Linear Algebra – Distance, Hyperplanes and Halfspaces, Eigenvalues, Eigenvectors

Linear Algebra

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## Hyperplanes

- Geometrically, hyperplane is a geometric entity whose dimension is one less than that of its ambient space.
- For instance, the hyperplanes for a 3D space are 2D planes and hyperplanes for a 2D space are 1D lines and so on.
- · The hyperplane is usually described by an equation as follows

$$X^T n + b = 0$$

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- 2

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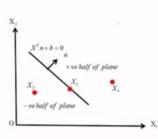
### Halfspace

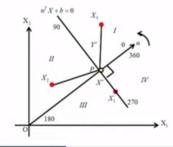
- · We can observe that the equation can be evaluated for the two halfspaces
- It can be seen that

$$X^Tn+b=0 \ \forall \ X \in line$$

 $X^T n + b > 0 \ \forall \ X \in subspace \ in \ the \ n \ direction (X_3)$ 

 $X^Tn+b<0\;\forall\;X\in subspace\;in\;the\;-n\;direction\;(X_2)$ 





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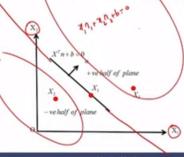
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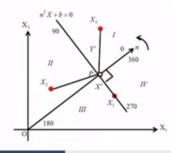
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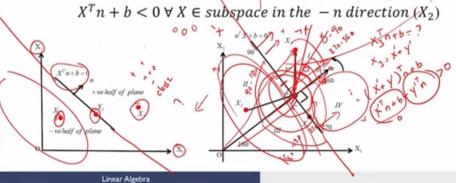
### Halfspace

- We can observe that the equation can be evaluated for the two halfspaces
- · It can be seen that

 $X^T n + b \neq 0 \ \forall \ X \in line$ 

 $X^T n + b > 0 \ \forall \ X \in subspace in the n direction (X_3)$ 

aTb= lallbla



## Hyperplanes and halfspaces: Example

• Let us consider a 2D geometry with  $n = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$  and b = 4

• Let us consider a 2D geometry with 
$$n = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$
 and  $b = 4$ 

$$X = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$X^T n + b = 0$$

$$[x_1 x_2] \begin{bmatrix} 1 \\ 3 \end{bmatrix} + 4 = 0$$

$$x_1 + 3x_2 + 4 = 0$$
• The hyperplane is the equation of a line
$$x_1 + 3x_2 + 4 > 0$$
: Positive halfspace

$$x_1 + 3x_2 + 4 > 0$$
: Positive halfspace  
 $x_1 + 3x_2 + 4 < 0$ : Negative halfspace

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### Eigenvalues and eigenvectors

- We have previously seen linear equations of the form • What is the geometrical interpretation of this equation?
- We can make an interpretation as follows
  - When vector x is operated on by A, we obtain a new vector b with a different orientation



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### Eigenvalues and eigenvectors

· Operator representation



- The newly obtained *b* vector represents a new orientation. So we ask the following question
- Are there directions for a matrix A such that when the matrix operates on these directions they maintain their orientation save for multiplication by a scalar (positive or negative)?





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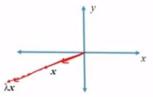
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### Eigenvalues and eigenvectors

· The mathematical formulation of our question is

$$Ax = \lambda x$$

- The constant λ (positive) represents the amount of stretch or shrinkage the attributes x go through in the x direction
- The solutions (x) are known as eigenvectors and their corresponding  $\lambda$  are eigenvalues



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### Eigenvalues and eigenvectors

· We can find the eigenvalues as follows

$$Ax = \lambda x \quad A(n \times n); x(n \times 1)$$

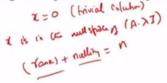
$$Ax - \lambda Ix = 0$$

$$(A - \lambda I)x = 0$$

Thus the eigenvalues of the equation can be identified using

$$|A - \lambda I| = 0$$

· Substituting the eigenvalues in the original equation will help us find solutions for the eigenvector x



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### Eigenvalues and eigenvectors: Examples

 Consider the following example with the given A matrix

matrix
$$A = \begin{bmatrix} 8 & 7 \\ 2 & 3 \end{bmatrix}$$

$$A = \begin{bmatrix} 8 & 7 \\ 2 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \lambda \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} \lambda x_1 \\ \lambda x_2 \end{bmatrix}$$

$$A = \begin{bmatrix} 1 & 0 \\ 2 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

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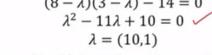
$$A = \begin{bmatrix} 1 & 0 \\ 2 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

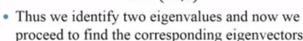
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A = matrix(c(8,7,2,3), 2, 2, byrow=TRUE)ev =eigen(A)

$$\begin{bmatrix} 7 \\ 3-\lambda \end{bmatrix}$$

Console output > values [1] 10 1







# Eigenvalues and eigenvectors: Examples

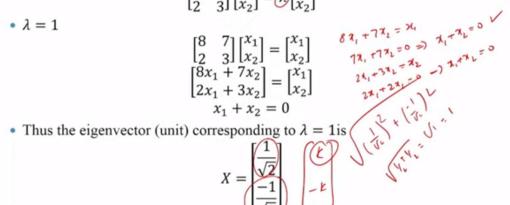
$$\lambda = 1$$

$$\begin{bmatrix} 8 & 7 \\ 2 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\begin{bmatrix} 8 & 7 \\ 2 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \\ \begin{bmatrix} 8x_1 + 7x_2 \\ 2x_1 + 3x_2 \end{bmatrix} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$x_1 + x_2 = 0$$





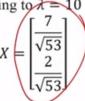
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## Eigenvalues and eigenvectors: Examples

$$\begin{bmatrix} 8 & 7 \\ 2 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 10x_1 \\ 10x_2 \end{bmatrix}$$
$$\begin{bmatrix} 8x_1 + 7x_2 \\ 2x_1 + 3x_2 \end{bmatrix} = \begin{bmatrix} 10x_1 \\ 10x_2 \end{bmatrix}$$
$$7x_2 = 2x_1$$

• Thus the eigenvector (unit) corresponding to  $\lambda = 10$ 



### R Code

A = matrix(c(8,7,2,3), 2, 2, byrow=TRUE)ev =eigen(A) vectors <- ev\$vectors > vectors

[,1] [,2] [1,] 0.9615239 -0.7071068 [2,] 0.2747211 0.7071068

