

EE2211 Pre-Tutorial 4

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Agenda

- Recap
- Self-learning
- Tutorial 4



Recap

- Operations on Vectors and Matrices
 - Dot-product, matrix inverse
- System of Linear Equations
 - Matrix-vector notation, linear dependency, invertible
 - Even-, over-, under-determined linear systems
- Set and Functions
 - Inner product function
 - Linear and affine functions

Recap on Notations, Vectors, Matrices

Scalar	Numerical value	15, -3.5
Variable	Take scalar values	x or a
Vector	An ordered list of scalar values	\mathbf{x} or \mathbf{a}
	Attributes of a vector	$\mathbf{a} = \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$
Matrix	A rectangular array of numbers arranged in rows and columns	$\mathbf{X} = \begin{bmatrix} 2 & 4 \\ 21 & -6 \end{bmatrix}$

Capital Sigma $\sum_{i=1}^m x_i = x_1 + x_2 + \dots + x_{m-1} + x_m$

Capital Pi $\prod_{i=1}^m x_i = x_1 \cdot x_2 \cdot \dots \cdot x_{m-1} \cdot x_m$

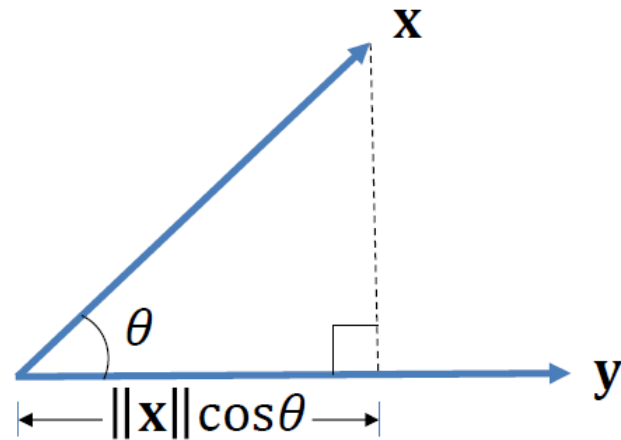
Operations on Vectors and Matrices

Dot Product or Inner Product of Vectors:

$$\begin{aligned}\mathbf{x} \cdot \mathbf{y} &= \mathbf{x}^T \mathbf{y} \\ &= [x_1 \ x_2] \begin{bmatrix} y_1 \\ y_2 \end{bmatrix} \\ &= x_1 y_1 + x_2 y_2\end{aligned}$$

Geometric definition:

$$\mathbf{x} \cdot \mathbf{y} = \|\mathbf{x}\| \|\mathbf{y}\| \cos \theta$$



Where θ is the angle between \mathbf{x} and \mathbf{y} , and $\|\mathbf{x}\| = \sqrt{\mathbf{x} \cdot \mathbf{x}}$ is the Euclidean length of vector \mathbf{x}

Operations on Vectors and Matrices

Matrix-Matrix Product

$$\begin{aligned}\mathbf{XW} &= \begin{bmatrix} x_{1,1} & \cdots & x_{1,d} \\ \vdots & \ddots & \vdots \\ x_{m,1} & \cdots & x_{m,d} \end{bmatrix} \begin{bmatrix} w_{1,1} & \cdots & w_{1,h} \\ \vdots & \ddots & \vdots \\ w_{d,1} & \cdots & w_{d,h} \end{bmatrix} \\ &= \begin{bmatrix} (x_{1,1}w_{1,1} + \cdots + x_{1,d}w_{d,1}) & \cdots & (x_{1,1}w_{1,h} + \cdots + x_{1,d}w_{d,h}) \\ \vdots & \ddots & \vdots \\ (x_{m,1}w_{1,1} + \cdots + x_{m,d}w_{d,1}) & \cdots & (x_{m,1}w_{1,h} + \cdots + x_{m,d}w_{d,h}) \end{bmatrix} \\ &= \begin{bmatrix} \sum_{i=1}^d x_{1,i}w_{i,1} & \cdots & \sum_{i=1}^d x_{1,i}w_{i,h} \\ \vdots & \ddots & \vdots \\ \sum_{i=1}^d x_{m,i}w_{i,1} & \cdots & \sum_{i=1}^d x_{m,i}w_{i,h} \end{bmatrix}\end{aligned}$$

