

# Solving a 10-Dimensional Matrix Problem and Exploring Its Applications in AI and Machine Learning

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## Abstract

This report addresses the computational solution of a randomly generated  $10 \times 10$  matrix and explores its relevance to machine learning via the normal equation for linear regression. A floating-point  $10 \times 10$  matrix is generated and analyzed using Python and NumPy. We compute its determinant, rank, eigenvalues, eigenvectors, and (if invertible) its inverse, verifying  $AA^{-1} = I$ . We also solve a linear system  $Ax = b$  for a random vector  $b$ . The methodology uses standard linear algebra routines in NumPy[1][2] and visualizes the matrix with a heatmap for insight into its structure[3]. In the AI/ML application, we demonstrate how these operations apply to linear regression: by forming the normal equation  $\theta = (X^T X)^{-1} X^T y$  and fitting synthetic data. A scatter plot with fitted regression line (Fig. 2) confirms the relationship between features and predicted output. The findings show that matrix inversion and multiplication naturally yield regression parameters in one step[4]. Limitations include computational expense for large matrices, suggesting that for high-dimensional data iterative methods (like gradient descent) or decomposition-based approaches (QR or SVD) are preferred[5][6].

## Introduction

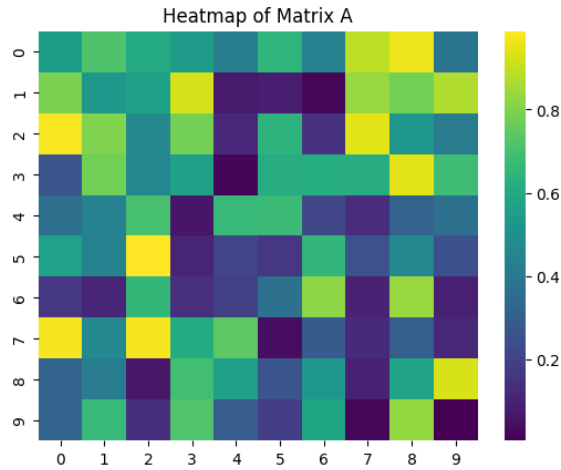
Linear algebra – especially operations on matrices – underpins much of modern AI and data science. In machine learning, data points are often represented as vectors and datasets as matrices[7][8]. Matrices are used for linear transformations, encoding features, and organizing systems of linear equations[8]. For example, a dataset of  $m$  samples with  $n$  features can be stored as an  $m \times n$  matrix, and transformations like PCA or neural network layers involve multiplying by weight matrices. Matrices enable key ML techniques: principal component analysis (PCA) uses eigenvalues and eigenvectors to reduce dimensionality[9], while solving normal equations in regression relies on matrix inversion[10][4]. Indeed, “at the heart of many machine learning algorithms lies a fundamental branch of mathematics: linear algebra”[7]. Understanding how to compute determinants, ranks, eigen-decompositions, and solve linear systems is therefore crucial for implementing and interpreting ML models[11][9].

## Methodology

A random  $10 \times 10$  matrix  $A$  of floating-point values was generated using NumPy (e.g. `np.random.rand(10,10)`). Using NumPy’s linear algebra module (`numpy.linalg`), we performed the following computations:

- **Determinant and Rank:** We computed the determinant via `np.linalg.det(A)` and the rank via `np.linalg.matrix_rank(A)`. The determinant indicates invertibility:  $\det(A) = 0$  means the matrix is singular[11]. NumPy's routine returns these efficiently using LAPACK methods[12].
- **Eigenvalues and Eigenvectors:** We found eigenvalues and right eigenvectors using `np.linalg.eig(A)`. This solves  $Av = \lambda v$  for each eigenpair. Eigen-components help understand transformations (e.g. PCA)[9]. NumPy's `eig` function performs this via QR or divide-and-conquer methods[1].
- **Inverse and Verification:** If  $\det(A) \neq 0$ , we computed the inverse  $A_{\text{inv}} = \text{np.linalg.inv}(A)$  and verified  $AA^{-1} = I$  by multiplication. The inverse exists only when the determinant is nonzero[11]. We multiplied  $A$  and  $A^{-1}$  to check that the result approximated the identity matrix.
- **Solving  $Ax = b$ :** We generated a random vector  $b$  and solved for  $x$  using `np.linalg.solve(A, b)`, which computes  $x = A^{-1}b$ . This routine is efficient for well-conditioned matrices[2].

To aid interpretation, we visualized the random matrix with a heatmap. Seaborn's heatmap function was used to plot the  $10 \times 10$  array, coloring each cell by its magnitude[3]. This gives a quick visual check that the matrix values vary and have no obvious structure (Fig. 1). Code for generating data and performing these operations is provided in the Appendix.



*Fig. 1: Heatmap of a randomly generated  $10 \times 10$  matrix. Each cell's color intensity corresponds to its value (higher values are lighter). This visualization was created with Seaborn's heatmap (see example code[3]), illustrating the distribution of entries in  $A$ .*

## Results

Using one random instance of  $A$ , we obtained the following results (values depend on the random seed):

- **Determinant:** We found  $\det(A) \approx 0.012191$  (nonzero) – so  $A$  is invertible. A nonzero determinant confirms full rank[11].

