} = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix} \quad \text{tiger} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

In math, these are called standard basis vectors:



Any vector can be stated as a linear combination of some basis vector.

## Linear Combinations:

Given a set of vectors  $\vec{v}_1, \vec{v}_2, \dots, \vec{v}_p \in \mathbb{R}^n$  and scalars  $c_1, c_2, \dots, c_p \in \mathbb{R}$ , the vector  $\vec{y}$  given by:

is called a linear combination of  $\vec{v}_1, \vec{v}_2, \dots, \vec{v}_p$  with weights  $c_1, c_2, \dots, c_p$ .

## The Matrix:

Denoted with capital letters, e.g. A, X

- If you "read" the matrix horizontally you see equations.
- If you "read" the matrix vertically, you see vectors

$$X = \begin{pmatrix} x_{11} & x_{12} & \dots & x_{1n} \\ x_{21} & x_{22} & \dots & x_{2n} \\ \vdots & \vdots & & \vdots \\ x_{m1} & x_{m2} & \dots & x_{mn} \end{pmatrix}$$



	X <sub>1</sub> sepal length	X <sub>2</sub> sepal width	X <sub>3</sub> petal length	X <sub>4</sub> petal width	X <sub>5</sub> class
x <sub>1</sub>	5.9	3.0	4.2	1.5	Iris-versicolor
x <sub>2</sub>	6.9	3.1	4.9	1.5	Iris-versicolor
x <sub>3</sub>	6.6	2.9	4.6	1.3	Iris-versicolor
x <sub>4</sub>	4.6	3.2	1.4	0.2	Iris-setosa
x <sub>5</sub>	6.0	2.2	4.0	1.0	Iris-versicolor
x <sub>6</sub>	4.7	3.2	1.3	0.2	Iris-setosa
x <sub>7</sub>	6.5	3.0	5.8	2.2	Iris-virginica
x <sub>8</sub>	5.8	2.7	5.1	1.9	Iris-virginica
:	:	:	:	:	:
x <sub>149</sub>	7.7	3.8	6.7	2.2	Iris-virginica
x <sub>150</sub>	5.1	3.4	1.5	0.2	Iris-setosa

The number of rows tell you the size of the vectors:

## Matrix Properties

The i-th row : A<sub>i,:</sub>

The j-th col : A<sub>:,j</sub>

transpose A<sup>T</sup> : (A<sup>T</sup>)<sub>i,j</sub> = A<sub>j,i</sub>

Vectors are matrices with one column.

Multiplication:

$$C = A \cdot B \Rightarrow C_{ij} = \sum_k A_{ik} \cdot B_{kj}$$

## Example:

Let  $A = 5 \times 2$ :

$$A^T A =$$

$$A A^T =$$

Matrix and vectors:

$$A\bar{x} = \bar{b}, A \in \mathbb{R}^{m \times n}, b \in \mathbb{R}^m, \bar{x} \in \mathbb{R}^n$$

$$A_{1,:} \cdot \bar{x} = b_1, A_{2,:} \cdot \bar{x} = b_2, \dots, A_m \cdot \bar{x} = b_m$$

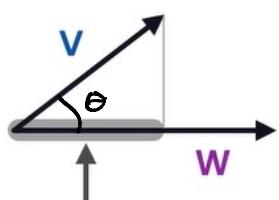
$$A \bar{x} = \bar{b} \Rightarrow A^{-1} \cdot A \bar{x} = A^{-1} \bar{b} \Rightarrow \bar{x} = A^{-1} \bar{b}$$

$x = q \cdot a^{-1}$

## Dot-Product (Inner Product):

$$\begin{bmatrix} 1 \\ 0 \\ 3 \end{bmatrix} \cdot \begin{bmatrix} 7 \\ 2 \\ -1 \end{bmatrix} =$$

The dot product says something about how similar two vectors are



$$\bar{V} \cdot \bar{W} = \bar{V}^T \bar{W} = \|\bar{V}\|_2 \cdot \|\bar{W}\|_2 \cdot \cos \theta$$

Length of shadow is  $\bar{V} \cdot \bar{W}$

(if length of  $\bar{W}$  is 1)

Note: if  $X$  is your data  $X X^T$  is called the **Covariance matrix** since it will contain all the dot products.

## Matrices of Functions:

It is useful to think of a matrix as a function that "acts" on a vector:

$$f(\bar{x}) \quad \rightarrow \text{Turn } \bar{v} \text{ into } \bar{v}' : \text{stretch, rotate, scale}$$
$$T(\bar{x}) = A\bar{x}$$

Transformation:  $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$

Example:

$$\bar{x} = \begin{bmatrix} 5 \\ 6 \\ -2 \end{bmatrix}, \quad A = \begin{bmatrix} 2 & 0 & -3 \\ -1 & 4 & 5 \end{bmatrix}$$

$$T(\bar{x}) = \begin{bmatrix} 2 & 0 & -3 \\ -1 & 4 & 5 \end{bmatrix} \begin{bmatrix} 5 \\ 6 \\ -2 \end{bmatrix} =$$

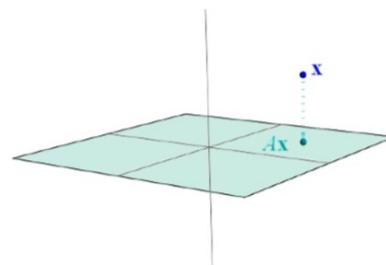
So we transformed a 3-D object to a 2-D object.

## Special Transformations:

- Consider  $A = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$  and let  $T(\bar{x}) = A\bar{x}$ .

