

Introduction

Linear Algebra
(spring, 2013)

University of Seoul
School of Computer Science
Minho Kim

Syllabus

course webpage:

<http://www.minho-kim.com/courses/13sp71007>

Table of Contents of the Textbook

1. Vectors
2. Systems of Linear Equations ($Ax = b$)
3. Matrices ($A = LU$, $A = P^T LU$, $\text{row}(A)$, $\text{col}(A)$, $\text{null}(A)$)
4. Eigenvalues and Eigenvectors ($Ax = \lambda x$)
5. Orthogonality ($A = QR$)
6. Vector Spaces (\mathbb{R}^n)
7. Distance and Approximation ($Ax = b \rightarrow A^T Ax = A^T b$,
 $A = U\Sigma V^T$)

Applications

- ▶ Error-correcting codes (Chap 3: Matrices)
- ▶ Computer graphics: animation and games (Chap 3.6: Linear Transformations)
- ▶ Ranking sports teams and searching the Internet (Chap 4: Eigenvalues and Eigenvectors)
- ▶ Digital image compression (Chap 7.4: Singular Vector Decomposition)

Applications

(<http://aix1.uottawa.ca/~jkhoury/app.htm>)

- ▶ Coding theory: error-detecting code, error-correcting code, Hamming code
- ▶ Cryptography: encoding/decoding matrices
- ▶ Economics: Leontief input-output model
- ▶ Games: finite linear games, magic square
- ▶ Image compression: Haar wavelet transform, SVD (Singular Vector Decomposition)
- ▶ Graph/network theory: social network, Google's PageRank