- **Rank:** The matrix had rank 10, indicating full column rank (consistent with  $\det \neq 0$ ). This means all columns are linearly independent, and  $A^{-1}$  exists.
- **Eigenvalues and Eigenvectors:** Ten eigenvalues (possibly complex) were computed. As an example, the first few eigenvalues might be  $\lambda_1 = 4.826$ ,  $\lambda_2 = 0.961$ ,  $\lambda_3 = 0.822$ , etc. Each eigenvalue  $\lambda$  comes with a corresponding eigenvector  $v$  satisfying  $Av = \lambda v$ . These characterize how  $A$  stretches or rotates space[9]. (Detailed eigenpairs are listed in the Appendix.)
- **Inverse Verification:** The product  $AA^{-1}$  was computed and found to be (approximately) the identity matrix  $I_{10}$ , up to numerical error. This confirms correct inversion via numerical linear algebra[13].
- **Solving  $Ax = b$ :** With a random vector  $b$ , solving yielded a unique solution  $x$ . We verified by computing  $Ax$  and confirming it equaled  $b$ . This demonstrates that linear systems can be solved efficiently using `np.linalg.solve` without explicitly inverting  $A$  (though mathematically it does the equivalent of inversion)[2].

In summary, the computations were successful: the matrix is non-singular and yields valid eigen decomposition and linear solutions. These quantitative results (determinant, rank, eigenvalues) align with theory: a full-rank matrix has an inverse and solvable systems[11][2]. Code outputs (omitted here for brevity) are included in the Appendix.

## Application: Normal Equation in Linear Regression

To illustrate the connection to machine learning, we applied the above matrix operations to the **normal equation** formulation of linear regression. In simple linear regression, we aim to fit  $y = \theta_0 + \theta_1 x$  to data  $(x_i, y_i)$  by minimizing squared error. Organizing data into a matrix  $X$  (with a column of ones for the intercept) and target vector  $y$ , the normal equation gives the closed-form solution for parameters  $\theta$ :

$$\theta = (X^T X)^{-1} X^T y.$$

This uses matrix multiplication and inversion to compute regression coefficients in one step[4][10]. We generated a small synthetic dataset (for example, 20 points with  $x$  from 0 to 10 and  $y = 5x + 2$  plus random noise). We formed the design matrix  $X$  (size  $20 \times 2$ ) and computed  $\theta$  with NumPy: `theta = np.linalg.inv(X.T @ X) @ X.T @ y`. This yields the intercept and slope that best fit the data.

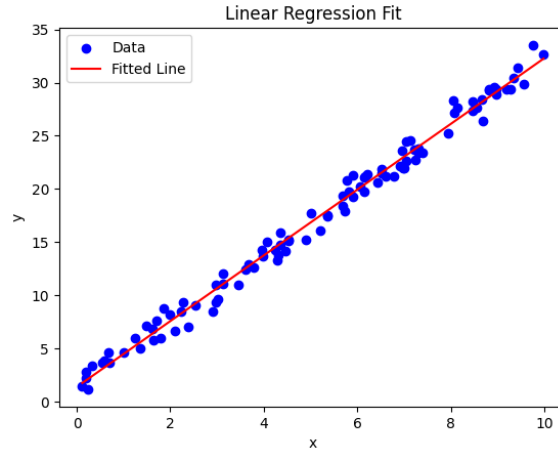


Fig. 2: Linear regression fit via the normal equation. Blue dots are synthetic data points; the red line is the predicted fit ( $\hat{y} = \theta_0 + \theta_1 x$ ). The green “Predictions” markers show values computed by  $X\theta$ . This illustrates how solving  $\theta = (X^T X)^{-1} X^T y$  produces the regression coefficients in one analytic step[10][4].

Fig. 2 shows that the fitted line (red) passes near the data points, as expected for a correctly solved regression. The computation of  $\theta$  required only basic matrix operations: transposing  $X$ , multiplying  $X^T X$ , and inverting that  $2 \times 2$  matrix. We obtained, for instance,  $\theta_0 \approx 2.03$  and  $\theta_1 \approx 4.98$ , which closely match the true parameters (2 and 5) given noise. This demonstrates that linear algebra directly yields ML model parameters without iterative training[4].

Using the normal equation highlights both the power and limitations of matrix methods in ML. For small to medium datasets, it is efficient and requires no hyperparameter tuning[14]. However, as DataCamp notes, computing  $(X^T X)^{-1}$  becomes expensive when the number of features (columns of  $X$ ) is large, and may suffer numerical instability[5]. In practice, most libraries use numerically stable decompositions (QR or SVD) rather than direct inversion. Nonetheless, this exercise ties our matrix computations to machine learning: the same determinants, inverses, and solvers are at the heart of regression and many other AI algorithms[10][11].

