# Numerical Linear Algebra

Master in Fundamental Principles of Data Science, 2021-2022

## **NLA**

## **Teaching staff**

- Arturo Vieiro (vieiro@ub.edu)
- Martin Sombra (sombra@ub.edu)

#### **Timetable**

- Theory: Wednesdays 14:10–15:00 and 15:10–16:00 (Martin)
- Practice: Fridays 16:10–17:00 and 17:10–18:00 (Arturo)

## **Evaluation (continuous)**

- Final exam (theory): mid January 2022
- Projects (practice): during the course
- Reevaluation (if necessary): late January 2022

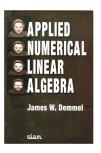


# Theory

Prerrequisites: basic Linear Algebra

#### Material

- In-person classes
- Lecture notes and lists of exercices
- Books and papers



## Overview

- Matrices are used to represent data
- Linear Algebra provides tools to understand and manipulate matrices to derive useful knowledge from data (e.g. linear relations)

#### It is a building block of

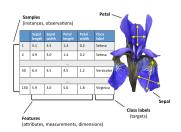
- Dimensionality reduction (PCA, SVD, etc)
- Machine learning (weights, loss functions, etc)
- Image processing
- Language recognition
- Etc.



## Data representation

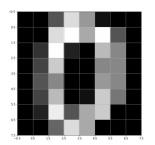
- Matrices are used to represent samples (or data points) with multiples attributes (or variables)
- Tipically rows correspond to samples and columns to attributes

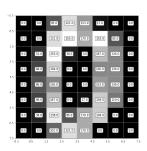
$$A = \begin{pmatrix} a_{1,1} & \cdots & a_{1,m} \\ \vdots & & \vdots \\ a_{m,1} & \cdots & a_{m,n} \end{pmatrix}$$



# **Images**

- A digital b/w image is made of *pixels*
- Each pixel has a value in the range 0 (black) to 255 (white)





# The column span of a matrix

- Are all attributes independent?
- Can we identify the linear relationships?
- Can we reduce the size of the data matrix?

For

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

we have that  $col_1(A) + col_2(A) - col_3(A) = 0$  and so

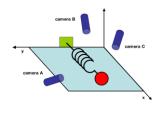
$$\mathsf{col}_3(A) = \mathsf{col}_1(A) + \mathsf{col}_2(A)$$

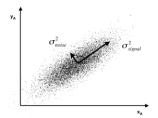
The number of independent attributes equals the rank of the matrix



# Dimensionality reduction

• How far is a data matrix from being rank defective?





## Basic problems

• Linear equation solving: solve

$$Ax = b$$

for a nonsingular  $n \times n$  matrix A, a given n-vector b, and an unknown n vector x

• Least squares problem: compute the *n*-vector *x* minimizing

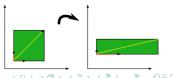
$$||Ax - b||_2$$

for an  $m \times n$  matrix A and a given m-vector b

 Eigenvalues and eigenvectors, including singular value decomposition: find a scalar λ and a nonzero n-vector x such that

$$Ax = \lambda x$$

for an  $n \times n$  matrix A



## Matrix factorizations

 A factorization of a matrix A is its representation as a product of "simpler" matrices

**Example:** for an  $n \times n$  matrix A, Gaussian elimination with partial pivoting (*GEPP*) computes a factorization

$$A = P L U$$

with P a permutation, L unit lower triangular, and U upper triangular

$$\begin{bmatrix} & 1 \\ & & 1 \\ 1 \\ 1 & & \end{bmatrix} \begin{bmatrix} 2 & 1 & 1 & 0 \\ 4 & 3 & 3 & 1 \\ 8 & 7 & 9 & 5 \\ 6 & 7 & 9 & 8 \end{bmatrix} = \begin{bmatrix} 1 \\ \frac{3}{4} & 1 \\ \frac{1}{2} & -\frac{2}{7} & 1 \\ \frac{1}{4} & -\frac{3}{7} & \frac{1}{3} & 1 \end{bmatrix} \begin{bmatrix} 8 & 7 & 9 & 5 \\ \frac{7}{4} & \frac{9}{4} & \frac{17}{4} \\ -\frac{6}{7} & -\frac{2}{7} \\ & & & \frac{2}{3} \end{bmatrix}.$$

Solving Ax = b then breaks into three easier parts

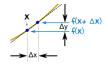
# Perturbation theory and numerical stability

Two sources of numerical errors:

- approximations in the input data (measurements, truncations)
- errors introduced by the algorithm

Condition numbers measure the propagation of errors

**Example:** let f be a real valued differentiable function. Then  $f(x + \Delta x) \simeq f(x) + f'(x) \Delta x$ , and f'(x) is a condition number



Both sources of numerical errors can be unified if the algorithm is backward stable



# Complexity of algorithms

How long will it take a computation?



 The complexity of an algorithm is measured in floating point operations (flops)

**Example:** GEPP solves an  $n \times n$  linear system Ax = b in

$$\simeq \frac{2}{3}\, n^3 \ \ \text{flops}$$

## **Exploiting structure**

 It is important to identify and exploit special structures, to reduce storage and increase speed

**Example:** when A is symmetric and positive definite, Cholesky's algorithm solves Ax = b in

$$\simeq \frac{1}{3} \, \mathrm{n}^3 \, \, \, \mathrm{flops}$$

If moreover A is banded with band width  $\sqrt{n}$ , Cholesky takes only

$$O(n^2)$$
 flops