If \mathbf{X} is $m \times d$ and \mathbf{W} is $d \times h$, then the outcome is a $m \times h$ matrix

Operations on Vectors and Matrices

Matrix inversion computation

$$A^{-1} = \frac{1}{\det(A)} \text{adj}(A)$$

- $\det(A)$ is the determinant of A
- $\text{adj}(A)$ is the **adjugate** or **adjoint** of A

Determinant computation

Example: 2x2 matrix

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

$$\det(A) = |A| = \begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc$$

Systems of Linear Equations

Even-, over-, under-determined linear systems

$X \in R^m \times d$
e.g. Samples of features

$Xw = y$

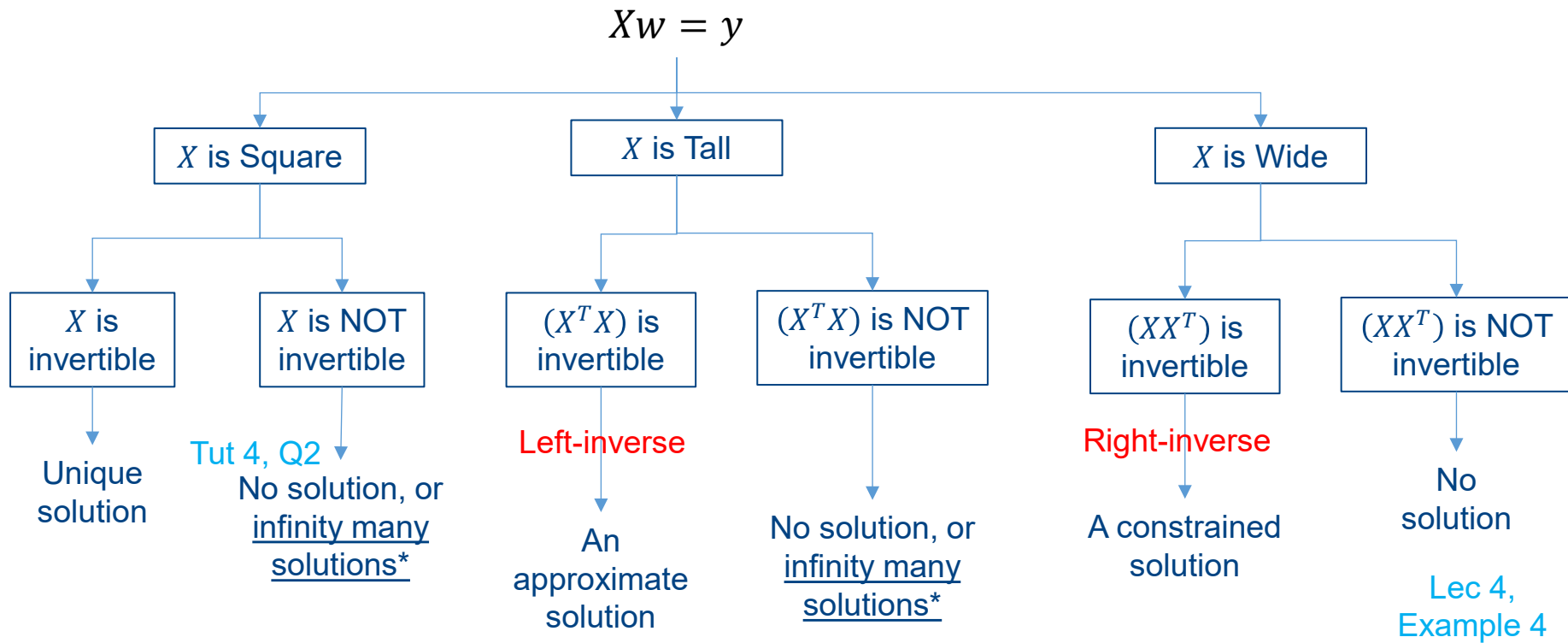
y : Target values

w : Weightings

$$\mathbf{X} = \begin{bmatrix} x_{1,1} & x_{1,2} & \cdots & x_{1,d} \\ \vdots & \vdots & \ddots & \vdots \\ x_{m,1} & x_{m,2} & \cdots & x_{m,d} \end{bmatrix}, \quad \mathbf{w} = \begin{bmatrix} w_1 \\ \vdots \\ w_d \end{bmatrix}, \quad \mathbf{y} = \begin{bmatrix} y_1 \\ \vdots \\ y_m \end{bmatrix}.$$