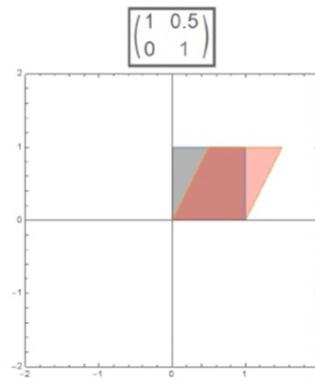
### Projection

- Now  $T\left(\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}\right) = \begin{bmatrix} x_1 \\ x_2 \\ 0 \end{bmatrix}$   
"projects"  $\mathbb{R}^3$  onto the  $xy$ -plane



Consider  $A = \begin{bmatrix} 1 & c \\ 0 & 1 \end{bmatrix}$ , where  $c$  is a real number

Shear



Rotation

$$\begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix} = \begin{array}{c} \text{Portrait of Euler} \\ \text{Portrait of Descartes} \end{array}$$

To rotate counterclockwise by:

90 degrees

180 degrees

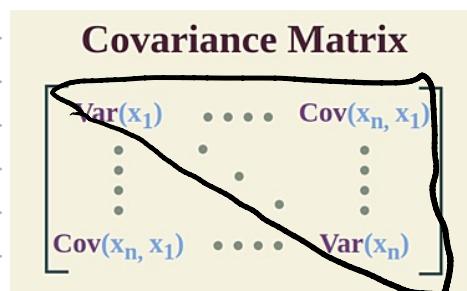
270 degrees

Multiply by:

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

Covariance

$$\frac{\underline{AA^T}}{n-1} =$$



Matrix Decomposition:

$$\begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} \begin{bmatrix} \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{bmatrix} \xrightarrow{\text{Multiplication}} \begin{bmatrix} \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{bmatrix}$$

Factorization

## Eigen decomposition

A  $\bar{X}$

An eigenvector is a special vector s.t.

$$A\bar{v} = \lambda\bar{v}$$

Where  $\lambda$  is called the eigenvalue.

$\downarrow$  scale factor

If A has n eigenvectors  $\{\bar{v}_1, \bar{v}_2, \bar{v}_3, \dots, \bar{v}_n\}$

with corresponding eigenvalues

$$\lambda = [\lambda_1, \lambda_2, \lambda_3, \dots, \lambda_n]$$

Then then the eigen decomposition of A is

$$A = V \cdot D \cdot V^{-1}$$

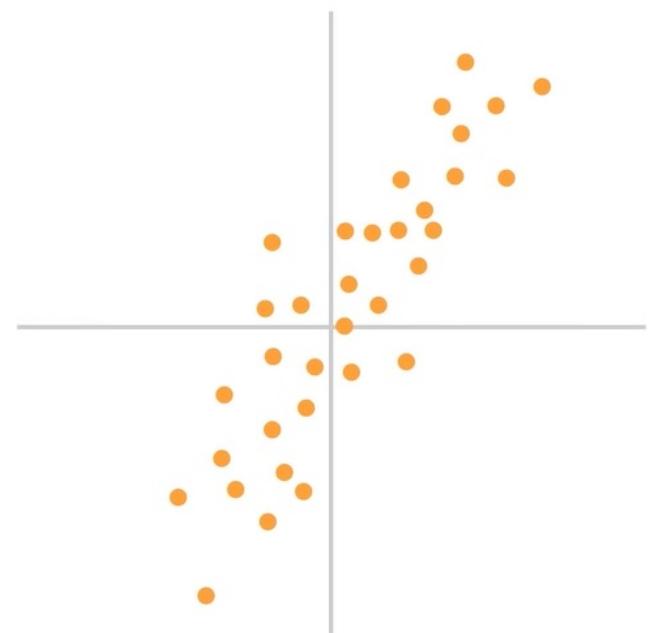
$$V = \begin{bmatrix} 1 & 1 & 1 & 1 \\ \bar{v}_1 & \bar{v}_2 & \bar{v}_3 & \dots & \bar{v}_n \\ 1 & 1 & 1 & 1 \end{bmatrix} \quad \text{and} \quad D = \begin{bmatrix} \lambda_1 & & & 0 \\ & \lambda_2 & & \\ & & \ddots & \\ 0 & & & \lambda_n \end{bmatrix}$$

$$\text{Note } V \cdot V^{-1} = I$$

Example:

$$\bar{v}_1 = \begin{bmatrix} 0.6 \\ 0.8 \end{bmatrix}, \bar{v}_2 = \begin{bmatrix} -1.4 \\ 1 \end{bmatrix}$$

$$\lambda_1 = 57, \lambda_2 = 3$$



# Singular Value Decomposition:

Singular value =  $\sqrt{\text{eigenvalue}}$

$$\begin{bmatrix} \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{bmatrix} = \begin{bmatrix} \cdot & \text{orange} & \cdot \\ \cdot & \text{orange} & \cdot \end{bmatrix} \begin{bmatrix} \cdot & & & \\ & \cdot & & \\ & & \cdot & \\ & & & \cdot \end{bmatrix} \begin{bmatrix} \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{bmatrix}$$

**M**                    **U**                    **D**                    **VT**  
 $n \times m$              $n \times k$              $k \times k$   
( $k = \text{rank of } M$ )

Columns are "orthonormal"  
Diagonal matrix  
Rows are "orthonormal"

Used in :

- linear Regression
- PCA
- Image compression
- Recommendation Systems
- Classification of handwritten digits
- Restoring images