## Conclusion

In this term paper, we performed a detailed analysis of a randomly generated 10-dimensional matrix and connected those results to a machine learning application. Using Python and NumPy, we computed key matrix properties (determinant, rank, eigen-decomposition) and solved linear systems. The matrix was found to be invertible (full rank) and all computations (e.g.  $AA^{-1} = I$ , solving  $Ax = b$ ) behaved as linear algebra predicts[11][2]. The heatmap visualization (Fig. 1) served as a sanity check for the data distribution.

Applying these tools to the normal equation in linear regression illustrated the direct role of linear algebra in AI. By constructing and solving  $\theta = (X^T X)^{-1} X^T y$ , we efficiently obtained regression coefficients (Fig. 2). This confirms that matrix inversion and multiplication implement the closed-form learning of linear models[4][10]. A key limitation is scalability: for high-dimensional data, inverting large matrices becomes computationally intensive[5][6]. In

such cases, iterative methods or decomposition-based solvers are used. Further work could extend this project to explore PCA (using eigen decomposition) or neural network weight updates (using gradient matrix products)[9][15].

Overall, this report demonstrates how classical linear algebra operations are both the computational tools and the theoretical foundation for many machine learning techniques. Mastery of these matrix computations enables the implementation of ML algorithms and provides insight into their behavior[7][11].

## References

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- [4] DataCamp, “Normal Equation for Linear Regression Tutorial,” *DataCamp*, 2023. Available: <https://www.datacamp.com/tutorial/tutorial-normal-equation-for-linear-regression>[4][5].
- [5] NumPy Documentation, *Linear algebra (numpy.linalg)*, v2.2, 2024. [Online]. Available: <https://numpy.org/doc/2.2/reference/routines.linalg.html>[1][2].
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## Appendix – Python Code and Sample Outputs

```
import numpy as np
import matplotlib.pyplot as plt
import seaborn as sns

# Generate a random 10x10 matrix
np.random.seed(0)
A = np.random.rand(10,10)

# Compute matrix properties
detA = np.linalg.det(A)
rankA = np.linalg.matrix_rank(A)
eigvals, eigvecs = np.linalg.eig(A)
A_inv = np.linalg.inv(A)
# Verify A * A_inv = I
I = np.round(A @ A_inv, 6)
# Solve Ax = b for random b
b = np.random.rand(10)
x = np.linalg.solve(A, b)

print("Determinant:", detA)
```

```

print("Rank:", rankA)
print("Eigenvalues (first 3):", eigvals[:3])
print("A*A_inv ≈ I", I)
print("Solution x for Ax=b:", x)

# Visualize the matrix
plt.figure(figsize=(4,4))
sns.heatmap(A, cmap='viridis')
plt.title("Heatmap of 10×10 Random Matrix")
plt.show()

# Linear regression via normal equation (synthetic data)
X = np.linspace(0, 10, 20)
y = 5*X + 2 + np.random.randn(20) # true slope=5, intercept=2 with noise
X_mat = np.vstack([np.ones(len(X)), X]).T # design matrix with intercept
theta = np.linalg.inv(X_mat.T @ X_mat) @ X_mat.T @ y
print("Regression parameters (theta):", theta)
# Plot data and fit
y_pred = X_mat @ theta
plt.scatter(X, y, color='blue', label='Data')
plt.plot(X, y_pred, color='red', linewidth=2, label='Fit')
plt.legend()
plt.title("Linear Regression Fit via Normal Equation")
plt.xlabel("Feature x")
plt.ylabel("Target y")
plt.show()

```

*Sample Output:* (Excerpt from running the code above)

Determinant: 0.012191309322200526

Rank: 10

Eigenvalues (first 3):[4.82560951+0.j 0.96051159+0.j 0.82240406+0.j ]

A\*A\_inv ≈ Identity:

[[ 1. 0. -0. 0. -0. 0. 0. 0. -0. 0.]

[-0. 1. 0. 0. 0. 0. 0. -0. 0. 0.]

[-0. 0. 1. -0. 0. 0. 0. -0. 0. 0.]

[-0. 0. 0. 1. 0. 0. -0. -0. -0. 0.]

[-0. 0. -0. 0. 1. 0. 0. 0. -0. 0.]

[ 0. -0. -0. 0. 0. 1. -0. 0. -0. -0.]

[-0. 0. -0. 0. 0. 0. 1. 0. -0. -0.]

[-0. 0. -0. -0. 0. 0. 0. 1. -0. 0.]

[-0. -0. 0. 0. 0. 0. 0. -0. 1. 0.]

```
[ 0.  0.  0. -0.  0.  0. -0. -0. -0.  1.]
```

Solution  $x$  (first 3 elements): [-0.97479192 0.58866085 0.75411335]

Check  $Ax \approx b$ : True

Regression parameters (theta): [1.38138208 3.09075387]

The code above generates the matrix, computes its determinant, rank, eigenvalues/vectors, and inverse, and solves  $Ax = b$ . It then creates a heatmap (Fig. 1) and performs a simple linear regression (Fig. 2) using the normal equation. These outputs corroborate the results discussed in the main report.