X is Square	Even-determined	$m = d$	One unique solution in general	$\hat{w} = X^{-1}y$
X is Tall	Over-determined	$m > d$	No exact solution in general; An approximated solution	$\hat{w} = (X^T X)^{-1} X^T y$ Left-inverse
X is Wide	Under-determined	$m < d$	Infinite number of solutions in general; Unique constrained solution	$\hat{w} = X^T (X X^T)^{-1} y$ Right-inverse

Systems of Linear Equations



Functions

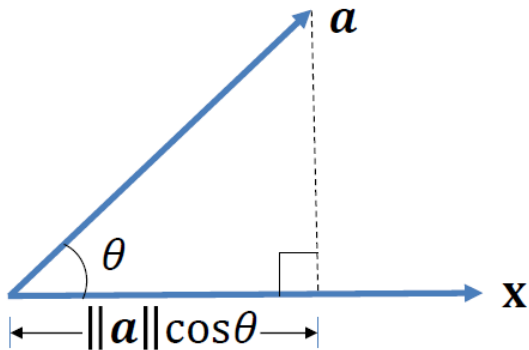
The inner production function

- Suppose \mathbf{a} is a d -vector. We can define a scalar valued function f of d -vectors, given by

$$f(\mathbf{x}) = \mathbf{a}^T \mathbf{x} = a_1 x_1 + a_2 x_2 + \cdots a_d x_d \quad (1)$$

for any d -vector \mathbf{x}

- The inner product of its d -vector argument \mathbf{x} with some (fixed) d -vector \mathbf{a}
- We can also think of f as forming a **weighted sum** of the elements of \mathbf{x} ; the elements of \mathbf{a} give the weights



Functions

Linear Functions

Superposition and linearity

- The inner product function $f(\mathbf{x}) = \mathbf{a}^T \mathbf{x}$ defined in equation (1) (slide 9) satisfies the property

$$\begin{aligned} f(\alpha \mathbf{x} + \beta \mathbf{y}) &= \mathbf{a}^T (\alpha \mathbf{x} + \beta \mathbf{y}) \\ &= \mathbf{a}^T (\alpha \mathbf{x}) + \mathbf{a}^T (\beta \mathbf{y}) \\ &= \alpha (\mathbf{a}^T \mathbf{x}) + \beta (\mathbf{a}^T \mathbf{y}) \\ &= \alpha f(\mathbf{x}) + \beta f(\mathbf{y}) \end{aligned}$$

for all d -vectors \mathbf{x} , \mathbf{y} , and all scalars α , β .

- This property is called **superposition**, which consists of **homogeneity** and **additivity**
- A **function** that satisfies the superposition property is called **linear**

Functions

Linear and Affine Functions

A linear function plus a constant is called an affine function

A linear function $f: \mathcal{R}^d \rightarrow \mathcal{R}$ is **affine** if and only if it can be expressed as $f(\mathbf{x}) = \mathbf{a}^T \mathbf{x} + b$ for some d -vector \mathbf{a} and scalar b , which is called the **offset (or bias)**

Example:

$$f(\mathbf{x}) = 2.3 - 2x_1 + 1.3x_2 - x_3$$

This function is affine, with $b = 2.3$, $\mathbf{a}^T = [-2, 1.3, -1]$.

Summary

- Operations on Vectors and Matrices
 - Dot-product, matrix inverse
- Systems of Linear Equations $\mathbf{X}\mathbf{w} = \mathbf{y}$
 - Matrix-vector notation, linear dependency, invertible
 - Even-, over-, under-determined linear systems
- Set and Functions

Assignment 1 (week 6 Fri)
Tutorial 4

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\mathbf{X} is Wide	Under-determined	$m < d$	Infinite number of solutions in general; Unique constrained solution	$\hat{\mathbf{w}} = \mathbf{X}^T(\mathbf{X}\mathbf{X}^T)^{-1}\mathbf{y}$ Right-inverse

- Scalar and vector functions
- Inner product function
- Linear and affine functions

python package *numpy*
Inverse: *numpy.linalg.inv(X)*
Transpose: *X.T*



THANK YOU